

Precision

Crap

Dealing

Dale S. Yeazel

The background of the cover is a blurred image of a blue craps table. A hand is visible on the left side, appearing to be in the process of dealing cards. A row of five red chips is positioned diagonally across the center of the table. The text is overlaid on this background.

Precision Crap Dealing

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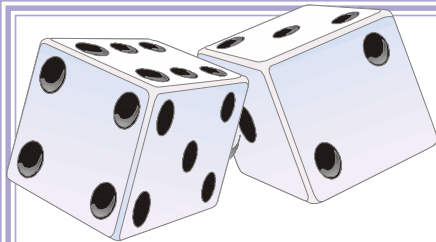


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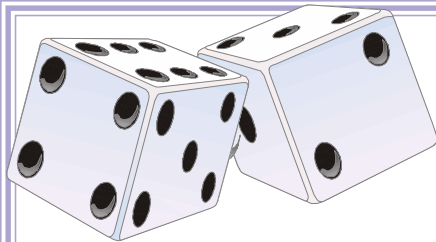


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Introduction

ABOUT THE AUTHOR

Dale S. Yeazel is a product of the competitive crap dealing environment of Las Vegas in the nineteen-seventies. An environment where the only way to secure strip employment was to learn to adapt to working conditions that not only demanded strict adherence to dealing procedures and excellent check handling, but to have the initiative to deal with the many unusual situations that arose daily.

His experience is diverse and comes from working on excellent crews in a number of downtown Las Vegas and strip casinos. He is currently pursuing a career in management by working on Mississippi riverboats.

Writing “Precision Crap Dealing” has been the completion of a career long dream of his and the chance to pass on the knowledge given to him by great instructors as Ralph Cutolo and insights that can only be gained by fifteen years experience as a crap dealer.

INTRODUCTION

My name is Dale Scott Yeazel. I am currently working as a supervisor and craps instructor on a Mississippi riverboat. Before that I worked as a dealer in Las Vegas for fifteen years dealing craps, blackjack, pai gow poker and roulette. Twelve of those years I dealt exclusively craps at the many downtown and strip casinos.

I was trained at the Strip Dealers School of Las Vegas in 1976-1977 by Ralph Cutolo and Ed Light. Much of my terms, techniques, philosophy, drills and explanations come from those two great instructors. Much of my dealing style comes from what those two men have taught me, because I did not feel the need to improve on the perfect. The rest comes from the procedures, techniques and philosophies that I feel I have developed by a reasonably consistent effort to improve.



I feel that the technical aspects of how I perform as a crap dealer is second to none. I don't say that out of arrogance or even confidence, I say that because I decided a long time ago that it was just as easy to look good, as to look bad. I decided that if I saw someone do something better than me, I would also do it that way. I practiced at home for at least a few minutes each day. I also developed the philosophy that I burned just as many calories by giving attention to detail and performing tasks in the fewest yet cleanest moves, than someone who deals craps sloppily. I have never felt that having a healthy respect for the technical aspects of dealing craps interferes with a dealer's ability to acquire tokens, in fact I believe it only enhances that ability greatly.

These beliefs don't make me special or one of a kind, there are thousands of crap dealers equally qualified to make those statements. There are thousands of people equally qualified to write a book about dealing craps, I sincerely hope that they agree with at least most of what I have to say.

Besides Ralph Cutolo and Ed Light I would like to thank the countless people who have had an impact on my career. For more recent contributions, I would like to thank my friend Jim Dallas for all his work and help as an illustrator and computer consultant.

I don't recommend that you try to become a crap dealer by reading this book. You should be attending a dealing school or at least have the help of an experienced dealer. I wrote this book to compliment a training program and to reinforce the lessons you will be given.

I wrote this book as a guide to dealing at Las Vegas casinos. The only reason I refer to game rule variations in other locations is so that the reader will be familiar with different variations so he can anticipate confusion from players that are not accustomed to Las Vegas games. When referring to proposition bet payoffs, I am referring to them as they are paid on the Las Vegas strip, unless otherwise noted.

Even though I tried to write this book describing procedures that are generally accepted, there are many different opinions about how craps should be dealt. I can guarantee that the people that train you and the boxmen that you work for won't agree with everything I have written. You must

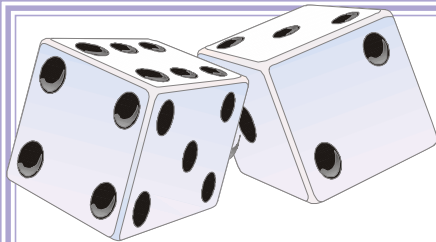
understand that you have to follow their instructions and not bother them by quoting what you read, or think you read, from this book.

You should read this book from beginning to end, regardless of your experience or prior knowledge of this game. This will not only insure that you have had the opportunity to learn all this book has to offer, it might help you to explain the game to a novice player or break-in dealer. Any part of this book that you don't completely understand should be re-read as many times as needed, since information given is dependent upon the reader understanding the previous chapters. You should also learn the terms that I use in this book and get into the habit of using them. Too many people who think they want to learn about craps try to paraphrase craps terms into something they think they will be able to understand better. To understand the terms in craps is to understand the game.

It takes a great deal of discipline to learn to become a crap dealer, the same kind of discipline it takes to learn to play a musical instrument. The environment of a dice pit is similar to that of a military organization, with emphasis placed on job performance and the ability to follow instructions. You must develop the ability to follow instructions and accept criticism (no matter how much you resent the way it is given) if you are to be a crap dealer.

The most important advice I can give to any break-in dealer is to *practice!* If you practice the check handling techniques and spend time computing payoffs at home for five to fifteen minutes a day, you will have the potential to achieve a level of greatness in a job that often feels like a sport, science and art.





Chapter 1

Private Craps

It will be easier for you to understand (and for me to explain) a casino crap game if you learn the basics of a private crap game. Two or more players position themselves near a wall or other vertical surface, and decide who will be the first shooter. The shooter makes a bet (or bets) against the other player (or players) that he will “pass” (win). The other players may bet among themselves as to whether the shooter will “pass” (win) or “miss-out” (lose). After all bets are made the shooter throws two dice against the wall. If the total of the dice are 7 or 11, then the shooter, and anyone betting “with the shooter”, wins. If the shooter throws a dice total of 2,3 or 12 (craps), the shooter and anyone who bet “with the shooter” lose.

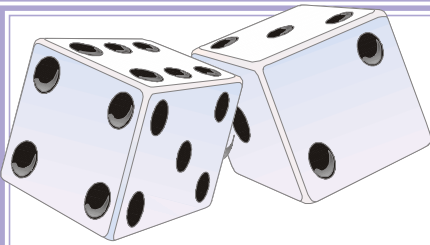
Thus, the dice totals 2,3,7,11 and 12, are referred to as “naturals”, because they effect a decision on the first roll of the dice. In other words, if a natural is thrown on the first roll, then all bets, with or against the shooter, immediately win or lose.

If a natural is thrown on the first roll of the dice (hereafter referred to as the “come-out” roll), then the shooter is “coming-out” again and it is still considered the first roll of the dice.

If the shooter doesn’t throw a natural on the come-out roll, then it stands to reason he threw one of the remaining six numbers on the dice, namely 4,5,6,8,9 or 10. If the shooter throws a 4,5,6,8,9 or 10 on the come-out roll, then that number becomes the shooter’s “point.” He must then throw the point number again, before he throws a seven, to win. 2,3,11 and 12 don’t cause a decision after the shooter has come-out on a point.

After any decision the dice are coming-out again and the rules of the first roll apply.

The shooter doesn’t forfeit his right to shoot by throwing a crap on the come-out roll, he only loses his right to shoot by throwing a seven while trying to throw his point number (called throwing a “seven-out”). The shooter may however, decline to shoot (called “passing the dice”) on any come-out roll. When the shooter “sevens-out” or “passes the dice” the option to shoot rotates to the next player, in a clockwise fashion.

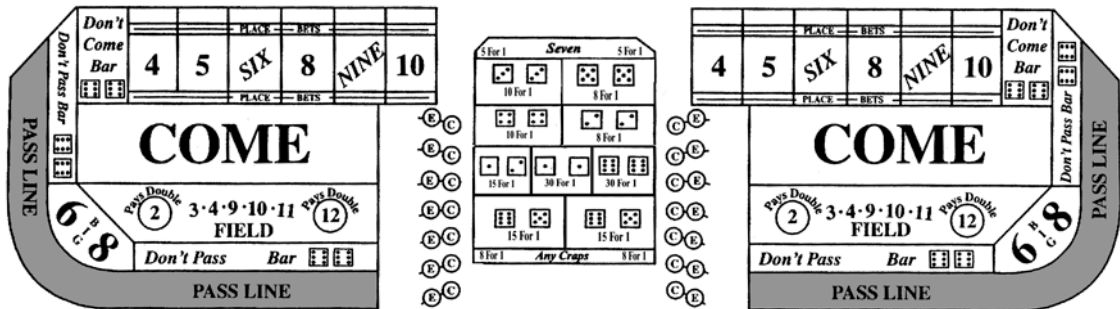


Chapter 2

Bank Craps

Bank craps is the form of casino craps offered by all legal casinos in the United States. The main difference between bank craps and private craps is that the players don't bet against each other, all bets are made against the house (bank). The essence of the game doesn't change, players still bet with the shooter or against the shooter. One of the key differences (and advantages) is the side bets that can be wagered. Unfortunately, it is this difference that intimidates many potential players, even those that have enjoyed playing private craps from learning to play bank craps.

Pass Line

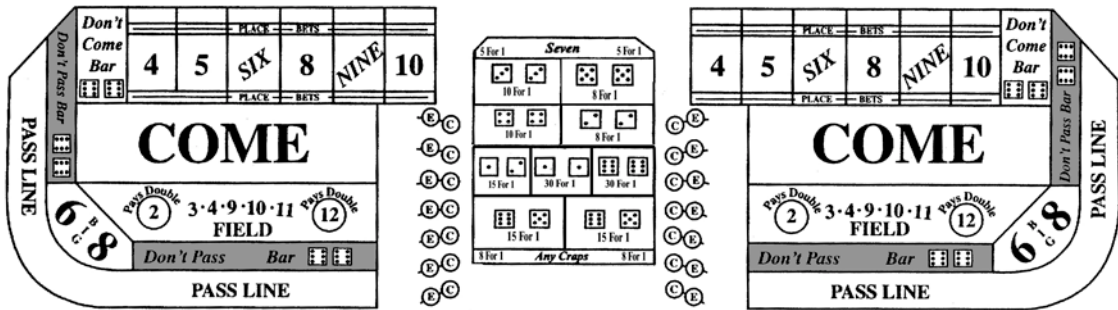


Players who bet the pass line are betting “with the shooter”. If 7 or 11 is thrown on the come-out roll (first roll) it wins even money (1 to 1). If 2,3 or 12 is thrown on the come-out roll it loses. If the shooter comes-out on a 4,5,6,8,9 or 10 the base dealer places the “puck” (a three inch white disc marked “ON”) on the appropriate point number box to indicate the shooter’s point for the pass line. If the shooter makes his point the pass line wins even money. If the shooter sevens-out (throws a seven before his point) it loses.

The player places the bet himself on the section of the pass line as close to him as possible. The player can make or increase a pass line bet after the shooter has come-out on a point, but if he does, he is definitely taking the worst of it. This will be explained in the next chapter dealing with

the mechanics of dice. Once the player has bet on the pass line, and the shooter has come-out on a point, then he can't pick up the bet (or decrease it) until the shooter has made his point.

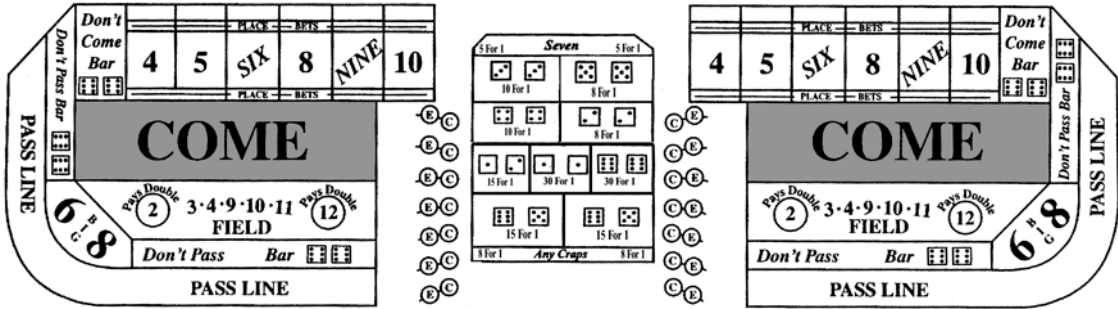
Don't Pass



Players who bet the don't pass are betting "against the shooter." If the shooter throws 7 or 11 on the come-out (first roll) roll it loses. If the shooter comes-out on a 2 or 3, it wins even money (1 to 1). But if the shooter comes-out on a 12, it "pushes" (if a bet "pushes" it means it doesn't win and it doesn't lose). Some northern Nevada casinos push on a roll of 2, instead of 12, on the come-out roll. If the house didn't do this the don't pass bettor would have an advantage over the house. If the shooter comes-out on a 4,5,6,8,9 or 10 the base dealer marks the appropriate point number box with the "puck" and that is the point number the don't pass bettor is betting against. If the shooter sevens-out (throws a seven before his point) the don't pass wins even money. If the shooter makes his point, it loses.

Players place their don't pass bets as close to them as possible on any come-out roll. Players can not make (or increase) a don't pass bet after the shooter has come-out on a point. Players can pick up or decrease a don't pass bet after the shooter has come-out on a point, but again, after you read the next chapter you will understand why this is unwise.

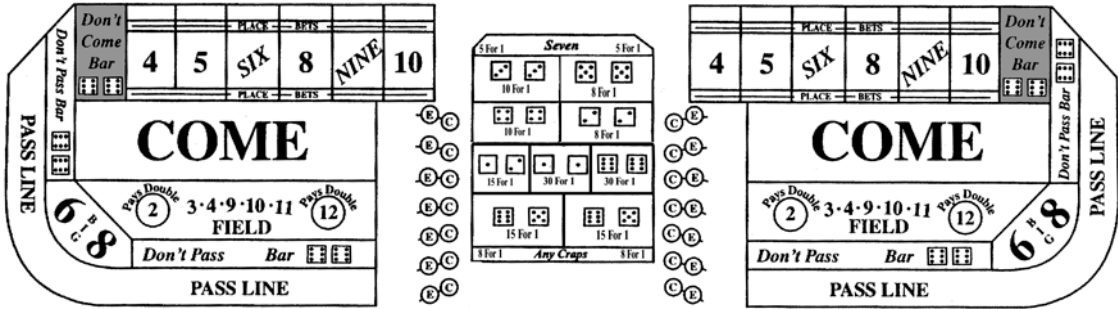
Come



Come bets have been accurately described as an extension of the pass line, in fact they are actually the same bet! Players bet with the shooter on the come-out roll by betting on the pass line. After the shooter has come-out on a point, players may bet with the shooter *on the next roll of the dice* by making a come bet in the area of the come as close to them as possible. 7 or 11 wins even money on the first roll. 2, 3 or 12 loses. If the shooter throws a point number (including the current point number for the pass line) the dealer puts the come bet on the appropriate point number box to indicate what the point for that particular come bet is. If the shooter throws that number again, the base dealer takes the come bet off of the point number box and pays it even money in the area of the come as close to the player who bet it as possible. If the shooter throws a seven after the come bet is on a point number box, it loses, whether it is a winner seven on the come-out roll for the pass line or a seven-out for the pass line *and* all come bets on a point number box. .

As with a pass line bet, a player can increase a come bet that is on a point number box, but he can't remove or reduce it.

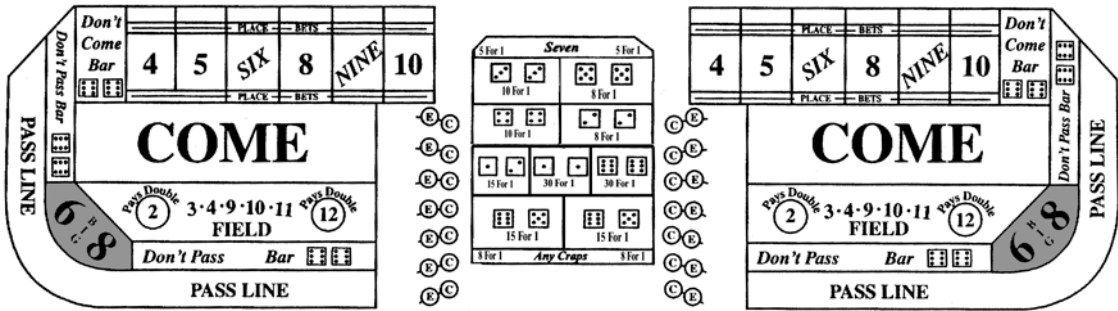
Don't Come



Just as the come is an extension of the pass line, the don't come is an extension of the don't pass. It is also designed to be bet after the shooter has established a point for the pass line.

Players often mistakenly think that by betting the don't come they are betting against whatever point the shooter is shooting for on the pass line. By making a don't come bet, the player is betting against the shooter *on the next roll of the dice*, and the rules of the come-out roll apply, 7 or 11 loses, 2 or 3 wins even money and 12 is a push. If the shooter throws a point number then the dealer picks up the bet and places it in the 2 by 6 inch area behind the appropriate point number box to indicate what point number that particular don't come bet is betting against. If the shooter throws that number again, the dealer collects it, because it loses. If the shooter throws a seven (whether on the come-out roll for the pass line or not) the dealer pays all don't come bets that are behind a point number even money, and returns them to the don't come area to be collected by the player. Like don't pass bets, players can't increase a don't come bet that is behind a point number box, they can reduce or remove them, called taking "no action" behind the number.

Big 6 & Big 8

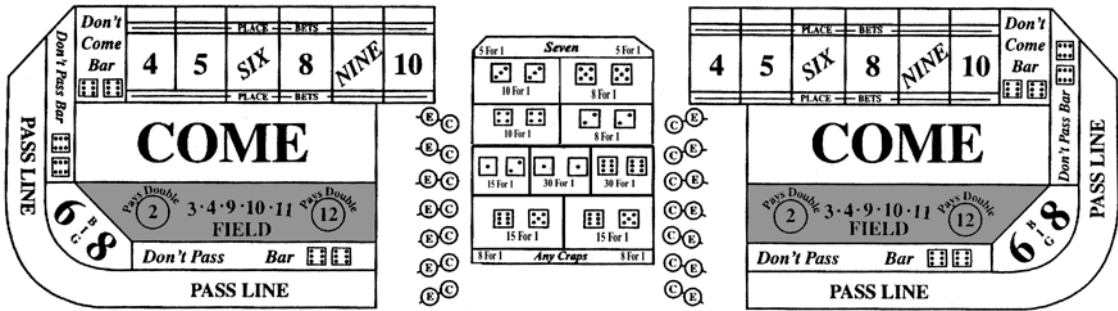


The big 6 and 8 are two separate side bets offered by American casinos, except those in Atlantic City. They are self-service bets that the player may bet or take down at any time. If a player places a bet on the area of the layout marked big 6, every time a 6 is thrown it is paid even money. If a player places a bet on the area of the layout marked big 8, every time an 8 is thrown it is paid even money. If a seven is thrown all bets on the big 6 and 8 lose.

So what the player is really betting on is that a 6 (or 8) will be thrown before a 7 is thrown.

The reason Atlantic City casinos don't offer this bet is because the house has a whopping 9.09% advantage over the player, and besides (as you will learn later) the player has a way of betting on 6 or 8 to be thrown before a seven is thrown and win greater than even money.

Field



The field is a *one roll* side bet on all the numbers listed in it on the layout, namely 2,3,4,9,10,11 and 12.

Players may bet the field at any time by placing checks (chips) in the field as close to them as possible.

If a 3,4,9,10 or 11 is rolled it wins even money. If a 2 or 12 is thrown it pays 2 to 1. Some casinos, especially those in downtown Las Vegas, pay 3 to 1 for a roll of 12.

If 5,6,7 or 8 is thrown, it loses.

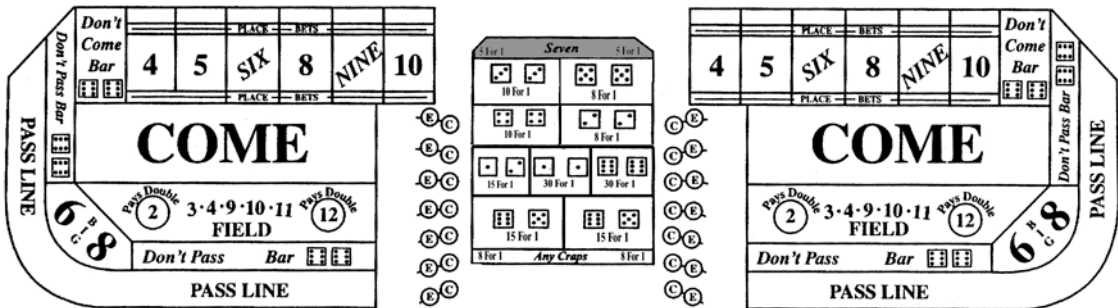
It may seem since there are only four out of eleven numbers that cause the field to lose that the player has an advantage, however, as you will understand after reading the next chapter, there are more dice combinations of 5,6,7 and 8 than all other dice totals combined.

Proposition bets

Proposition bets are side bets located in the center of the layout in front of the stickman. They are not self-service bets. Players may make proposition bets anytime by literally throwing checks (chips) to the stickman and verbally telling him what bet or bets they wish to make. The stickman will then verbally repeat the bet and place it in the layout in the appropriate spot. If the player has change coming, the stickman will instruct the base dealer on their end of the table how much change to give the player. If the player wins a bet (or bets) the stickman will compute the correct payoff and instruct the base dealer to make the payoff.

Here are all the individual proposition bets a player can make:

Seven (also referred to as Big Red)

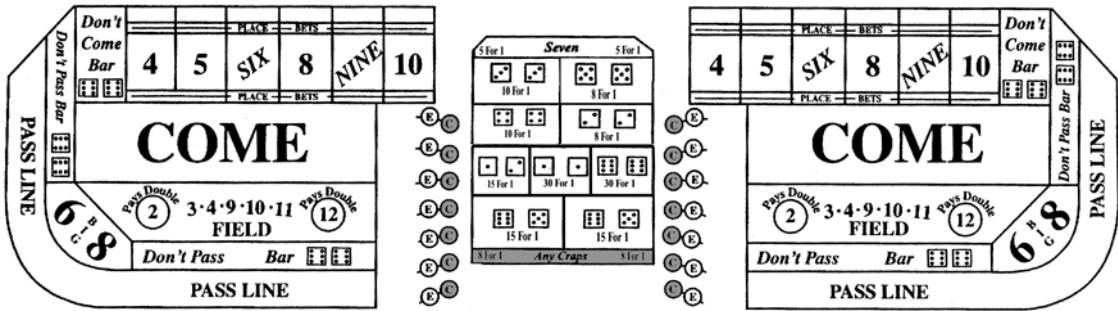


If a seven is thrown the player wins 5 for 1. If any other number is thrown, it loses.

Notice I said the payoff is 5 for 1 (as it is marked on the layout in most Las Vegas casinos). This is not to be confused with 5 to 1. If a player bets one dollar on a bet that pays 5 to 1 then he wins five dollars and can collect the dollar he bet for a total of six dollars and down. If a player bets one dollar on a bet that pays 5 for 1 then he can collect five dollars, but the house keeps his one dollar bet, so the player only collects five dollars and down.

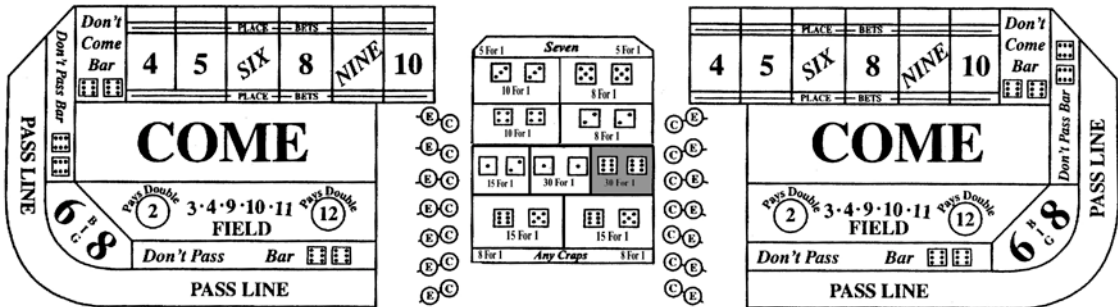
So the payoff for a seven bet is in reality 4 to 1

Any Crap



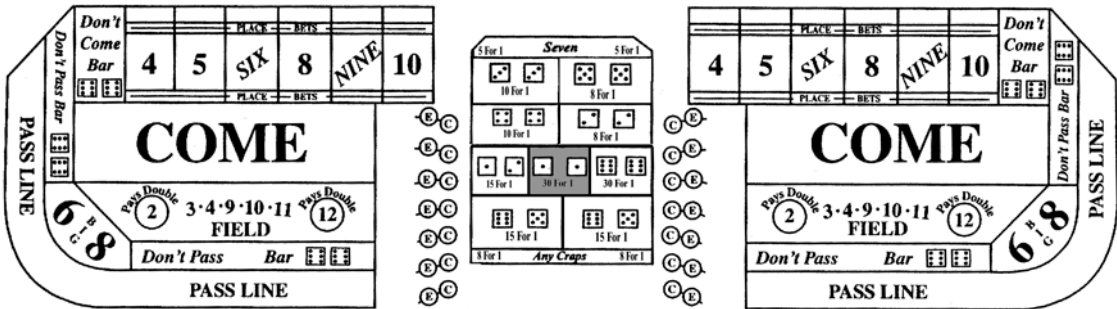
If 2,3 or 12 is thrown the player wins 8 for 1 (7 to 1). If any other number is thrown, it loses.

Twelve (also referred to as "boxcars")



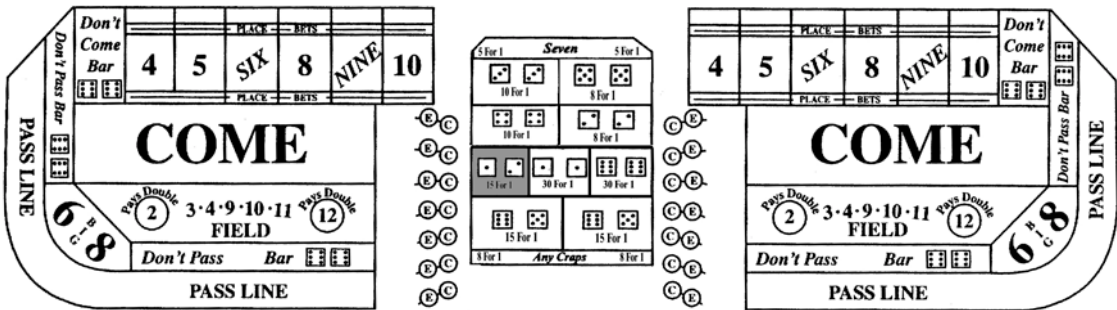
If twelve is thrown the player wins 30 for 1 (29 to 1). Some casinos, especially those in downtown Las Vegas and Atlantic City, pay 31 for 1 (30 to 1). If any other number is thrown, it loses.

Two (also referred to as "aces" or "snake eyes")



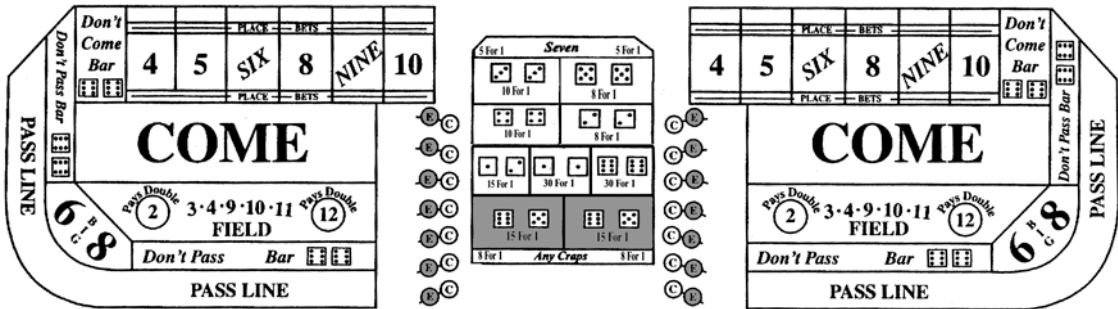
If a two is thrown the player wins 30 for 1 (29 to 1), just like "boxcars". Some casinos pay this bet 31 for 1 (30 to 1). If any other number is thrown, it loses.

Three (also referred to as "ace-deuce")



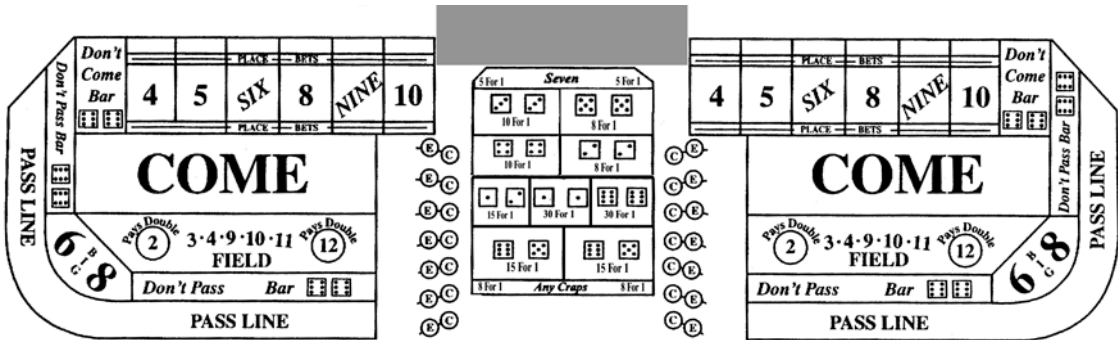
If a three is thrown the player wins 15 for 1 (14 to 1). Some casinos pay this bet 16 for 1 (15 to 1). If any other number is thrown, it loses.

Eleven (called “yo-leven” by casino personnel)



If an eleven is thrown the player wins 15 for 1 (14 to 1), just like “ace-deuce”. Some casinos pay this bet 16 for 1 (15 to 1). If any other number is thrown, it loses.

Turning bets (also called “hop bets”)



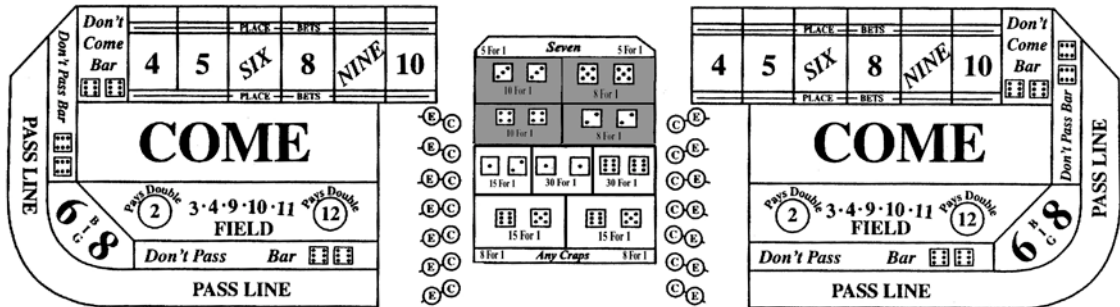
A turning bet is a one roll bet on a specific dice total.

Players make turning bets by throwing checks to the stickman and telling him what specific dice total or totals they wish to bet on. The stickman then repeats the bet and places it in the empty area above the “seven” bet on the layout.

One combination totals, such as 4-4, pay like a bet on “boxcars” (30 for 1). Two combination totals, such as 6-4, pay like a bet on “yo-leven” (15 for 1).

Atlantic City casinos don’t accept turning bets.

Hard Way Bets



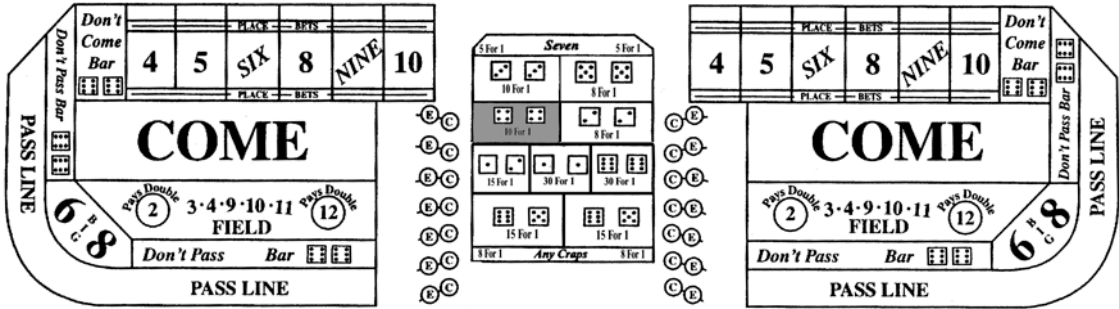
Hardway bets are the only proposition bets that aren’t one roll bets.

Players make hardway bets anytime by throwing checks to the stickman and telling him which hardway or hardways they wish to bet.

Some players wish to have their hardway bets “off” on the come-out roll for the pass line. If a bet is “off” then it can’t win and it can’t lose. Las Vegas casinos assume that a player wishes his hardway bets to “work” (have action) unless the player tells the stickman that he wants them “off”. Atlantic City casinos assume that a player wishes to have his hardway bets “off” on the come-out roll for the pass line, unless the player tells the stickman that he wants them to “work”.

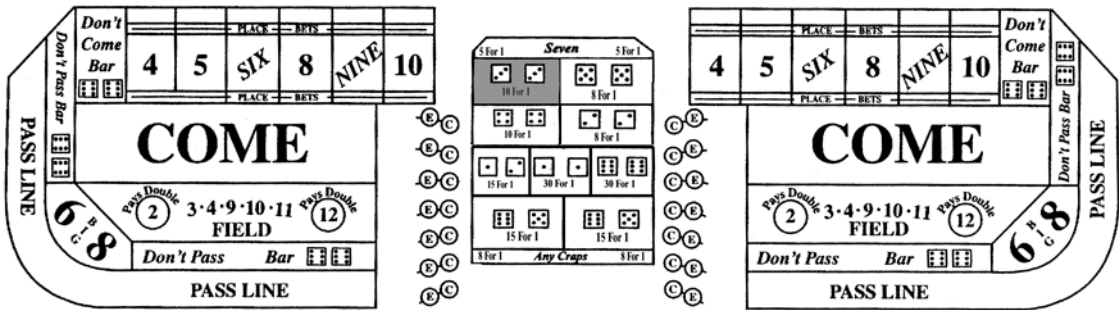
Players may instruct the stickman to take their hardway bets “down” (remove and return them to the player) or turn them “off” (not have action until the player requests them to “work”) at any time.

Hard 8



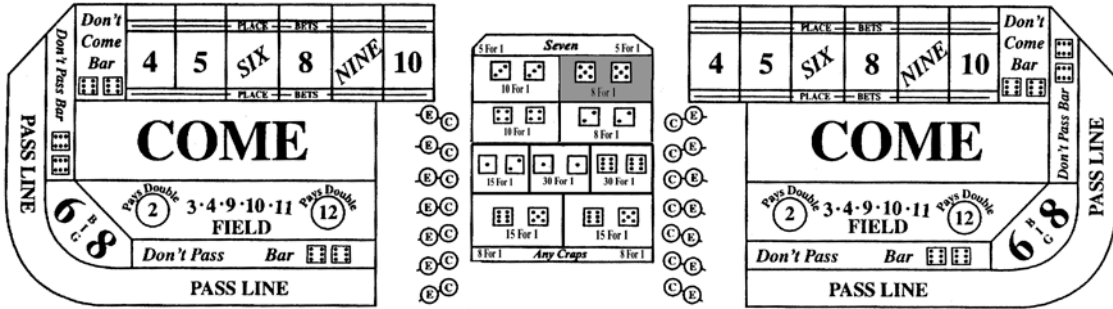
A player who bets the hard 8 is betting that an eight will be thrown with a four on each die. If a hard 8 is thrown the player wins 10 for 1 (9 to 1). If an “easy” eight (6-2 or 5-3) is thrown, it loses. It also loses if a seven is thrown.

Hard 6



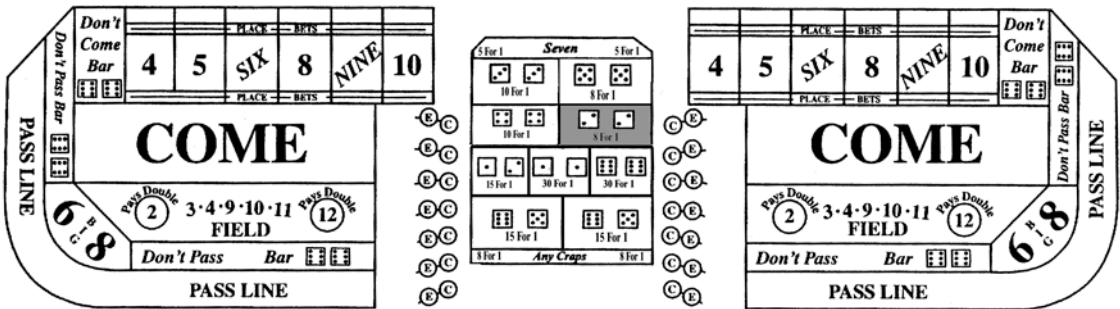
A player who bets the hard 6 is betting that a six will be thrown with a three on each die. If a hard six is thrown the player wins 10 for 1 (9 to 1). If an “easy” six (5-1 or 4-2) is thrown, it loses. It also loses if a seven is thrown.

Hard 10



A player who bets the hard 10 is betting that a ten will be thrown with a five on each die. If a hard ten is thrown the player wins 8 for 1 (7 to 1). If an “easy” ten (6-4) is thrown, it loses. It also loses if a seven is rolled.

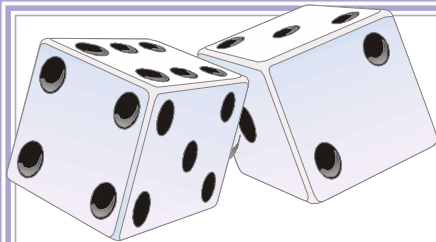
Hard 4



A player who bets the hard 4 is betting that a four will be thrown with a two on each die. If a hard four is thrown the player wins 8 for 1 (7 to 1). If an “easy” four (3-1) is thrown, it loses. It also loses if a seven is thrown.

When a player wins a proposition bet it is casino policy to leave the player up on all winning and losing proposition bets. Some people say this is because the casinos are greedy, but it is really because some players expect to be left up the same way, so if the stickman instructs a base dealer to pay a bet “and down” and the same number is thrown again, the player might have a legitimate argument to get paid again, even though he didn’t risk any money. E.g., The player bets one dollar on “any crap”. Twelve is thrown. The stickman tells the base dealer “Give him seven dollars and he’s still up the same way!” Of course if the player wants to take his bet down he need only tell the stickman this and the stickman will instruct the base dealer to refund the amount of the player’s bet from the base dealer’s working stacks.





Chapter 3

The Mechanics of Dice

To understand the rules and payoffs in craps the mechanics of dice must be understood.

In craps two six sided dice are used. 6 sides times 6 sides = 36 total combinations that can be thrown with two dice.

Let's introduce you to the most difficult concept you need to understand, what the difference is between a "way" and a "combination".

Let's assume that we are playing craps with one green die and one red die.

How many ways are there to throw a seven? Answer: three. Namely 6-1, 5-2 and 4-3. How many combinations of seven are there?

Answer: 6:

- 1.) Red die on 6 and green die on 1
- 2.) Red die on 1 and green die on 6
- 3.) Red die on 5 and green die on 2
- 4.) Red die on 2 and green die on 5
- 5.) Red die on 4 and green die on 3
- 6.) Red die on 3 and green die on 4

Get it? There are three ways or six combinations of seven with two dice, regardless of what color they are.

How many ways are there to throw a twelve? Answer: one, 6-6. How many combinations of twelve are there? Answer: one. No matter how you look at it, you will have one red six and one green six. So again, there is one way or one combination of twelve regardless of what color dice you are using.



How many ways are there to throw a six? Answer: three, 3-3, 5-1 and 4-2. How many combinations of six are there?

Answer: 5:

- 1.) Red die on 3 and green die on 3
- 2.) Red die on 5 and green die on 1
- 3.) Red die on 1 and green die on 5
- 4.) Red die on 4 and green die on 2
- 5.) Red die on 2 and green die on 4

So there are three ways or five combinations of six.

If you don't understand the difference between a "way" and a "combination" by now, all I can suggest is go back and re-read this chapter until you do. If you do understand the difference then you should be able to create a table like this:

Number	# of Ways	Ways	Combinations	# of Combs
2	1	1-1	1-1	1
3	1	2-1	2-1, 1-2	2
4	2	2-2, 3-1	2-2, 3-1, 1-3	3
5	2	4-1, 3-2	4-1, 1-4, 3-2, 2-3	4
6	3	3-3, 5-1, 4-2	3-3, 5-1, 1-5, 4-2, 2-4	5
7	3	6-1, 5-2, 4-3	6-1, 1-6, 5-2, 2-5, 4-3, 3-4	6
8	3	4-4, 6-2, 5-3	4-4, 6-2, 2-6, 5-3, 3-5	5
9	2	6-3, 5-4	6-3, 3-6, 5-4, 4-5	4
10	2	5-5, 6-4	5-5, 6-4, 4-6	3
11	1	6-5	6-5, 5-6	2
12	1	6-6	6-6	1
Totals	21			36

Now armed with this information we should be able to answer these questions.

A player makes a bet on the pass line and the shooter comes-out on a point of four. What are the chances of him winning his bet? Well we know that a roll of seven will cause him to lose and a roll of four will cause him to win. There are six combinations of seven and three combinations of four. So we may express his chances of winning this bet as 6 to 3 against the player. We may reduce this fraction by dividing both numbers by the highest number that can be divided into both of them evenly, namely three. Six divided by three equals two and three divided by three equals one. So 6 to 3 equals 2 to 1. And so, the chances of this player winning his bet on the pass line with a point of four are 2 to 1 against him.

A player makes a bet on the don't pass and the shooter comes-out on a point of four. What are the chances of this player winning his bet? If the pass line bettor has odds of 2 to 1 against him, then the don't pass bettor has odds of 2 to 1 *in his favor* of winning.

How about the pass line bettor with a point of ten? There are three combinations of ten so the answer is the same as the four, 2 to 1 against the pass line bettor and 2 to 1 in favor of the don't pass bettor.

How about the pass line bettor with a point of five or nine? There are four combinations of five (or nine) so the odds against the shooter of making a point of five or nine are 6 to 4 against him. 6 to 4 can be reduced to 3 to 2, so the chances of the pass line bettor winning with a point of five or nine are 3 to 2 against him or 3 to 2 in favor of the don't pass bettor.

How about the pass line bettor with a point of six or eight? There are five combinations of six (or eight), so the chances are 6 to 5 against the pass line bettor with a point of six or eight and 6 to 5 in favor of the don't pass bettor.

At this point you may have a question of your own; "Why would anyone bet the pass line, when regardless of what point you come-out on, the chances are against you of winning?" The answer: the come-out roll. There are six combinations of seven and two combinations of eleven for a total of eight winning combinations for the pass line on the come-out roll. There is one combination of



two, one combination of twelve and two combinations of three for a total of four losing combinations for the pass line on the come-out roll, so the chances are 2 to 1 in favor of the pass line bettor winning in the event of a “natural”.

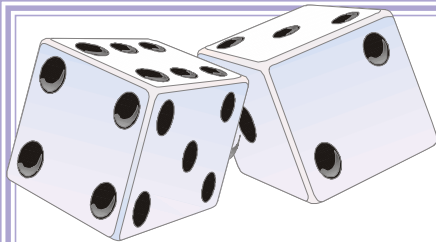
Now you understand why there is no logical reason to bet on the pass line after the shooter has come-out on a point. The best odds against him of winning would be 6 to 5 (in the case of a point of six or eight) and he would only get paid even money if he won. You should also understand why the house doesn't allow players to bet the don't pass after the shooter has come-out on a point. The best odds the house would have to win would be 6 to 5 against it, and they would have to pay the player even money if he won.

You should also be able to compute the chances of throwing a field number. Twenty combinations that aren't in the field against sixteen that are. 20 to 16 equals 5 to 4. Even getting 2 to 1 for a roll of “aces” and sometimes 3 to 1 for a roll of “boxcars” isn't enough to make the field an even money bet.

What are the chances of winning a bet on “boxcars”? Thirty-five combinations cause it to lose and one combination causes it to win. So the chances of winning a bet on “boxcars” are 35 to 1 against the bettor.

If only one combination causes a bet on the “hard 8” to win and only one combination causes a bet on the “hard 10” to win, why does the “hard 8” pay more? Answer: it's not the number of winning combinations that are relevant in this case, it's the number of losing ones. There are more combinations of an “easy 8” than there are of an “easy 10”.





Chapter 4

Taking and Laying Odds

Taking Odds on the Pass Line

“Taking odds” on the pass line is an option granted to players who bet the pass line.

Players may “take” (bet) odds after the shooter has come-out on a point by placing checks on the “apron” approximately three inches behind their pass line bet (*see Illus. 1*). Players may take odds, increase, reduce or remove them anytime after the shooter has come-out on a point. By taking odds players are betting more money on whatever point the shooter has come-out on.

Whereas the “flat bet” (the original pass line bet) always pays even money if it wins, odds pay greater than even money. In fact they pay “true odds”. So if the shooter makes a point of four or ten, the dealer pays all odds taken on pass line bets 2 to 1. If the shooter makes a point of five or nine, the dealer pays all odds taken on pass line bets 3 to 2. So for every two dollars a player takes for odds, he wins three. If the shooter makes a point of six or eight, the dealer pays all odds taken on pass line bets 6 to 5. So for every five dollars a player takes for odds, he wins six.

Of course, the original flat bet always pays even money if it wins. And if the shooter “sevens-out”, the flat bet and whatever odds the player has taken on it, loses.

Laying Odds on the Don't Pass

“Laying odds” on a don't pass bet is an option granted to players who bet the don't pass.

Players may “lay” (bet) odds on don't pass bets after the shooter has come-out on a point by “heeling” a stack of checks on the don't pass next to their flat bet (their original don't pass bet), or if the payoff for the lay is the same amount as the flat bet, by “bridging” their lay (*see Illus. 1*). Players may lay odds or remove them anytime after the shooter has come-out on a point. By laying odds the player is betting more money against whatever point the shooter has come-out on.





Illus. 1: Dealer's view (left) Player has taken \$50 odds on a \$50 pass line bet. (Middle) Player has "heeled" a stack of checks (\$100) pointing to his \$75 flat bet to indicate he is laying odds on his don't pass bet. Notice only the bottom check is flat against the layout. The remaining checks are in a stack, set on the perimeter of the bottom check. (Right) Since the "lay" against the point (in this case ten) pays the same amount as the flat bet, the player has "bridged" the lay.

Even though odds laid on don't pass bets pay less than even money, they still pay true odds. If the shooter comes-out on a point of four or ten, the chances of the don't pass bettor winning his bet are 2 to 1 in his favor. So for every two dollars he lays for odds, he wins one dollar. If the shooter comes-out on a point of five or nine, the chances of the don't pass bettor winning his bet are 3 to 2 in his favor. So for every three dollars he lays for odds, he wins two dollars. If the shooter comes-out on a point of six or eight, the chances of the don't pass bettor winning his bet are 6 to 5 in his favor. So for every six dollars he lays for odds, he wins five dollars.

The original flat bet always pays even money if it wins, and if the shooter makes his point, the flat bet and whatever odds the player has laid, loses.

Taking Odds on Come Bets

Taking odds on come bets that have gone to a point number box is an option granted to come bettors. By taking odds on come bets players are betting more money on whatever point number a particular come bet has come-out on.

Whereas winning come bets (whether they win on the first roll or because the shooter repeats the point number they came-out on) always pay even money, odds taken on come bets pay true odds just like odds taken on pass line bets.

Players may take odds on their come bets that have gone to a point number box anytime by dropping cash or checks on the table and telling the base dealer how much odds they wish to take and on which come bet they wish to take them on. The base dealer then offsets the odds on top of the come bet to indicate that it is an odds bet and not part of the flat bet (*see Illus. 2*). If a player wishes to remove, reduce or increase odds taken on come bets, which he may do anytime, he doesn't do it himself but instructs the base dealer to do it for him.

A player may want to call the odds on his come bets "off" (if a bet is "off" it means that it can't win and it can't lose) for a roll or two. In this case he informs the base dealer of this and the base dealer places a "lammer" (a quarter sized button) marked "OFF" on one of the player's come bets to indicate that the odds on all come bets belonging to that player will not have action until the player informs the base dealer that he wants them to "work" (have action) again.

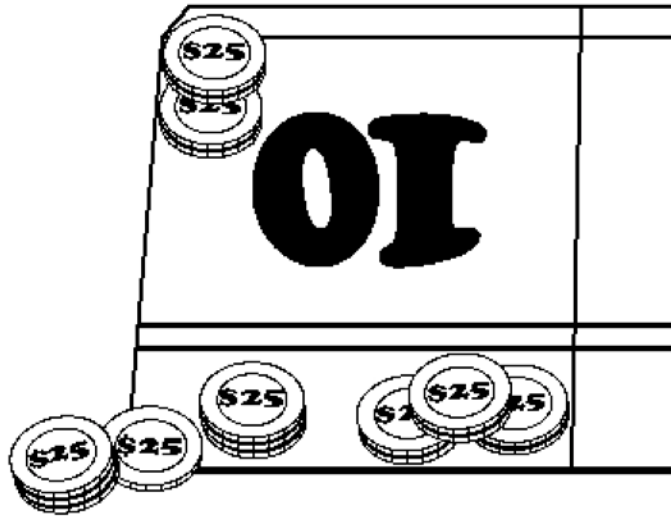
The casino assumes that a player wants the odds on his come bets to be "off" on the come-out roll for the pass line. If the player wants his come bet odds to "work" he must inform the base dealer to "work" his odds. The base dealer then places a lammer marked "ON" on one of that player's come bets to indicate that all of his odds on come bets are "working" on the come-out roll for the pass line. If a player leaves his odds on come bets off, and the shooter throws a "winner seven" for the pass line on the come-out roll, the base dealer will return all odds taken on come bets

before he collects the flat bets. If a player calls his odds on come bets “working” on the come-out roll, and the shooter throws a “winner seven” for the pass line on the come-out roll, the base dealer will collect all come bets and odds taken on them.

When a come bettor wins a come bet with the odds working, the base dealer picks up the come bet with the odds, places it in the come area as close to the player who bet it as possible and pays the odds and the flat bet at the same time. When a come bettor wins a come bet with the odds off, the dealer picks up the come bet and the odds, places it in the come area as close to the player who bet it as possible, then pays only the flat bet. Of course the flat bet will always pay even money if it wins and if the shooter throws a “seven-out” for the pass line all come bets that have gone to a point number box lose and all odds taken on come bets lose unless they were called “off”.

Laying Odds on Don't Come Bets

“Laying” odds on don't come bets that have gone behind a point number box is an option granted to don't come bettors. Just like odds laid on don't pass bets, odds laid on don't come bets pay true odds. Players lay odds on don't come bets by dropping cash or checks on the table and telling the base dealer how much odds they wish to lay and on which don't come bet they wish to lay them on. The base dealer then either heels or bridges the lay next to the player's flat bet to indicate that it is a lay for that particular flat bet (*see Illus. 2*). If that point number is rolled again the player loses his lay and his flat bet. If a seven is rolled (whether on the come-out roll for the pass line or not) the dealer pays all don't come bets and lays on them, stacks the bets and the payoffs together and delivers them to the don't come area to be collected by the player.



Illus. 2: Dealer's view (Top) Player has taken \$50 odds on a \$50 flat bet. (Bottom left) Dealer has heeled \$100 pointing to a \$75 flat bet. (Bottom right) Dealer has bridged a \$100 lay on a \$50 flat bet against the point of ten.

Like odds taken on come bets, odds laid on don't come bets aren't self-service bets. If a player wishes to bet, increase, reduce or remove odds taken on don't come bets he must instruct the base dealer to do it for him. Unlike odds taken on come bets, odds laid on don't come bets always work and can't be called off, only taken "down" (removed and returned to the player).

Full Odds and Full Lay

"Full odds" is a term used to describe the most odds a casino will allow a player to take (bet) on a pass line or come bet.

A "full lay" is the most odds a casino will allow a player to lay (bet) on a don't pass or don't come bet.

The amount a player can take or lay depends on the casino they are playing at. Casinos usually

express what full odds are at their establishment by using one of the following terms: Strict single odds, true single odds, true double odds and regular double odds. In the following section I will describe the formulas used to compute full odds. While it is worth your time to learn and understand these formulas please keep in mind that not all casinos use these formulas to compute what full odds are at their establishment and not all casinos interpret these formulas the same way.

Strict Single Odds

Players may only take as much money for odds as they have bet on the pass line or come bet. However, since casino wish to give players correct (and even) payoffs they will allow players with an odd dollar amount of at least three dollars bet on the pass line or come, with a point of five or nine, to take the next higher even dollar amount. E.g., If a player has \$55 bet on the pass line and the casino allowed him to take only \$55 odds, the payoff would be \$82.50. Instead, the casino allows the player to take \$56 odds so the payoff will be an even \$84.

With a point of six or eight the player is only allowed to take odds equal to the amount of the flat bet unless the flat bet is at least three dollars and isn't a unit of five dollars, in which case the player is allowed to take the next higher dollar amount that is a unit of five dollars. E.g., If the player has \$81 bet on the pass line or come with a point of six or eight and the casino allowed him to take only \$81 odds the payoff would be \$97.20. Instead the casino allows the player to take \$85 odds so the payoff will be an even \$102.

Even with strict single odds it is believed that players with exactly three checks flat (regardless of denomination) with a point of five or nine, should be able to take four checks for odds. The following table presents those exceptions and flat bet amounts of less than three dollars.

Point of Five or Nine

\$.25 takes \$.50 odds

\$.50 takes \$.50 odds

\$.75 flat takes \$1.00 odds

\$1.00 flat takes \$1.00 odds

\$1.25 flat takes \$1.50 odds



\$1.50 flat takes \$1.50 odds
\$1.75 flat takes \$2.00 odds
\$2.00 flat takes \$2.00 odds
\$2.25 flat takes \$2.50 odds
\$2.50 flat takes \$2.50 odds
\$2.75 flat takes \$3.00 odds
\$3 flat takes \$4 odds
\$15 flat takes \$20 odds
\$75 flat takes \$100 odds
\$300 flat takes \$400 odds
\$1,500 flat takes \$2,000 odds
\$3,000 flat takes \$4,000 odds
\$15,000 flat takes \$20,000 odds

Even with strict single odds it is believed that players with exactly three checks flat (regardless of denomination) with a point of six or eight, should be able to take five checks for odds. The following table presents those exceptions and flat bets of less than three dollars.

Point of Six or Eight

\$.25 flat takes \$.25 odds (pays \$.25)
\$.50 flat takes \$.50 odds (pays \$.50)
\$.75 - \$1.25 flat takes \$1.25 odds
\$1.50 - \$2.50 flat takes \$2.50 odds
\$2.75 flat takes \$3.75 odds
\$3 flat takes \$5 odds
\$15 flat takes \$25 odds
\$75 flat takes \$125 odds
\$300 flat takes \$500 odds
\$1,500 flat takes \$2,500 odds
\$3,000 flat takes \$5,000 odds
\$15,000 flat takes \$25,000 odds

To compute a full lay for any don't pass or don't come bet, merely compute how much odds the



bet could take if it were on the pass line, figure how much those odds would pay, and that amount will always be the same as a full lay on a don't pass or don't come bet.

True Single Odds

Odds on a Point of Four or Ten

Full odds on a pass line or come bet are always equal to the flat bet. A full lay on a don't pass or don't come bet is always double the flat bet.

Major Denomination

In order to compute full odds (or lay) on points of five, six, eight or nine ***YOU MUST FIRST DETERMINE THE MAJOR DENOMINATION OF THE BET!***

If the flat bet is \$.25 - \$2.75 the major denomination is twenty-five cent checks.

If the flat bet is \$3.00 - \$14.75 the major denomination is one dollar checks.

If the flat bet is \$15.00 - \$74.75 the major denomination is five dollar checks.

If the flat bet is \$75.00 - \$299.75 the major denomination is twenty-five dollar checks.

If the flat bet is \$300.00 - \$1,499.75 the major denomination is one hundred dollar checks.

If the flat bet is \$1,500.00 - \$2,999.75 the major denomination is five hundred dollar checks.

If the flat bet is \$3,000.00 - \$14,999.75 the major denomination is one thousand dollar checks.

If the flat bet is \$15,000.00 or higher the major denomination is five thousand dollar checks.

In other words, the *largest denomination casino check*, that there are *three* of in a flat bet is the major denomination of that flat bet.

Odds on a Point of Five or Nine

If the number of major denomination checks is odd, then you may take the next higher (even) number of major denomination checks. E.g., \$125 flat takes \$150 odds. If there is any leftover



amount smaller than one major denomination check, disregard it. E.g., \$130 flat takes \$150 odds.

If the number of major denomination checks is even, then you may only take that number of major denomination checks for odds. Any leftover amount smaller than one major denomination check must be computed separately. E.g., \$73 flat takes \$74 odds. Note: The rules of major denomination apply to the leftover amount.

So the steps you **MUST** follow to determine full odds on a flat bet with a point of five or nine are:

- 1.) Determine the major denomination.
- 2.) Determine the number of major denomination checks.
- 3.) Determine if the number of major denomination checks is odd or even.
- 4.) Apply the above rules, and don't forget to apply the rules of major denomination to any leftover amount that qualifies to be computed separately.

A traditional exception to odds on five and nine is that a \$1.00 flat bet or qualified leftover amount takes \$2.00 odds.

Odds on a Point of Six or Eight

After determining the major denomination, use the following table.

3-5 checks flat takes one unit (five checks) of the major denomination.

6-10 checks flat takes two units (ten checks) of the major denomination.

11 or more checks flat takes three units (fifteen checks) of the major denomination.

Disregard any leftover amount, unless the flat bet is between 5 and 6 or 10 and 11 checks flat, in which case the leftover amount must be computed separately. E.g., \$53 flat takes \$55 odds. Again, the rules of major denomination apply to any leftover amount that qualifies to be computed separately.

The steps you must take to compute full odds on a point of six or eight are:

- 1.) Determine the major denomination.
- 2.) Determine the number of major denomination checks.
- 3.) Determine if that number is 3-5, 6-10 or 11 or more major denomination checks.



4.) Apply the above rules.

On a game where the smallest denomination check is one dollar, flat bets or qualified leftover amounts of \$1.00 takes \$1.00 odds and flat bets or qualified leftover amounts of \$2.00 takes \$2.00 odds, even though they will only pay even money if they win.

When computing any type of single odds, full odds can never be less than the flat bet.

Computing a Full Lay

Computing a full lay for a don't pass or don't come bet with a point of four or ten is easily done, two times the flat bet. When computing a full lay against points of five, six, eight or nine you must:

- 1.) Mentally move the flat bet to the pass line.
- 2.) Compute how much odds that flat bet could take on that particular point.
- 3.) Compute how much those odds would pay.

And that amount will always be the same as a full lay on a don't pass or don't come bet.

True Double Odds

True double odds are rarely offered by casinos.

True double odds are simply two times whatever a player could take with true single odds. E.g., \$5 flat with a point of five or nine takes \$12 odds. \$15 flat with a point of six or eight takes \$50 odds.

Again, as with any type of odds offered by a casino, a full lay on a don't pass or don't come bet will always be the amount full odds would pay if the flat bet were on the pass line.

Remember, full double odds can never be less than two times the flat bet.



Regular Double Odds

Regular double odds are the type offered by most Las Vegas casinos.

Full odds on points of four, five, nine or ten are easily computed, two times the flat bet. A full lay on points of four, five, nine or ten are also easily computed. Four times the flat bet against a point of four or ten and three times the flat bet against a point of five or nine.

Full odds on points of six or eight are far from being as concrete. The general guideline used is 2 1/2 times the flat bet for full odds on a pass line or come bet and three times the flat bet for a full lay on don't pass or don't come bets. However, unless the casino is content to force player with \$15 flat to take \$37.50 odds, it becomes obvious that this formula doesn't work on every flat bet amount. Another useful guideline is that two checks flat takes five checks odds. But be forewarned, the author has never worked in two casinos that had the same policy for interpreting full odds on points of six or eight.

Remember, when computing any type of double odds, full odds can never be less than two times the flat bet.

Triple Odds

The version of triple odds I am about to describe is one that I have heard of being used on some Mississippi riverboats. I wish that it would catch on because it is very simple to learn and to apply.

Odds on a Point of Four and Ten

A player may take *three* times the amount of his flat bet. Since that amount will always pay six times the flat bet, a full lay is *six* times the flat bet.

Odds on a Point of Five or Nine

A player may take *four* times the amount of his flat bet. Since that amount will always pay six times the flat bet, a full lay is *six* times the flat bet.

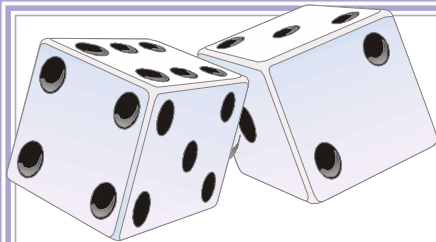


Odds on a Point of Six or Eight

A player may take *five* times the amount of his flat bet. Since that amount will always pay six times the flat bet, a full lay is *six* times the flat bet.

The two most obvious advantages of this system of odds is:

- 1.) There is never any need to make exceptions and allow a player to take more odds than described since by multiplying the flat bet by those numbers always cause the odds to be in correct units for that particular point.
- 2.) A full lay for any point is always *six* times the flat bet



Chapter 5

Place Bets

A place bet is a side bet on one of the point numbers (4,5,6,8,9 and 10). By making a place bet the player is betting on a particular point number to be rolled before a seven is rolled.

Place bets aren't self-service bets. Players make place bets by dropping cash or checks on the table and telling the base dealer how much they wish to bet and on which number they wish to bet on. The base dealer then verbally repeats the bet and places it on the perimeter of the appropriate point number box in a position which indicates the position of the player who bet it (*see Illus. 3*).

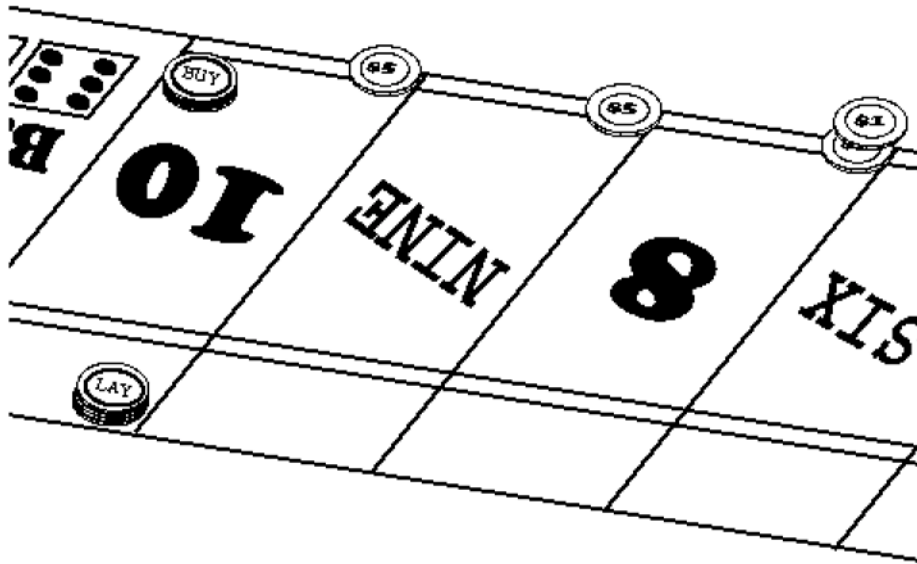
If the player wins his bet, the dealer will prepare the payoff in the come bet area, so the casino employees and the player can see that it is correct, then stacks up the payoff and delivers it to the section of the apron directly in front of the player who bet it.

It is casino procedure to automatically leave winning place bets up the same way unless the player requests otherwise.

Place bets are automatically "off" on the come-out roll for the pass line. (Again, if a bet is "off", it means that it can't win and it can't lose). If a player wants his place bet (or bets) to work on the come-out roll he must instruct the base dealer of this, and the dealer will put a "lammer" (a quarter sized button) with the word "ON" marked on it, on one of the player's place bets to indicate that this place bet or all place bets belonging to that player are "working" on the come-out roll.

Sometimes a player may wish to call his place bets "off" for a roll or two. In this case the base dealer places a lammer marked "OFF" on one of the player's place bets to indicate that all place bets belonging to that player are "off" until the player instructs the base dealer that he wants them to work.





Illus. 3: Dealer's view (top left) A player has made a "buy bet" on the ten for fifty dollars (bought the ten for fifty). (Top right) Another player has bet place bets on the eight, nine and ten (placed the eight, nine and ten). (Bottom) A player has bet a one hundred dollar lay bet against the ten (one hundred dollar "no ten").

Place bets pay greater than even money (unlike bets on the big 6 or big 8) but pay less than true odds. Casinos can afford to pay true odds taken on pass line, don't pass, come and don't come bets because they have a percentage on the flat bet on which the odds were taken. Since a player need not make any other bet in order to bet place bets, casinos pay place bets less than true odds.

Place Bets on 4 or 10

A player who bets a place bet on the four is betting that the shooter will throw a four before he throws a seven.

The chances of the player winning this bet are 2 to 1 against him. If a player bet five dollars that the shooter will throw a four before a seven, and the casino paid it true odds, it would pay ten dollars. 10 to 5 equals 2 to 1. Since the casino must have a percentage, it only pays 9 to 5. So for

every five dollars a player bets on a place bet on the four he wins nine dollars.

Since the chances of throwing a ten before a seven are the same as throwing a four before a seven, a place bet on the ten also pays 9 to 5.

Place Bets on 5 or 9

A player who bets a place bet on the five is betting that the shooter will throw a five before he throws a seven.

The chances of a player winning this bet are 3 to 2 against him. If a player bets five dollars that the shooter will throw a five before a seven, and the casino paid it at true odds, the player would win seven dollars and fifty cents. $7 \frac{1}{2}$ to 5 equals 3 to 2. Again, since the casino must have a percentage, it only pays 7 to 5. So for every five dollars a player bets on a place bet on the five he wins seven dollars.

Since the chances of throwing a nine before a seven are the same as throwing a five before a seven, a place bet on the nine also pays 7 to 5.

Place Bets on 6 or 8

A player who bets a place bet on the six is betting that the shooter will throw a six before he throws a seven.

The chances of winning this bet are 6 to 5 against him. If a player bet five dollars that the shooter will throw a six before he throws a seven, and the casino paid it true odds, the player would win six dollars. If the player bet five dollars, and the casino paid it five dollars, the player would be getting paid even money. If the player bet five dollars, and the casino paid it at $5 \frac{1}{2}$ to 5, the casino would not be paying off in even dollar amounts. However fond casinos are of players being able to bet in five dollar increments, they are forced to pay place bets on six 7 to 6 (the next best thing to 6 to 5). So for every six dollars a player bets on a place bet on the six he wins seven dollars.



Since the chances of an eight being thrown before a seven are the same as the chances of a six being thrown before a seven, place bets on the eight also pay 7 to 6.

Buy Bets

A buy bet is a place bet that pays true odds. The reason the casino can pay it true odds is because the casino charges a five-percent commission (also called “juice”, “vigorish” or “vig”) of the amount of the bet when the bet is made. If the player takes the bet down before it wins or loses, the dealer will refund the commission. If the player loses the buy bet, he also loses the commission.

Like place bets, players make buy bets by dropping cash or checks on the table and telling the dealer what point number they wish to bet on and how much they wish to bet. The base dealer then repeats the bet, collects the commission, and places the bet just inside the perimeter of the appropriate point number box in position that indicates the position in which the player is standing (*see Illus. 3*). He then places a lammer marked “BUY” on top of it.

Like any place bet, a buy bet is automatically off on the come-out roll unless the player tells the base dealer that he wants his buy bet “working” on the come-out roll.

Because of the relatively high percentage on buy bets it is only profitable for a player to bet buy bets on the numbers of four and ten. If a player insists on betting buy bets on numbers of five, six, eight or nine casinos will accept them.

Example of a buy bet: Player bets a \$100 buy bet on the four. The dealer collects \$105 from the player and puts \$100 on the four with a lammer on top of it. The shooter throws a four. The base dealer pays the player \$200 and informs him that if he wants to leave the bet up the same way he must pay another \$5 commission. If the player chooses not to bet it again, the dealer gives the player a total of \$300 and down.

Lay Bets

A lay bet is the opposite of a buy bet. Players bet on a specific point number to be rolled before a



seven by betting a buy bet. Players bet on a seven to be rolled before a specific point number by betting a lay bet.

Like buy bets, lay bets pay off at true odds. Unlike buy bets, lay bets “work” (have action) on the come-out roll. In fact players can’t call lay bets off. Players can only take them down and put them back. Unlike buy bets, players pay the five-percent commission *on the amount they will win, not the amount they bet.*

Players make lay bets by dropping cash or checks on the table and telling the base dealer what point number they wish to bet against and how much they wish to bet. The base dealer then repeats the bet and places it in the 2" by 6" area behind the appropriate point number box and places a lammer marked “LAY” on top of the bet (*see Illus. 3*).

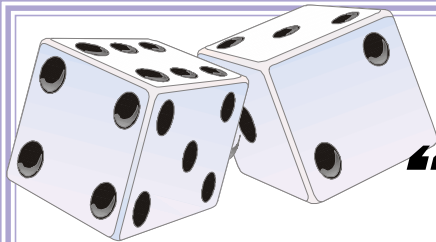
Like buy bets, if a player decides to take a lay bet down before it wins or loses, the base dealer refunds the commission the player paid.

Example of a lay bet: Player drops \$300 on the table and says “Give me a three hundred dollar “no five”. Since the bet pays off at true odds, the player will win \$200. Since the player must pay five-percent of \$200 for commission, the base dealer instructs the player to drop another \$10 for the “juice”. If the player loses the bet, he loses \$310. If he wins the bet, it pays \$200 for a total of \$500 and down.

Base dealers pay winning lay bets in the area behind the point number box, removes the lammer, stacks the payoff with the bet, then delivers it to the player.

Place Bets on the Pass Line

Players may place the point on the pass line like any other point number. Or they can heel a stack of checks on the section of the pass line directly in front of them, so that the outer border line of the pass line intersects the bottom check of their bet, then informing the base dealer that they are “placing the point”. Base dealers will collect or pay place bets on the pass line as they collect or pay the pass line.



Chapter 6 **“Across”, “Inside”, and “Outside”**

“Across”, “inside” and “outside” are terms that confuse people trying to learn craps. They are merely terms used to describe a combination of three or more place bets of equal units. The reason the term “unit” is used is because players have to bet in increments of six dollars for place bets on the six and eight and increments of five dollars on the four, five, nine and ten. If the payoff for a place bet on the six or eight is the same as a place bet on the five or nine, then an equal number of unit have been bet on each. E.g., A \$5 place bet on the five pays \$7 and a \$6 place bet on the six pays \$7, so they are an equal number of units.

“Across” is used to describe either place bets on all six point numbers or all five point numbers except the point in the pass line. “Inside” numbers are 5,6,8 and 9. “Outside” numbers are 4,5,9 and 10. Yes, the 5 and 9 can be described as inside or outside numbers.

Break-in crap dealers often overwhelm themselves trying to memorize every conceivable across, inside and outside bet. What they should concentrate on are the everyday bets such as \$32 across, then realize that a less common bet such as \$96 across is merely three \$32 across bets put together. So instead of \$5 each on the 4,5,9 and 10, and \$6 each on the 6 and 8, the player has \$15 each on the 4,5,9 and 10, and \$18 each on the 6 and 8. They should also realize that if \$22 inside is \$5 each on the 5 and 9, and \$6 each on the 6 and 8, then \$2200 inside must be \$500 each on the 5 and 9, and \$600 each on the 6 and 8.

If the player “buys” the 4 or 10 the commission is included in the amount of the bet. E.g., \$100 each place bets on 5 and 9, and \$100 each buy bets on the 4 and 10 would be described as \$410 outside. Since the player bet equal amounts on the four, five, nine and ten they are still considered an equal number of units, regardless of the commission the player paid to “buy” the four and ten.



Precision Crap Dealing

Across Including the Point

\$ Amount	4	5	SIX	8	NINE	10
8.00	1.25	1.25	1.50	1.50	1.25	1.25
16.00	2.50	2.50	3.00	3.00	2.50	2.50
24.00	3.75	3.75	4.50	4.50	3.75	3.75
32	5	5	6	6	5	5
64	10	10	12	12	10	10
96	15	15	18	18	15	15
128	20	20	24	24	20	20
160	25	25	30	30	25	25
320	50	50	60	60	50	50
480	75	75	90	90	75	75
640	100	100	120	120	100	100
1,280	200	200	240	240	200	200
1,920	300	300	360	360	300	300
2,560	400	400	480	480	400	400
3,200	500	500	600	600	500	500
6,400	1,000	1,000	1,200	1,200	1,000	1,000
9,600	1,500	1,500	1,800	1,800	1,500	1,500
12,800	2,000	2,000	2,400	2,400	2,000	2,000
16,000	2,500	2,500	3,000	3,000	2,500	2,500



Across not including a point of 4,5,9 or 10

\$ Amount	4	5	SIX	8	NINE	10
6.75	1.25	ON	1.50	1.50	1.25	1.25
13.50	2.50		3.00	3.00	2.50	2.50
20.25	3.75		4.50	4.50	3.75	3.75
27	5		6	6	5	5
54	10		12	12	10	10
81	15		18	18	15	15
108	20		24	24	20	20
135	25		30	30	25	25
270	50		60	60	50	50
405	75		90	90	75	75
540	100		120	120	100	100
1,080	200		240	240	200	200
1,620	300		360	360	300	300
2,160	400		480	480	400	400
2,700	500		600	600	500	500
5,400	1,000		1,200	1,200	1,000	1,000
8,100	1,500		1,800	1,800	1,500	1,500
10,800	2,000		2,400	2,400	2,000	2,000
13,500	2,500		3,000	3,000	2,500	2,500

Across not including a point of 6 or 8

\$ Amount	4	5	SIX	8	NINE	10
6.50	1.25	1.25	ON	1.50	1.25	1.25
13.00	2.50	2.50		3.00	2.50	2.50
19.50	3.75	3.75		4.50	3.75	3.75
26	5	5		6	5	5
52	10	10		12	10	10
78	15	15		18	15	15
104	20	20		24	20	20
130	25	25		30	25	25
260	50	50		60	50	50
390	75	75		90	75	75
520	100	100		120	100	100
1,040	200	200		240	200	200
1,560	300	300		360	300	300
2,080	400	400		480	400	400
2,600	500	500		600	500	500
5,200	1,000	1,000		1,200	1,000	1,000
7,800	1,500	1,500		1,800	1,500	1,500
10,400	2,500	2,500		3,000	2,500	2,500

Outside (all four numbers)

\$ Amount	4	5	SIX	8	NINE	10
5.00	1.25	1.25			1.25	1.25
10.00	2.50	2.50			2.50	2.50
15.00	3.75	3.75			3.75	3.75
20	5	5			5	5
40	10	10			10	10
60	15	15			15	15
80	20	20			20	20
100	25	25			25	25
200	50	50			50	50
300	75	75			75	75
400	100	100			100	100
800	200	200			200	200
1,200	300	300			300	300
1,600	400	400			400	400
2,000	500	500			500	500
4,000	1,000	1,000			1,000	1,000
6,000	1,500	1,500			1,500	1,500
8,000	2,000	2,000			2,000	2,000

Precision Crap Dealing

Outside not including a point of 4,5,9 or 10 (3 numbers)

\$ Amount	4	5	SIX	8	NINE	10
3.75	1.25	ON			1.25	1.25
7.50	2.50				2.50	2.50
11.25	3.75				3.75	3.75
15	5				5	5
30	10				10	10
45	15				15	15
60	20				20	20
75	25				25	25
150	50				50	50
225	75				75	75
300	100				100	100
600	200				200	200
900	300				300	300
1,200	400				400	400
1,500	500				500	500
3,000	1,000				1,000	1,000
4,500	1,500				1,500	1,500
6,000	2,000				2,000	2,000

Inside (all four numbers)

\$ Amount	4	5	SIX	8	NINE	10
5.50		1.25	1.50	1.50	1.25	
11.00		2.50	3.00	3.00	2.50	
16.50		3.75	4.50	4.50	3.75	
22		5	6	6	5	
44		10	12	12	10	
66		15	18	18	15	
88		20	24	24	20	
110		25	30	30	25	
220		50	60	60	50	
330		75	90	90	75	
440		100	120	120	100	
880		200	240	240	200	
1,320		300	360	360	300	
1,760		400	480	480	400	
2,200		500	600	600	500	
4,400		1,000	1,200	1,200	1,000	
6,600		1,500	1,800	1,800	1,500	
8,800		2,000	2,400	2,400	2,000	
11,000		2,500	3,000	3,000	2,500	

Precision Crap Dealing

Inside not including a point of 5 or 9 (3 numbers)

\$ Amount	4	5	SIX	8	NINE	10
4.25		ON	1.50	1.50	1.25	
8.50			3.00	3.00	2.50	
12.75			4.50	4.50	3.75	
17			6	6	5	
34			12	12	10	
51			18	18	15	
68			24	24	20	
85			30	30	25	
170			60	60	50	
255			90	90	75	
340			120	120	100	
680			240	240	200	
1,020			360	360	300	
1,360			480	480	400	
1,700			600	600	500	
3,400			1,200	1,200	1,000	
5,100			1,800	1,800	1,500	
6,800			2,400	2,400	2,000	
8,500			3,000	3,000	2,500	



Precision Crap Dealing

Inside not including a point of 6 or 8 (3 numbers)

\$ Amount	4	5	SIX	8	NINE	10
4.00		1.25	ON	1.50	1.25	
8.00		2.50		3.00	2.50	
12.00		3.75		4.50	3.75	
16		5		6	5	
32		10		12	10	
48		15		18	15	
64		20		24	20	
80		25		30	25	
160		50		60	50	
240		75		90	75	
320		100		120	100	
640		200		240	200	
960		300		360	300	
1,280		400		480	400	
1,600		500		600	500	
3,200		1,000		1,200	1,000	
4,800		1,500		1,800	1,500	
6,400		2,000		2,400	2,000	
8,000		2,500		3,000	2,500	



Non-standard bets

Across including point

\$ Amount	4	5	SIX	8	NINE	10
4.50	.75	.75	.75	.75	.75	.75
18	3	3	3	3	3	3

Across not including point

\$ Amount	4	5	SIX	8	NINE	10
3.75	ON	.75	.75	.75	.75	.75
15		3	3	3	3	3

Outside (4 numbers)

\$ Amount	4	5	SIX	8	NINE	10
3.00	.75	.75			.75	.75
12	3	3			3	3

Outside not including the point (3 numbers)

\$ Amount	4	5	SIX	8	NINE	10
2.25	ON	.75			.75	.75
9		3			3	3

Inside (4 numbers)

\$ Amount	4	5	SIX	8	NINE	10
3.00		.75	.75	.75	.75	
12		3	3	3	3	

Inside not including the point (3 numbers)

\$ Amount	4	5	SIX	8	NINE	10
2.25		ON	.75	.75	.75	
9			3	3	3	

The reason the above bets are classified as “non-standard” bets is although they are the same amount, there aren’t equal units bet on each number, also most aren’t correct bets. E.g., A \$.75 place bet on the nine should pay \$1.05, the player will only get paid \$1.00. The five cents is referred to as “breakage” and customers playing in all Nevada casinos assume responsibility for all breakage.

Players commonly attempt to place bets they think should be across, inside or outside bets, then they don't understand why the dealer says "no bet" because he didn't understand what player wanted. E.g., A player drops three one-hundred dollars bills on the table and asks for "\$290 inside" thinking that since the point is eight, the dealer will understand that the player wants \$100 each on the five and nine and \$90 on the six. What the player fails to realize is that if he doesn't bet *an equal number of units* on all place bets, the dealer is not expected to know what he wants.

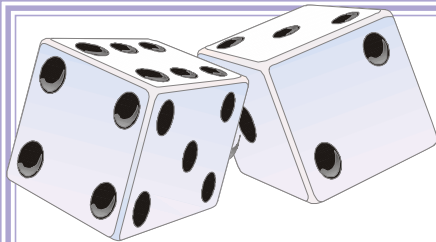
Remember, to be an official "across" bet: 1.) The player must either bet all six point numbers or all five point number except the point on the pass line. 2.) He must bet an equal number of units on each place bet.

To be an official "outside" bet: 1.) The player must bet all four outside numbers or all three point numbers except for a point of four, five, nine, or ten on the pass line. 2.) He must bet an equal amount on each place bet.

To be an official "inside" bet: 1.) The player must bet all four inside numbers or all three inside numbers except for a point of five, six, eight or nine on the pass line. 2.) He must bet an equal number of units on each place bet.

An appropriate expression players often use is "high" with "across", "inside" or "outside" to indicate they don't want to place the point, but want the amount that would ordinarily be bet on the point, to be bet on the "place side" (whatever number would be on the bottom of the dice, if the point number were on the top) of the point. If the point on the pass line was eight and a player bet "twenty-two inside, high six" he wants five dollars each on the five and the nine, and a twelve dollar six.





Chapter 7

“C and E, horn bet and high-low!”

Potential players often hear the stickman advertising these bets and assume that these bets must have some special significance to the game. These bets are merely some of the combinations of two or more proposition bets that can be wagered. Some like the “C and E” have special places marked on the layout where the stickman places the bet, most don’t.

When a player wins one of these combination bets the casino assumes they want to stay up on the losing as well as the winning part of the bet.

C and E

“C and E” stand for crap and eleven. A “C and E” bet is two separate bets, usually of equal amount, one on “any crap” and one on “eleven”. If a player bets a “one dollar each C and E” (two dollars total “action”) and a two, three or twelve is rolled, the stickman will instruct the base dealer to pay the player six dollars “and still up the same way”. If an eleven is thrown, the stickman will instruct the base dealer to pay the player thirteen dollars (in casinos where the eleven pays 15 for 1) and “still up the same way”.

Horn

A “horn” bet is four separate bets of equal amount. Since it is four separate bets, it should always be bet in units of four. One unit on “eleven”, one unit on “three” (ace-deuce), one unit on “two” (aces), and one unit on “twelve” (boxcars). If a player bets a four dollars horn bet in a casino where the “eleven” and the “ace-deuce” pay 15 for 1, and an eleven or three is rolled, the stickman will instruct the base dealer to pay the player eleven dollars and “still up the same way”. If a player bets a four dollar “horn” bet in a casino where the “aces” and “boxcars” pay 30 for 1, and a two or twelve is rolled, the stickman will instruct the base dealer to pay the player twenty-six dollars and still up the same way”.

Horn-High

A “horn-high” bet is a five unit bet. It is a regular horn bet with the extra unit being bet on “eleven”, “ace-deuce”, “aces” or “boxcars”, as specified by the player. E.g., A five dollar “horn-high eleven” is one dollar each on the “ace-deuce”, “aces” and “boxcars”, and two dollars on the “eleven.”

World [Whirl]

A “world” bet is a five unit bet. It is a regular horn bet with the fifth unit being bet on “seven”. Since the “world” is a five unit bet, and the seven pays 5 for 1, if the seven is rolled the player will not get paid anything, but will be left up the same way.

High-Low

A “high-low” bet is two separate bets, one on “twelve” (high) and one on “two” (low). If a player bets a one dollar each “high-low” (two dollars total “action”) and a two or twelve is rolled, the player wins twenty-eight dollars and still up, in a casino where the “two” and “twelve” pay 30 for 1.

Three -Way Crap

A “three-way crap” is three separate bets, one on “three” (ace-deuce), one on “two” (aces) and one on “twelve” (boxcars). This bet should not be confused with a bet on “any crap”. If a player bets a one dollar each “three-way crap” (three dollars total “action”) and the “ace-deuce” is rolled, in a casino where the “ace-deuce” pays 15 for 1, the stickman will instruct the base dealer to pay the player twelve dollars and still up the same way. If the “aces” or “boxcars” is rolled, in a casino where the “aces” and “boxcars” pay 30 for 1, the stickman will instruct the base dealer to pay the player twenty-seven dollars and still up the same way.

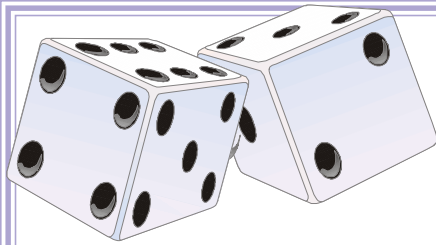
High-Low-Yo

The “high-low-yo” is three separate bets. One on “twelve”, one on “two” and one on “eleven”. If a player bets a one dollar each “high-low-yo” (three dollars total action) in a casino where the “eleven” pays 15 for 1 and the “two” and “twelve” pays 30 for 1, the player will win twelve dollars if an eleven is rolled and twenty-seven dollars if a two or twelve is rolled.



Three-Way Seven

A “tree-way seven” is three separate turning bets. One on 6-1, one on 5-2 and one on 4-3. If a player bets a one dollar each “three-way seven” in a casino where the “eleven” and “ace-deuce” pay 15 for 1, and a seven is rolled, the player will win twelve dollars and still up the same way. The player will win the same amount as betting a three dollar on “seven” unless he is playing in a casino where the “eleven” and “ace-deuce” pay 16 for 1, in which case he will win thirteen dollars and still up the same way.



Chapter 8 Anatomy of a Casino

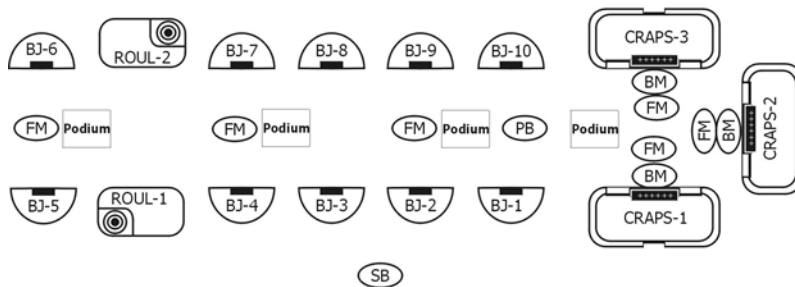
This chapter is designed to familiarize the reader with the layout and operations of a typical casino. Not all casinos are set up the same way. The more you understand about your work environment the faster you will adjust to your new vocation.

A casino is open twenty-four hours a day, so there are three shifts: graveyard (12am to 8 am) is the first shift of the day, days (8 am to 4 p.m.) and swing (4 p.m. to 12 am). All casino employees are assigned to one of these shifts.

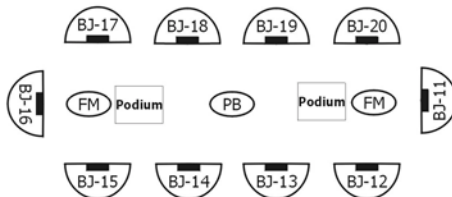
Table games are set up in groups called “pits.” These pits are often referred to by the type of games they contain, such as “craps pit” or “wheel (roulette) pit.” Sometimes pits are referred to by numbers such as “pit 1” or “pit 2.” So a casino is made up of one or more “pits.”

Table games are numbered and have the table number displayed on a small plastic plaque mounted on the table. They also have the game number stenciled on the drop box underneath the game.

Pit-1



Pit-2



Key	
BJ	BlackJack
ROUL	Roulette
CRAPS	Crap Table
BM	Boxman
FM	Floorman
PB	Pitbox
SB	Shift Boss

Table games are numbered and have the table number displayed on a small plastic plaque mounted on the table. They also have the game number stenciled on the drop box underneath the game.

As a crap dealer your immediate supervisor is the boxman assigned to your game. His function is to insure dealers collect losing bets, monitor payoffs of winning bets and monitor change transactions. He also enforces the rules of the game, insures dealers follow house policies and settles disputes with players.

The next step in the chain of command is the floorman. He is responsible for one or more games. In the blackjack pit he is responsible for two or more games, referred to as a “section.” He monitors the dealers, issues “markers” (credit to players), keep track of the amount players buy in (referred to as “drop”), writes “fills” (ordering more checks for table games) and settles disputes with players. He also fills out rating cards on players so in case a player asks for a “comp” (complimentary meal, show ticket or room) he is familiar with the player’s betting history, namely: amount of their buy-ins, amount won or lost, average bet and time played.

Floormen report to the “pit boss.” He is responsible for all the games in his pit. He is often the lowest ranking manager that can approve comps to players. The pit boss will watch games that have large bets being made, but is often busy doing much of the paperwork and scheduling required. He often has to settle disputes with players that don’t agree with the boxman’s and floorman’s decision.

There is a “shift boss” assigned to each of the three shifts. They are responsible for all table games and all other gaming activities on their shift.

The last step in the casino chain of command is the “casino manager.” He is responsible for all gaming activities in the casino. Although he is responsible for the casino twenty-four hours a day, he is usually present during the peak period of late day and early swing shift. He is sometimes called at home to settle disputes with high rollers. A casino manager is often the lowest ranking manager that can approve the hiring and firing of employees, raising betting limits and increasing player’s credit lines.

When you have any type of problem it is important for you to follow the chain of command and not go to the next higher position unless the problem hasn't been resolved.

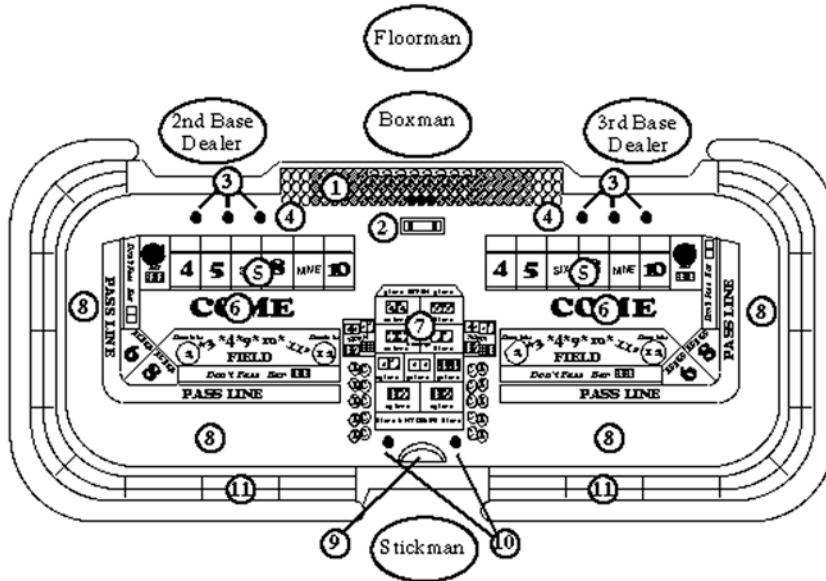
A "relief" is an employee that replaces other employees while they are on break. A relief boxman might work for twenty minutes on craps one, twenty minutes on craps two and twenty minutes on craps three before taking a twenty minute break. After his break he would start the rotation again. A relief floorman could do the same thing, working three or more sections. A relief shift boss is usually the newest shift boss and works two days on each shift.

The term "dual rate" refers to an employee that works part-time in the next higher position. A dual rate pit boss is a floorman that is sometimes used as a pit boss. He is paid as a floorman when he works as a floorman and is paid more when he is used as a pit boss. Usually dual rates don't make as much when the work in the higher position as someone who works that position full time.

Although dealers are assigned to one of the three shifts they rarely work eight hours for the bosses assigned to their shift. E.g., The most common hours for swing dealers is 6 p.m. to 2 a.m. Which means that the last two hours of their shift they will be working for the graveyard bosses. Most dealers work shifts that are designed to have the most tables open during the peak periods of the day.

Four dealers are assigned to each crap table. At any given moment one will be working the "mop" (stickman position), one working "second base" (to the boxman's right), one working "third base" (to the boxman's left) and one on break. When a dealer returns from his twenty minute break he "taps out" (replaces) the dealer working the stick. The stickman then taps out the dealer on second base, who taps out the dealer on third base, who goes on break.



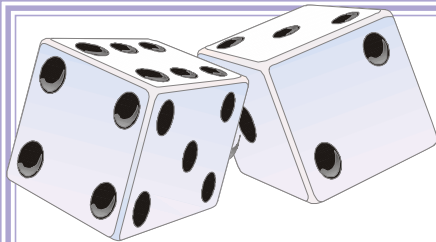


- 1.) Bankroll.
- 2.) Drop slot and paddle.
- 3.) Base dealer's working stacks.
- 4.) The "loading ramp."
- 5.) The point number boxes or the "cash register."
- 6.) The "workbench."
- 7.) Proposition bet area.
- 8.) Apron.
- 9.) Dice bowl.
- 10.) Stickman's working stacks.
- 11.) Player's racks.

Dealers get their breaks on the hour, twenty minutes past the hour or forty minutes past the hour. If a dealer is taken out late then he doesn't get a twenty minute break because he is due back twenty minutes after the time he should have been sent on break.

Another method of rotating positions on a craps table is for the outgoing stickman to tap out the base dealer who has been in forty minutes. What this means is that two dealers will be working the same base all shift. The dealer that starts the shift on the stick will take out the dealer on third base and the dealer who "takes the floor" (first break) will take out the dealer on second base after he finishes his twenty minutes on the stick.

Crews usually start their shift five minutes before the hour. So the dealer who takes first break will get an extra five minutes because he is not due back until twenty past the hour. The dealer that starts on the stick will be due for his last break at twenty minutes before the hour (and twenty minutes before the end of the shift) and is usually not expected to come back (called getting the “early out”). However don’t take your early out unless you are sure that there is a crew coming in to replace yours, when in doubt ask your boxman.



Chapter 9

Check Handling

Watch a break-in crap dealer perform a simple change transaction. If he has the ability to handle checks the transaction will go smoothly. If he doesn't, it is almost painful just to watch him.

Watching experienced dealers that never learned how to handle checks properly is just as painful. Even if you don't plan to be a crap dealer the rest of your life, you have chosen to be a crap dealer and you should be willing to put the effort into being the most proficient dealer you can be.

To handle checks effectively you must have short fingernails. When picking up a stack of checks your fingertips should always touch the layout before your nails do. Trim your fingernails weekly.

This chapter will describe the techniques used to handle checks and the exercises you should practice to learn and gain proficiency at the techniques. In order to do the exercises you will need a table or ironing board set up at waist level. A felt covered surface is best and casino type felt can be bought at any gaming supply store or even souvenir stores. I use a 15" x 18" piece of felt I bought in a souvenir store that had a crap layout printed on it. I turned it over and used thumb-tacks to stretch and mount the felt to a piece of 3/4" plywood. I placed the plywood on an old end table that was 30" tall and I had a place to practice. I later drew a miniature "cash register" (point number boxes) on it so I could practice putting up, paying and pressing place bets. You also need two stacks (twenty checks per stack) of casino quality checks. These can be obtained at gaming supply stores or you can even buy twenty- five cent checks at a live crap table and nonchalantly take them with you. For some exercises it would be helpful if each stack were a different color.

Mechanic's Grip

The most fundamental of all check handling techniques is the "mechanic's grip" (*see Illus. 4*). It is used for picking up losing bets and for "sizing" into winning bets. Dealers often make the mistake of not using the mechanic's grip for collecting losing bets. When collecting losers you merely set the stack on top of the losers and allow the checks to move up in your hand.



The mechanic's grip is part of the "sizing" technique. Sizing is when you pay a stack of checks with an equal stack of checks from your working stacks (*see illus. 5*).



Illus. 4: The mechanic's grip. Notice that the fingers grasp the stack from four points. The thumb is opposite the middle and ring fingers (which are together). The index and little finger are opposite each other.

Sizing

To size into a bet you first grasp all or part of your working stack with the mechanic's grip. Then you set the working stack on the layout about one inch from the bet. Push the working stack towards the bet and straighten your index finger so it will be out of your way when the working stack hits the bet. After the working stack makes contact with the bet continue to push so the bet moves about a fourth of an inch and then drag your index finger across the top of the bet. When your index finger reaches the edge of the bet continue the motion and pull the unneeded portion of the working stack from the payoff at about a forty-five degree angle from the payoff. Complete the motion by dragging the index finger across the payoff to prove the bet and the payoff are an equal amount. When pulling your hand away *always* take one last look at the bet and the payoff to insure that they are the same size. When sizing always drag the index finger across the bet and the payoff even if you have the exact amount of checks needed from your working stack, so you prove to the player and to the boxman that the bet and the payoff are the same size.

Illus.5: Sizing Technique



*Step 1:
Pick up working stack.*

*Step 2:
Set stack down 1" from
bet*

*Step 3:
Push stack, lift index
finger and push bet 1/4
inch*



*Step 4:
Drag index finger.*

*Step 5:
Pull back unneeded checks
and continue dragging
index finger.*

*Step 6:
Take one last look!*

Start the sizing exercise by placing three checks on the surface about eighteen inches in front of you (*see Illus. 6*). Size into the three checks with one hand so the payoff is pointed towards you, but at a forty-five degree angle. Then size into the bet from the other side with the other hand. Keep sizing with each hand alternately until you run out of checks. Don't forget to drag your index finger across the bet and the payoff and to take one last look as you pull your away to make sure you left the correct number of checks. With this and all check handling exercises remember to *always use your hands alternately*,



*Illus. 6: Sizing exercise.
Be sure to use your hands
alternately, never
simultaneously!*

never simultaneously! Use three checks in the beginning because most people find that number the easiest, but after a while vary the stacks to all amounts between one to five.

Picking

To pick checks (*see Illus. 7*) bring your hand down to the top of the working stack while keeping your eyes focused on the area of the layout you intend to place the amount you pick. The first finger to make contact with the top check *will always be your index finger!* Notice that the index finger is bent slightly to the inside. After the nail of the index finger makes contact with the center of the top check the middle finger and thumb grasp the checks that are to be picked. The amount to be picked is then lifted from the top of the working stack and placed on the layout where it is needed, usually in the come bet area. Never look at your hand or the amount picked until it reaches the come bet area. If you feel that you haven't picked the correct amount, return it to the working stack and start over. Remember to never try to use the mechanic's grip for picking and that the index finger should always be the first finger to make contact with the stack.

Illus. 7: Picking technique.



Step 1:
Bring index finger down
to center of top check.

Step 2:
Grasp amount with thumb
and middle finger.

Step 3:
Lift amount form stack.

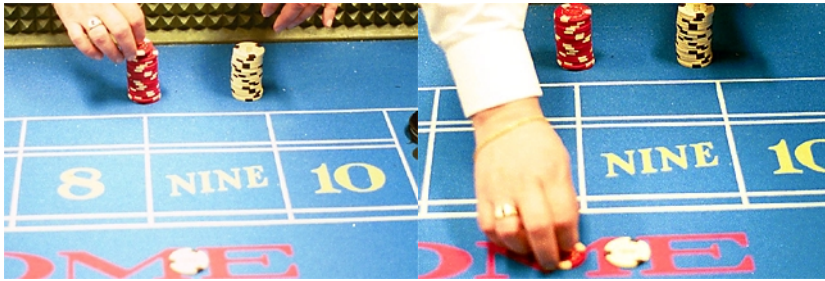
To practice picking place your working stacks in front of you so that each stack is six inches apart and six inches from the center of your body (see Illus. 8). Pick one check with your left hand while focusing your eyes where you intend to place it, about eighteen inches in front of you. Pick one check with your right hand and place it to the right of the check you just picked with your left hand. Then pick two, three, four and five checks with each hand alternately so that you form a horizontal line on your practice area. Don't forget to use each hand alternately and when one hand is picking or has checks in it the other hand should be doing nothing but hovering over it's working stack. After you have completed the line pick it up, working outside-in using the mechanic's grip, use your hands alternately and return the checks to your working stacks. After you have gained a little proficiency at this exercise you should start with five checks and work your way down to one, every other time you do the exercise.

Another thing you should do when doing the picking exercise is to look at the amount you picked for a split second after you set it down. This will train you to be able to "read" checks. Reading checks is the ability to identify one, two, three, four or five checks without counting them. Dealing procedures are based on the premise that all people, casino employees and patrons have the ability to read one through five checks.

Illus. 8: Picking exercise.



Step 1: Pick one with the left hand.



Step 2: Pick one check with your right hand.



Step 3. Continue forming line. Then pick up the line, using each hand alternately and using the mechanic's grip. Repeat exercise, starting with five checks.

Bottom Cutting

“Bottom cutting” is the technique used to remove one through five checks from the bottom of a working stack while holding the stack with the mechanic’s grip. Bottom cutting is used in conjunction with sizing to make change. It is also sometimes used to pay odds taken on pass line bets and come bets.

To bottom cut (*see Illus.. 9*) pick up all or part of a working stack with the mechanic’s grip. Set the stack down anywhere on the layout, keeping the mechanic’s grip, but allowing the checks to fall down your grip so that the bottom check is resting on the layout. You have now obtained a “reference point” since the bottom check and the tips of all your finger (except for your little finger) are on the same plane. Once you are more accomplished at bottom cutting you will be able to obtain your reference point with your hand in the air by allowing the checks to slide down your

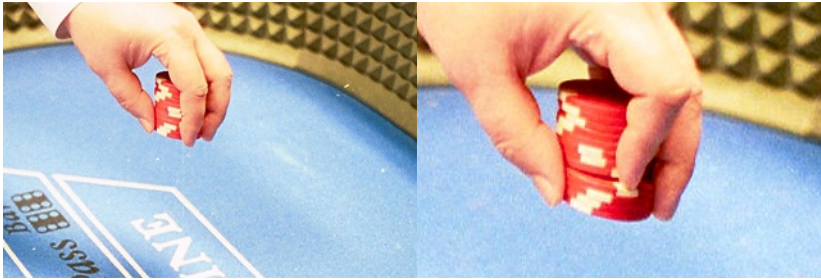
grip, but as a novice you should set the stack on the layout each and every time before you attempt to bottom cut.

After getting your reference point, pick up the stack and make an indentation with your index finger at the desired point while keeping your eyes focused at the point on the layout you intend to set the amount bottom cut down. You merely make a quarter inch indentation with your index finger, then pivot the payoff amount on your middle finger with your thumb. Your index and little fingers control the remainder of the stack. The ring finger just rests against the middle finger.

Bottom cutting has a number of subtleties that aren't often explained and can usually only be discovered by practice. One subtlety that is often discussed is how straight one keeps the index finger when making the indentation. Most instructors insist that students always keep the index finger absolutely straight. This is fine if your hands are big enough to hold twenty-three or more checks with the mechanics grip. If your hands aren't that big you will find that you may need to increase the amount that you bend your index finger in certain instances, especially when bottom cutting five checks with a full stack in your hand. Still, even with a full stack you should try to keep your index finger as straight as possible.

Another subtlety is how close you keep your little finger to your thumb. As one gains confidence in bottom cutting they often forget to concentrate on keeping the little finger close enough to the thumb. So if you suddenly find that you can't cut checks as good as usual, try holding your little finger a bit closer to your thumb.

Illus. 9: Bottom cutting technique.



Step 1: Grasp the stack using the Mechanic's Grip.

Step 2: Make an indentation with your index finger, keeping it as straight as possible.



Step 3. Using your thumb, pivot the payoff amount on your middle finger.

Step 4. Set the payoff amount on the layout.

Drop Cutting

The term “drop cutting” is often improperly used to describe bottom cutting. Bottom cutting is when you pivot the payoff amount on your middle finger using your thumb. Drop cutting is when you merely make an indentation with your index finger and allow the payoff amount to fall to the layout. Drop cutting is fine if you are a blackjack dealer, but as a crap dealer you should discipline yourself to learn to bottom cut.

The practice exercise for bottom cutting is the same as the picking exercise except of course you bottom cut instead of pick. You probably won't be able to do the exercise with a full stack in each

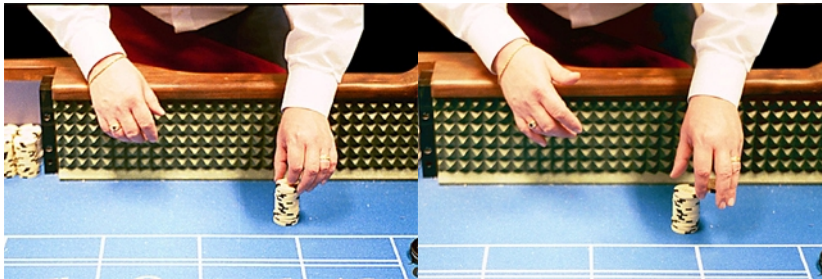
hand, so decide how many checks you are going have in each working stack (probably seventeen or eighteen) and practice with that many until you are more accomplished. Always work with the same number of checks in each hand. Don't forget to set the stack down after every cut and to focus your eyes where you intend to set the amount cut.

When practicing picking and bottom cutting *never* watch your hand. It is a bad habit and as long as you do it you will never learn to pick and bottom cut correctly. Focus your eyes where you intend to set the amount and if your hand comes into your range of vision it is all right as long as you don't turn your hand to check how much you have picked or bottom cut.

Pick and Roll

One of the most advanced moves is "pick and roll." Pick and roll is when you pick as usual, then roll the amount picked so that instead of the checks being held by the thumb and middle finger they are held by the index and little finger (*see Illus. 10*). What this accomplishes is it frees the middle finger and thumb so the same hand can be used to pick again. Some of the things pick and roll is used for is to prepare three or more color payoffs in the come, prepare two or more color payoffs for come bets and to take an odd color check needed to pay a first pass line bet. Since it is an advanced move you shouldn't try to use it on a live game until you can perform tasks using more conventional means.

Illus. 10: Pick and roll technique.



Step 1: Pick as usual.

Step 2: Pivot amount clockwise with left hand or counter-clockwise if using right hand, so checks are now held with index finger and little finger.

The exercise to learn pick and roll requires a great deal of finesse at bottom cutting, in fact if you can't find your reference point with your hand in the air, I suggest that you not try to do this exercise. This is the exercise that requires that each stack be a different color. Hold all or part of your working stacks in both hands (*see Illus. 11*). Bottom cut one on your practice area with one hand, then bottom cut with the other hand so the check is halfway across the first check. Bottom cut another check with the first hand so it is halfway across the second check. Keep doing this until you run out of checks or you feel you can't make the stack any taller without it falling over. Take both hands and push the checks together so they form one large stack. Now comes the pick and roll. Pick one check with your left hand and roll it clockwise. Pick one check with your right hand and roll it counter-clockwise. Repeat the action until you reach the last check, then pick it up using the mechanic's grip. Repeat the exercise using two, three, four and five checks.

Illus. 11: Pick and roll exercise.



Step 1: Bottom cut one check with each hand so that they overlap each other until you get the stack as high as possible. Push checks together.



Step 3: Pick and roll one color in your left hand and the other color in your right. Pick up the last check using the mechanic's grip.

Partial Offset

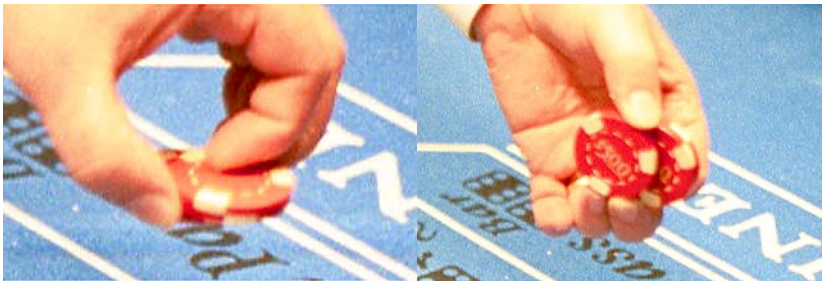
A simple yet helpful technique I use to separate two color bets is what I refer to as a “partial offset” (see *Illus. 12*). It isn’t appropriate to touch player’s bets unless necessary, but if I set up a bet or the dice hit a bet and I set it back up, I always use a partial offset to make the bet easy for the boxman to read the bet. The only time that you can never use a partial offset is for come bets on a point number box since the smaller denomination could be confused for odds.



Illus. 12: Partial offset.

When a player sets his odds for a come bet on the layout before you have a chance to put the come bet on the point number box you can bring the odds and the flat bet to the point number box together as long as you don’t put the odds directly on top of the flat so it looks like one big flat bet (see *Illus. 15*). To accomplish this, first use the “odds on come bet grip” (see *Illus. 13*). Then use your thumbnail as a measuring device (see *Illus. 14*). You should also use the odds on come bet grip when picking up a come bet with odds on a point number box before you pay it.

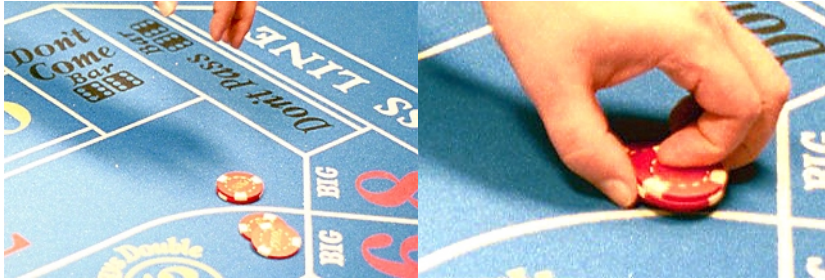
Illus. 13 Side and bottom view of odds on come bet grip.



Illus. 14: Using your thumbnail as a measuring device.

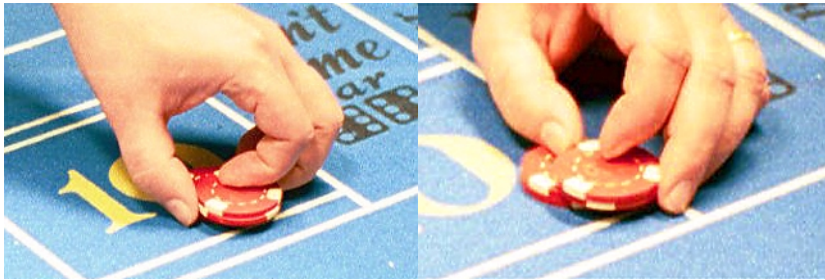


Illus. 15: Bringing odds and flat bet to point number box together.



Step 1: Played has odds ready.

Step 2: Use odds on come bet grip.



Step 3: Put bet on point number box.

Step 4: Use your thumbnail to achieve full offset

Please remember these points!

Practice everyday. At least ten minutes. Always practice standing and not watching television. You must stand because there is a difference between handling checks standing and sitting. If you have a television on you will be tempted to watch the television instead of your layout.

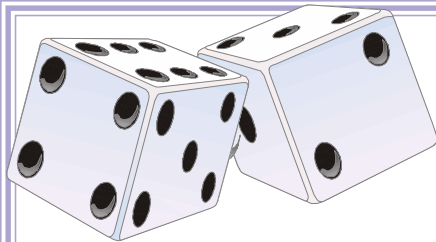
Use the mechanic's grip for sizing and for picking up losers. Use the picking grip for picking. When picking, the first finger to make contact with the stack, will always be the index finger.

Look at the payoff for a split second after sizing to make sure you paid the bet correctly. Never look at your hand when picking and bottom cutting. Look at the amount picked for a

split second after you set it down, when doing the picking exercise, so you will learn how to read checks.

As a beginner, always set your stack down after every bottom cut, to regain your reference point. If you suddenly lose your ability to cut checks or checks fall out the back of your hand when sizing and bottom cutting, you should probably concentrate on keeping your little finger a bit closer to your thumb.

Take pride in your ability to handle checks. You have a choice how you will look to yourself and others. Your ability to handle checks will play a large part in determining how well you get along with your supervisors, how generous your players are, if bosses want to hire you after your audition and how much “heat” (pressure from supervisors) you take.



Chapter 10

Stickman

As a crap dealer you will be required to perform various tasks related to your duties as a stickman and as a base dealer. Dealing schools and break-in level casinos often start new dealers “on the stick” because stickman duties are usually regarded as easier to learn than base dealer duties. Learning to perform as a stickman is not an easy thing to do, it requires a degree of mastery in four different areas. First is the ability to move the dice to the shooter and retrieve them after they are thrown. Second is the ability to call (announce) the number thrown in such a way that the patrons and employees will have no trouble understanding you. Third is the ability to “book” (verbally repeat) proposition bets, to position them on the layout, to take them down when they lose and to compute the payoffs when they win. And fourth is the ability to monitor (observe) the base dealer, on the end opposite the shooter, to look for mistakes.

Protecting the Dice

The most crucial responsibility of a stickman is to protect the dice! Stickmen protect the dice by never taking their eyes off the dice (even for a split second) unless the dice are in the dice bowl or in the center of the table in front of the drop slot. It only takes a second for a “crossroader” (gambling cheat) to switch the dice.

Moving the Dice

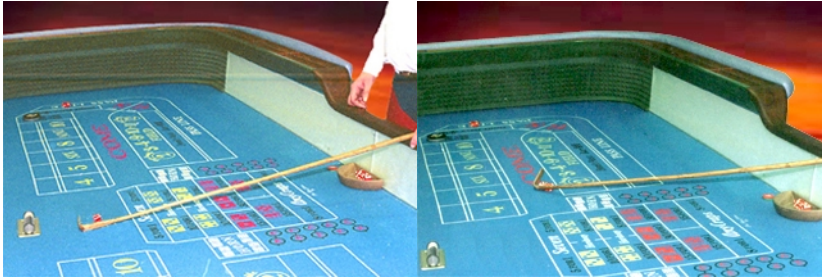
The ability to move the dice is the ability to perform no less than three major skills. First is the ability to send two dice to the shooter. Second is to be able to retrieve them after the roll. Third is the ability to dump the bowl after a seven-out or dice down, send all of the dice to the shooter and retrieve the remaining dice.

Sending the Dice

When sending the dice the stick will always be held in the hand farthest from the shooter. Hold the stick in the hand farthest from the shooter with the point of the stick pointed to the mirror on the player’s end (*see Illus. 16*).

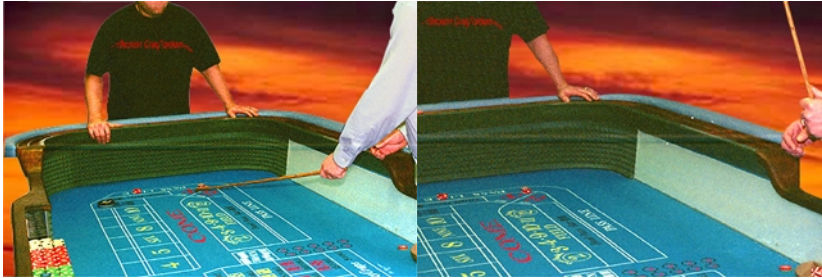


Illus. 16: Sending the dice to the shooter.



Step 1: The dice are side by side in the center of the table.

Step 2: Move dice from center and line them up end to end.



Step 3: Push the dice to the shooter.

Step 4: Raise the stick in the air, but never take your eyes off the dice!

Although you might have had the dice lined up side by side so the boxman could use the mirror to see if opposite sides of the dice add up to seven, when sending the dice from the center flatten the stick against the table so you can line up the dice end to end. Break-in dealers have a much easier time pushing the dice to the player end to end. Push the dice to the shooter with the end of the stick pointed towards the mirror. Push the dice all the way to the shooter, if you try to slide the dice the last six inches or so, the dice often flip over on a bad number (like seven when the shooter has a point). Use your wrist to raise the stick straight up in the air. Remember to keep your eyes on the dice! Look at the shooter's hand a split second after the dice leave them, to make sure he doesn't have another pair of dice in them.

Retrieving the dice

Now watch the dice while they are in the air and watch them land. The stick should still be in the hand you started with, the hand farthest from the shooter and with the end of the stick pointed towards the mirror (*see Illus. 17*). Call the dice (more about dice calls will come later). Make sure the dice have stopped moving before you call the dice. The number must come out of your mouth before the stick touches a dice. If you touch the dice before you call the number a patron may accuse you of changing the number before you made the call. Although the stickman has the right-of-way over the base dealer, the stickman is obligated to retrieve dice that are in the base dealer's way first. Rake both of the dice, either together or separately, until they are both on the section of the apron marked "pass line" in front of the mirror. Turn the stick so the point is towards the bankroll and switch the stick to the hand closest to the shooter. Bring the dice to the center of the table and switch the stick back to the hand farthest from the shooter. When raking the dice from the apron to the center, don't be afraid to step back from the table a few inches so you can make the turn. With a little practice you can flip the dice so they are side by side when you get them to the center. Turn the dice off of a natural before you send them to the shooter. Only turn the dice when necessary, then only turn the dice enough to get them off of a natural. In order to do this you will have to be able to turn one die.

Avoid touching the dice with your hands in order to retrieve them. Regardless of how close the dice are to the dice bowl or mirror you should be able to hold the stick vertically and kick them towards the area in front of the drop slot. Supervisors who have been in the business for a long time are suspicious of any stickman that touches the dice.

Illus. 17: Retrieving the dice after a roll.



Step 1: Ready to call the dice. The stick is in the hand farthest from the shooter with the end pointed towards the mirror. Retrieve the die that is in the base dealer's way first by raking it to the apron.



Step 2: Rake both dice to the area of the apron in front of "Pass Line."



Step 3: Switch the stick to the other hand and turn the point towards the bankroll. Bring both dice to the center of the table in front of the drop slot. Don't be afraid to step back a little so you can make the turn. Switch the stick back to the hand that is farthest from the shooter. Turn the dice off a natural before you send them to the shooter.

Sending all the Dice

When a shooter passes the dice, after a seven-out or when a dice goes off the table are some of the times that you must be able to send all the dice (most casinos use either five or six) to the shooter. If it is a seven-out bring the two dice to the center of the table. If it is a die off the table, call “no roll” and bring the other die to the center. Pick up the bowl by holding one of the back corners (*see Illus. 18*). Hold the bowl about two or three inches in the air over the area in front of the drop slot and dump the bowl. Dump the dice out the beveled edge in the front of the bowl in a careful manner as to not make the dice scatter excessively. Reposition the bowl by centering it against the mirror.

Flatten the stick and gently nudge the dice so that all of the dice are against the stick. Keep the stick flattened and continue raking dice until they are pointed at the shooter. The stick should be in the hand farthest from the shooter. Place your other hand on the table, so that the hand is between your body and the shooter. Have the front of your hand open so it will ready to scoop up the remaining dice. Push the back die until all the dice are together, lined up single file and pointed at the shooter. You also may push the dice in rows of two wide. Push the row of dice to the shooter. You must remember to lean on the table with the hand not holding the stick when you have the dice lined up and you are getting ready to push the dice to the shooter! After the shooter has selected two dice, pull the remaining dice straight back and into the hand you have waiting on the table. Raise your stick straight in the air, *then* raise your body back to an upright position. Position the remaining dice in the bowl without looking at them!

Using the technique shown in the illustration you can line up the dice in the bowl and push the bowl against the glass in one motion and without looking.



Step 1. After bring the dice to the center of the table, dump the bowl by holding the corner and then center the bowl against the mirror.

Precision Crap Dealing

Illus. 18 count.



Step 2: Flatten stick and nudge dice into a straight line. Point dice at the shooter.



Step 3. Push die closest to you until all dice are touching.



Step 4: Put hand closest to the shooter on the table.



Step 5 Push the dice to the shooter.



Step 6: Pull back remaining dice.



Step 7: Pull the dice into your hand that you have waiting.

Step 8: Raise the stick in the air then stand up straight.



Step 9: Line up the dice in the bowl without taking your eyes off the dice.

No-rolls

If you are to call the dice you must be educated as to what is a roll and what isn't. Generally speaking, if the correct shooter throws the dice, if the shooter has a pass line or don't pass bet, if both of the dice leave the player's hand simultaneously and if both dice land on the layout, it is considered to be a roll. Some of the situations which commonly cause a no-roll are:

- 1.) One or both dice off of the table (called "dice down"). If this happens call "no roll," bring the remaining die (if there is one) to the center of the table, dump the bowl and offer all remaining dice to the shooter. If the shooter requests the same dice, you must say; "Same dice requested!" Only the shooter may request the same dice. If the shooter requests the same dice you must wait for someone to find the die and hand it to the boxman. If the die can't be found in a reasonable amount of time the boxman may tell you to dump the bowl and offer all remaining dice to the shooter. After the boxman has checked the die he will put it on the layout if the shooter requested same dice or if not he will hand it to you. If the boxman holds the dice out for you to take, hold your hand out palm up so he can drop the die in your hand. Casinos discourage hand to hand contact between employees on a game. Some boxmen will try to throw the die in the dice bowl. If the boxman misses the bowl he will say: "Die out!" to warn you to pick up the die.
- 2.) One or both dice "tall" (either in the player's rack or on the wall in front of the base dealers and the boxman). If this happens call "no roll", then either ask a player to drop it to the table or use the stick to scoop it out of the rack so it can fall to the layout and return the dice to the shooter. Sometimes a player may be reluctant to drop the dice on the table because they think that the same rules apply as if the dice went off the table. Be prepared to explain to them that since the dice hasn't left your sight there is no need to hand it in. Be especially sure that the dice have stopped moving before calling no-roll for dice tall, since it might unexpectedly fall back on the table.
- 3.) One or both dice in the bankroll. This doesn't include working stacks or bets. It does include a fill on the layout. If a die is in the bankroll call "no roll" then ask the boxman or base dealer to get the die out of the bankroll for you.



- 4.) One or both dice in (or on top of) the dice bowl. In this case you dump the bowl and offer all of the dice to the shooter.
- 5.) More than two dice on the layout after the throw. This usually happens after a dice went down and a patron throws the lost dice back on the table. Be alert for patrons bringing dice back to the table. Say “dice coming in” to warn fellow employees that a patron is approaching the table with a die in their hand. Taking dice from a player’s hand is the only time you are allowed to make hand to hand contact with a player. Always thank players for retrieving dice. After getting the dice from the player, hand it to the boxman so he can check it. While players are in no way obligated to retrieve dice that went down, if you look longingly in the direction that the dice went, they will often be prompted into looking for them.
- 6.) Crossroaders will sometimes try to throw one dice and set the other one down. Sometimes they will throw one and slide the other one (called “scooting” a die). This is usually done when a player (sometimes the shooter, sometimes not) has a large bet in the field or on “box-cars.” The shooter will try to set one dice down or slide it on the six. If this happens call “no roll” and slap the dice with the stick before they stop. If you are the base dealer on the same end of the table as the shooter call “no roll” if you see this happen.
- 7.) Even if the player throws one die and drops the other it is considered a roll as long as both dice left his hand simultaneously. But if a player throws one die, then realizes that he still has one die in his hand, and throws the second die, call “no roll.”
- 8.) Sometimes beginners will throw the dice the wrong direction (they must throw the dice the long way, past the center of the table). While everyone thinks this is very amusing you merely call “no roll,” bring the dice back to the shooter and explain to the shooter that they have to throw the dice the long way, past the boxman.
- 9.) After a player has thrown the dice for the first roll he is considered to be the official shooter until he either passes the dice or sevens-out. If the wrong player grabs the dice and throws them call “no roll” slap the dice with the stick before they stop, bring the dice to the center of the table, explain to the player that it isn’t his turn yet to shoot and return the dice to the real shooter.

10.) If the dice hit a player in the face or on the body and falls back to the table it is considered a roll unless it is deemed that there was some kind of interference caused by the person that was hit. Defining interference in the split second after it might have occurred is a tricky business, especially when no-one (including myself) can seem to accurately define what “interference” is. It is sometimes defined as an action which interfered with the natural flight of the dice. A classic case of interference occurs when a player, after getting hit in the chest with the die, tries to catch it, fumbles it and the die drops to the table.

11.) Sometimes a shooter will toss the dice to the stickman and ask for new dice. Since the player does not intend this to be a roll, but it might be interpreted to be a roll, be sure you call “no roll” and slap the dice or catch them before they stop.

The reason you should sometimes slap the dice with the stick after calling “no roll” is so that players can’t argue that you should have called the number that the dice landed on.

Die on Top of Die

In some casinos a die on top of another die is a no-roll. Most of the Las Vegas casinos I have worked in consider it a roll. If it a no-roll you should call “No roll” and slap the dice with the stick. If it is a roll the base dealer should pick up the die on top by holding between their ring and middle finger with their palm up and set it on the layout next to the other die so the stickman can call it.

Calling Cocked Dice

To call the dice you must know how to call a cocked die. If a die is cocked (*see Illus. 19*) the high side will be called. The high side is defined as whatever side of the die would be facing up if the object supporting the die were removed. This is true even in circumstances in which the object couldn’t possibly be moved (such as the wall of the crap table).

Never pull checks or other objects from underneath a die to prove your call, because sometimes the die will flip on you, then you will have a beef where there wasn’t one before.



When the Boxman Calls the Dice

If you don't know if you should call "no roll" or you can't decide which side is the high side, don't hesitate to tell the boxman "call it please." If you make a call or a no-roll call, and the boxman overrules you, immediately change your call and act as though you must have been thoroughly mad to make the call you first made. If you don't do this you can create a scene where players think they can choose sides between you and the boxman. They don't understand (or don't want to understand) that it doesn't matter what call you make if you are overruled by one of your supervisors.



Illus. 19: Cocked die. Don't even think about calling a seven-out! If the checks were not there a six would be skyward. The correct call is "yo-leven."

If the boxman has the paddle in his hand, instead of the drop slot and a die lands in the drop slot it can create such a cocked die that it is impossible to call it. If this happens when you are on the stick, ask the boxman to make the call.

Calling the Dice

Stick calls can be broken down into two parts. First is the basic essential to any stick call: the number, a brief description of the number and the number again. E.g., "Six easy six." If the number rolled is four, six, eight or ten the brief description will always be "easy" or "hard." This done so employees and players will know if the hardway bet won or lost (or would have won or lost if someone had bet it). If a five is rolled the brief description will be "no field." If a nine is rolled the brief description will be "field" or "centerfield." This is done because "five" and "nine" sound so much alike. If a two, three or twelve is rolled the brief description will always be "crap." When calling a no-roll you call "no roll," then the reason it was a no-roll, then say "no roll" again. When calling no-roll for dice down always state "inside" or "outside," referring to inside of the pit or outside of the pit so the floorman knows where to look for the dice. The basic essential of the stick call is exactly that, essential, and should be spoken clearly and loud enough to be heard by all people standing in the vicinity of the table. The second part of the stick call is a general description of what the base dealer should be doing. E.g., "Six easy six, no field corner red, don't come and come bets go to six." This is done to help break-in base dealers remember what to do and to

give flavor to the game (like a carnival). If the roll causes pass line bets to win then “winner” should be the first word out of your mouth. E.g., “Winner seven, front line winner seven.” An only exception to this is eleven on the come-out roll. When calling eleven on the come-out roll you say; “Yo-leven, front line winner yo-leven” so base dealers don’t think the call was seven and pick up the field bets. Eleven is always called “yo-leven” since “eleven” and “seven” sound so much alike.

When you send all of the dice to a shooter, sometimes the shooter will shoot before you can retrieve the remaining dice. When this happens and you know you won’t be able to turn around in time to make the call, say; “Call it dealer!” or “Call it!” so the base dealer and the boxman know that they will have to protect the dice and make the call. When the base dealer or boxman make a call they usually won’t use anything more than the basic essential of the call. After you turn around you should give the complete stick call.

If one of the dice land behind a working stack or some other object and you can’t see what it is, say; “Call it please!” If the base dealer can see both of the dice then he should announce the dice total. If he can only see the hidden die he should call the die that he can see, followed by “Here” so the stickman knows that the base dealer is calling one die and not the total.

If the dice hit a bet and you can easily see where the checks came from you should say; “Off the (location of bet)!” before you call the dice so the base dealer can reconstruct the bet before proceeding and so a player won’t try to claim that the checks came from an area that would have won.

When one die lands on the end opposite the shooter and the other die bounces off the wall and back to the shooter’s end, you should first note the number the first die landed on then follow the bouncing die back to the shooter’s end, make the call and then retrieving the bouncing die first since it hasn’t left your sight.



Booking Proposition Bets

Sometimes the most demanding duty of a stickman is “booking” and paying proposition bets. To “book” a bet means to:

- 1.) Verbally state how much the bet is.
- 2.) State what particular bet the player is making.
- 3.) Positioning the bet on the appropriate spot in the proposition bet area of the layout. E.g., A player throws the stickman a one dollar check and says; “Hard six!” The stickman says; “One dollar hard six!” and positions the dollar check on the section of the layout marked “hard six.” Theoretically, if the dealer didn’t understand what the player said and repeated the bet incorrectly, the player would know that the dealer didn’t understand him and correct the dealer. E.g., A player throws the stickman a one dollar check and says; “Hard eight!.” The stickman picks up the dollar and says; “One dollar hard six!” The player says; “No, I want a hard eight!” The stickman says; “One dollar hard eight!”

“Each” is a term used when a player bets an equal amount on two or more bets. E.g., “Five dollars each C and E” or “All the hardways one dollar each.” “Split” is a term used to describe splitting one check (or an odd dollar amount) between two bets. E.g., “C and E, five dollars split.” “Action” is a term used to describe the total amount bet between two or more bets. E.g., “All the hardways five dollars each and five split C and E, twenty-five dollars action out of one hundred dollars, seventy-five change.”

Some boxmen want you to state the position of the player at the table when you book a bet. E.g., “One dollar hard six, next to me!” While I don’t see anything wrong with this, I don’t think it is necessary as long as you say; “Next to me” in your mind, so you don’t get confused when positioning proposition bets.

Call; “No bet this roll!” If you don’t know what a player said and there isn’t time to ask the player what he wants. After the roll you should explain to the player why you didn’t book his bet. E.g., “I’m sorry Sir, I didn’t understand what you wanted. Do you want that bet now?” Remember, you must book or “no bet” every attempt by a player to make a bet.

Repeat bets correctly even if the player didn't say it correctly. E.g., A player throws the stickman one five dollar check and says; "Two dollar C and E!" The stickman realizing that the player's statement could be interpreted as one dollar each on any crap and eleven or two dollars each on any crap and eleven says; "One dollar each crap-eleven out of five dollars, three change!" If this isn't what the player wants then the player should correct the dealer. Even though it is the player's responsibility to correct a dealer that misunderstood him, don't think for one minute that you are going to always get appropriate responses from players or that the boxman is always going to stand behind you if there is a "beef." You must remain aware for any situation that could result in miscommunication and have common sense to know when you should call "No bet!" and when you should make an educated guess as to what the player meant to say, based on his previous betting history. If the dice are in the center and a player doesn't seem sure of what he wants, it is proper and prudent to make a "force" rather than wait until the player tells you exactly what they want. E.g., A player throws you a five dollar check and says; "Horn high!" Since you don't know what number the player wants his horn bet "high" on, if the dice were about to be thrown, you would have to call "No bet this roll!" If the dice are in the center, I would ask: "Do you want a horn high eleven?" The player would probably say yes or say something like; "No, I want a horn high twelve." A "force" when appropriately used, tends to get to the bottom of things as quickly as possible.

Never make change or return bets from the stick, instruct the base dealer to do it for you. E.g., The player next to the second base dealer throws you a five dollar check and says; "All the hardways!" You hold the stick in your left hand, since it is the hand closest to the end the player is on, with the end of the stick resting on the layout in front of the player and say; "All the hardways one dollar each, one change next to you!" As you witness the dealer give the change you take four one dollar checks from the working stack you are allowed to keep in front of the dice bowl and position the hardway bets. If you don't have enough checks to put up the bets, have the base dealer take some checks from his working stacks and set them in front of the drop slot. You then pick up the five dollar check the player threw you and put it on your other working stack in front of the dice bowl. You are usually allowed to keep working stacks, of less than twenty checks each, of the two smallest denomination checks. If a player wants to take his proposition bets down you tell the base dealer how much to give the player, then pick up the player's bets and put them on your working stacks. Any checks that are a larger denomination than you are allowed to

keep on your working stacks goes in front of the drop slot. When your working stacks become too high hand in a stack of them to the area in front of the drop slot.

When a player throws a large denomination check for two or more proposition bets, either put the check in front of the drop box or let it sit where it lays until you have finished positioning bets with checks from your working stack.

Sometimes players will try to throw you checks for proposition bets and they will fall short or roll out of your reach. When this happens you should have the base dealer hand or toss the checks up to the proposition area, since you should use the original checks to put up proposition bets when it is reasonably possible.

When there are a great number of proposition bets being bet and you don't understand what one of the players wants, skip that player and book the rest of the bets. You can find out what that player wanted after you are finished positioning the other bets. If you let yourself get hung up questioning a player, by the time you figure out what he wants you will have forgotten what everyone else has said and you will have a big pile of checks in the middle of the table.

Positioning Proposition Bets

Stickmen position proposition bets so the casino employees and the players can remember what bets were made. They are also positioned in such a fashion to indicate the position of the player at the table (*see Illus. 20*). Proposition bets that are contained in rectangles, such as the hardways, are positioned using the premise that all proposition bet boxes represent miniature crap tables. If a player is on the second base end of the table (to the stickman's left) his bets will be positioned in the left side of the box. If the player is on the third base end of the table (to the stickman's right) his bets will be positioned in the right side of the box. Besides indicating which end of the table the bettor is on, the stickman can easily indicate player positions such as next to the stickman, outside corner, down the center and next to the base dealer. Even though the proposition bet area of the layout has large boxes for bets on eleven and any crap, bets on eleven are usually positioned on the "E" portion of "C and E" arrow which is closest to being pointed at the player. "Any crap" bets are usually positioned on the "C" portion. "C and E" bets positioned by dividing the checks equally on

the “C” and “E” portions of the arrow. If the bettor is splitting one check (or any odd number of checks) on the “C and E” the stickman places the check between the “C” and the “E” portions of the arrow.

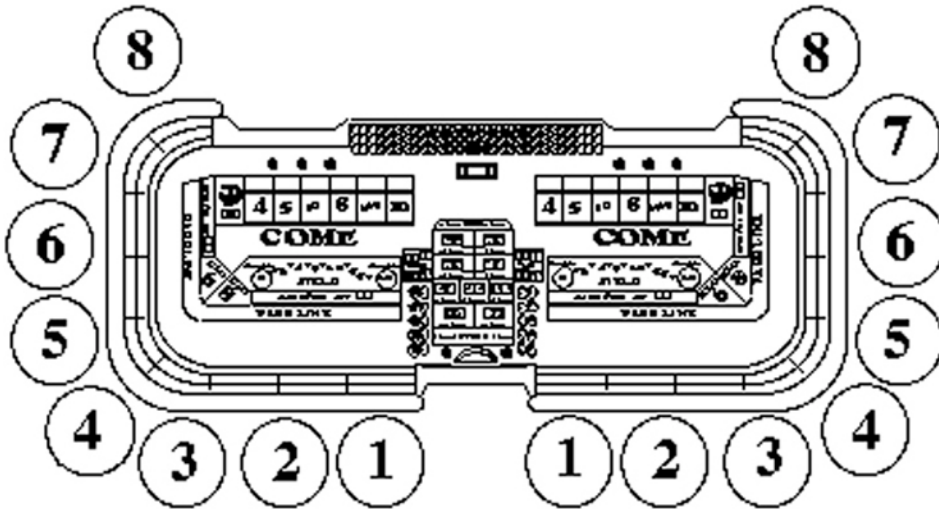
When a player bets an equal amount on two or more one roll bets the stickman can position them individually or position them on the line dividing the two bets (*see Illus. 21*).

Don't get into a habit of always positioning them the same way, both ways have their advantages. When you put up each bet separately it indicates the player position better and is easier to know how much is on each bet. When you position them by splitting the checks on a dividing line it definitely proves that both bets belong to the same player.

Always position proposition bets if the dice are in the center of the table. If you have moved the dice from the center you must still verbally repeat the bet, but as long as the stickman, the base dealer or the boxman repeats the bet, the bet doesn't have to be positioned. Once you have moved the dice from the center, don't bring them back to position bets unless the boxman tells you to. After you have moved the dice from the center you are allowed to try to position the bet if you can do so without taking your eyes off of the dice and without getting in the way of the roll.

The large boxes for bets on eleven or any crap can be useful for positioning bets after you have moved the dice from the center. Although you won't be able to show the position of the player as well, at least it indicates what the money is bet on. Since the boxes are close to the mirror you can usually position bets without getting in the way of the throw.

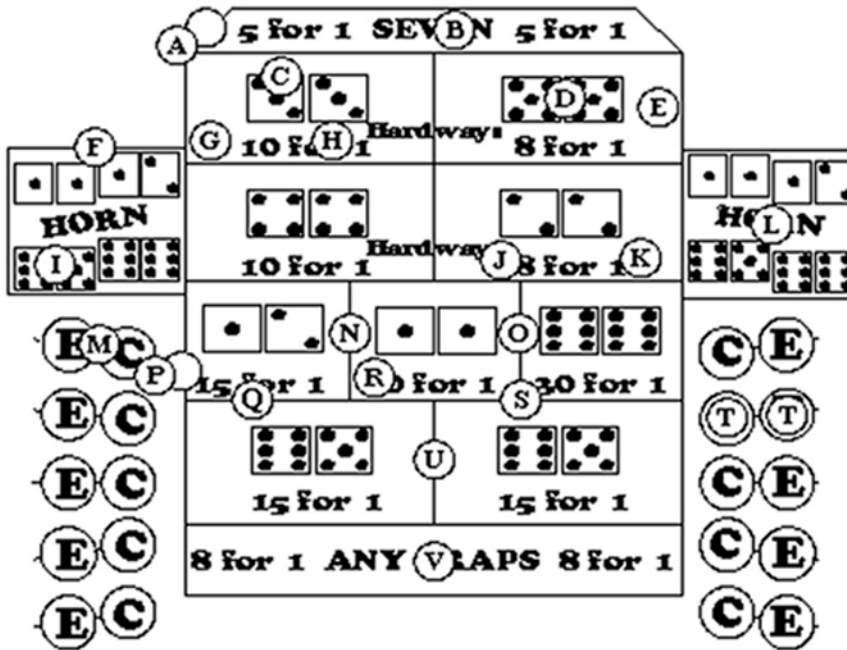
Illus. 20: Proposition Bet Positioning



Player Positions

- 1.) Next to stick.
- 2.) Two from stick.
- 3.) Three from stick.
- 4.) Four from stick .
("outside corner" or "the hook")
- 5.) Four from base ("odd man").
- 6.) Three from base.
- 7.) Two from base.
- 8.) Next to base.

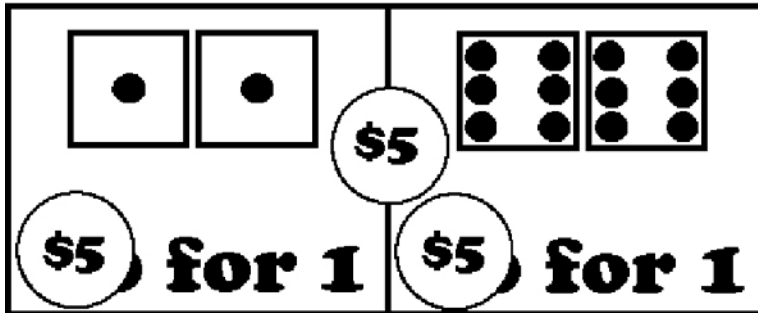
Illus. 20-a: Proposition Bet Positioning



Examples

- | | |
|--|---|
| <p>A.) “7-11” two from stick (2nd base).
 B.) “Seven” next to stick (3rd base).
 C.) “Hard 6” next to 2nd base.
 D.) “Hard 10” for the dealers.
 E.) “Hard 10” down the center (3rd base).
 F.) “World bet” any player on 2nd base end.
 G.) “Hard 6” outside corner (2nd base).
 H.) “Hard 6” next to stick (3rd base).
 I.) “Horn-hi-yo” any player on 2nd base end.
 J.) “Hard 4” two from the stick (2nd base).
 K.) “Hard 4” three from the stick (3rd base).</p> | <p>L.) “Horn bet” any player on 3rd base end.
 M.) “C and E” next to 2nd base.
 N.) “Ace-deuce and aces”(any player).
 O.) “High-low” (any player).
 P.) “3-way crap” two from stick (2nd base).
 Q.) “Ace-deuce & Yo” any player 2nd base.
 R.) “Aces” outside corner (2nd base).
 S.) “High-low-yo” any player.
 T.) “C and E” two from 3rd base.
 U.) “Yo-leven” for the dealers.
 V.) “Any crap” for the dealers.</p> |
|--|---|

Illus. 21: Two ways of positioning proposition bets.



Two ways of positioning a “five dollar each high-low.” By placing it on the line it shows that both bets belong to the same player. By positioning them separately it shows that the player is in the “outside corner” of the second base end.

Sometimes a player will throw a check to the stickman to replace a losing proposition bet before the stickman has had a chance to take down the losing bet. When this happens the stickman can indicate the bet is back by picking up the check and tapping it on the losing bet and verbally repeating the bet. This should only be done when the player has thrown the check up before the stickman has had a chance to take down the losing bet. If the stickman has other losing bets to take down, he should take them down before dealing with the one that came back.

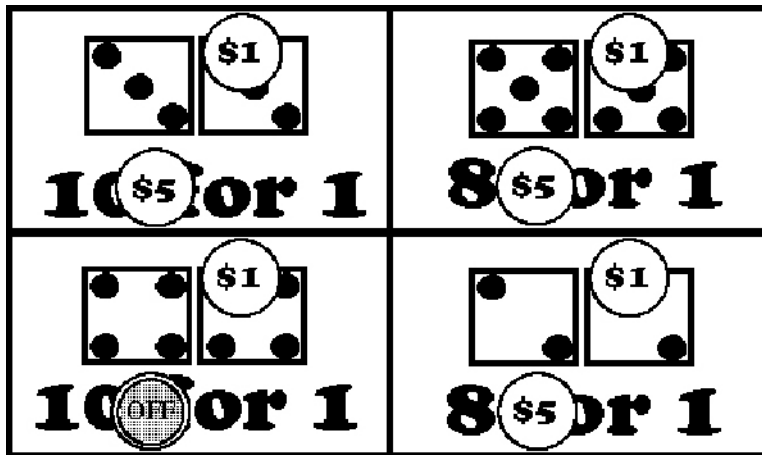
Hardways on the Come-Out Roll

On the come-out roll, when there are hardways bet, the stickman must say; “Hardways work, unless you call them off !” Once a player has called his hardways off, it is assumed that this player wants his hardways off on every come-out roll. If a player states that he wants his hardways working or he doesn’t say anything at all, it is assumed that he wants his hardways working all the time. If the status of all hardway bettors is known there is no reason to say; “Hardways work unless you call them off!” If a player calls his hardways off, mark one of his hardway bets with an “OFF” lammer to indicate that all hardway bets belonging to that player are off (*see Illus, 22*). If all hardways are off place the lammer in the center of the hardway boxes. If all hardways except for one or two players are off, put the off lammer in the center of the hardway boxes and place an “ON” lammer on one of the player’s hardways that are working. If two hardway bets, next to each other, are both working or off you can straddle the lammer between the two bets. If all

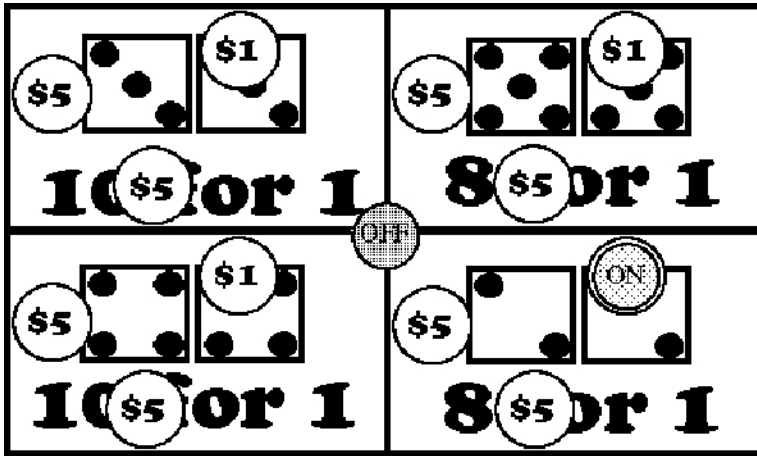
hardways are working it isn't necessary to mark them working. Remember, once a player has told if his hardways are working or off, it is your job to remember this, to mark the hardways on the come-out roll and to tell the next stickman who is working and who is off. If a player is sometimes working and sometimes off, just say: "Your hardways work unless you call them off!" on every come-out roll, unless he is a big player then the boxman might prefer you to ask him directly rather than have an argument about it after the roll. One technique I have found very efficient for directly asking a player if he wants to be working or off is to look at him and say: "Your hardways are working, right?" This almost always gets a response.

When referring to bets that can be either working or off, refrain from using terms like "on" or "not working." "On" sounds too much like "off" and "not working" sounds too much like "working." All bets are either "working" or "off."

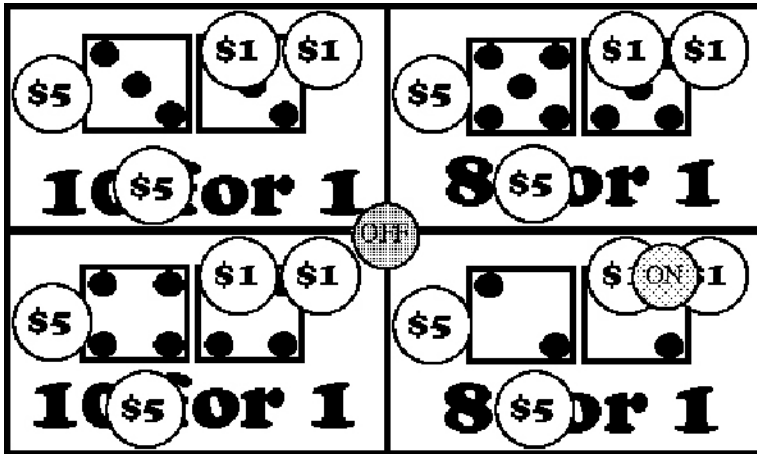
Illus. 22: Marking hardways off.



The player with all the hardways for five dollars each is "off." The player with all the hardways for one dollar each is "working."



All hardways bets are off except for the player with the hardways for one dollar each, next to third base.



All the hardways are off except for the two players that have all the hardways for one dollar each.

Using “Disclaimers”

“Your hardways work, unless you call them off!” ; is one of the many “disclaimers” that you will use on a daily basis. As far as your job is concerned, a “disclaimer” is something that you say, so the boxman will have something to say when there is a beef. E.g., A player has one dollar bet on the hard six. It is the come-out roll, so the stickman says; “Your hardways work, unless you call them off!” There is no response from the player. Winner seven is rolled. When the stickman takes down the hard six the player shouts; “But I wanted my hard six off!” the boxman says; “Sir, the stickman said your hardways work unless you call them off and you didn’t say anything.” Unless the boxman can honestly say this he will probably end up putting the player up on the hard six and the player will have had a situation where he could have won, but could not have lost. The same principle applies to the reason you repeat bets. E.g., The player throws one dollar to the stickman and says; “One dollar hard six!” The stickman says; “One dollar hard eight!” There is no response from the player. Hard six rolls. The player screams; “But I told you hard six!” The boxman says; “Sir, the stickman booked a hard eight and you didn’t say anything.” The player continues to get irate. The pit boss, hearing the commotion, goes to the boxman and asks; “Did the stickman repeat the bet?” For your sake I hope the boxman can tell him that you did.

Paying Winning Proposition Bets

After the roll you bring the dice back to the center, set the stick down and take down the losing proposition bets with both hands, while you watch the base dealer on the end opposite the shooter. After the base dealer has finished it is time to pay the winning proposition bets. Pay the player closest to the base dealer on the side opposite the shooter first (your end). Work your way, player by player, until you pay the player next you. Then you pay the players on the shooter’s end, starting with the player closest to the base dealer and working your way, player by player, to the player next to you. When paying a player for a winning proposition bet you leave him up on his winning and losing bets. E.g., A player has one dollar bet on “aces” and one dollar bet on eleven. Eleven is rolled. You remember as you take down the losing proposition bets that the bet on “aces” belongs to a player that has a winning bet, so you leave it up and subtract it from the payoff for the eleven.

When paying a player hold the stick in the hand closest to the end of the table you are paying. Set

the end of the stick on the apron in front of the player you are paying. Never tap or bang the stick on the table. State:

- 1.) The position of the player.
- 2.) The amount of the payoff.
- 3.) The amount of the bet.
- 4.) What bet you are paying.
- 5.) Then say; “And still up the same way!”

E.g., “Give next to you seven dollars, for a one dollar hard ten and he’s still up the same way!”

Whether or not you chose to take a losing one-roll bet out of a winning hardway payoff (or vice-versa), let the player know what you are doing. E.g., “Give next to you seven dollars for a one dollar hard ten, but I took him down off the C and E!”

It is your responsibility to insure the base dealer makes the correct payoff and delivers it to the correct player. It is also your responsibility to insure the correct player picks it up.

When a player presses (increases) his bet out of the payoff, have the base dealer prepare the payoff in the come and hand you the amount of the press out of the payoff. Or, mentally subtract the amount of the press from the payoff, instruct the base dealer to give the player the balance and press the bet with checks from your working stacks.

A “parlay” is when a player presses (increases) his winning bet the amount of the payoff. When a player parlays a bet the stickman must repeat the bet. E.g., “Parlaying his one dollar hard six to ten dollars.” The stickman can then replace the dollar on the hard six with two five dollar checks from his working stack and put the dollar check on his other working stack.

Computing Payoffs for Proposition Bets

Some dealers work for years and never discipline themselves to be able to compute payoffs for proposition bets. Some dealers use “keys” to compute payoffs. A “key” is a formula that is used to compute common combination bets. The trouble with keys is that:

- 1.) Dealers often use the wrong key and end up light years from the correct payoff, without even suspecting they are wrong.
- 2.) Keys don't work on bets that have an uneven amount on each bet.
- 3.) If the boxman or player questions your payoff, I assure you they won't be interested in hearing about your key.

To be able to compute payoffs there is no substitute for:

- 1.) ***Decide how much money is bet on what hit!***
- 2.) Compute what that amount pays and down.
- 3.) Subtract the winning bet and all the losing ones.

The reason I underlined “decide how much money is bet on what hit” is because when you are on the stick, someone wins a bet and you start to “choke” the question you need to ask yourself is; “How much is on what hit!” E.g., Player bet \$120 horn bet. Eleven is rolled. The very first thing you need to realize is that the player has \$30 on the eleven. Knowing this, you might think that since \$1 on the eleven pays \$15 and down, \$10 pays \$150 and down. If \$10 pays \$150 and down, then \$30 pays three times as much or \$450 and down. \$450 minus \$120 equals \$330.

This isn't the only way to compute how much a \$30 eleven pays, which brings me to the second most important thing you need to remember about computing payoffs; “***Go with what you know!***” Someone else might compute what a \$30 eleven pays different a way. E.g., If you know that a \$5 eleven pays \$75 and down, then you might think that a \$30 eleven pays six times as much.

Two things that may seem like keys, but aren't: To compute what 30 times an amount is, go three times the amount and add a zero. Whenever you add a zero to an amount you have multiplied it times ten. If you multiply that amount times three, then you have multiplied the original amount by thirty. Or you can add a zero, then multiply it times three. It doesn't matter what order you do it in. E.g., \$3 twelve. \$3 times three equals \$9. \$9 add a zero becomes \$90. So a \$3 twelve, at 30 for 1, pays \$90 and down or \$87 and still up. To compute what 15 times an amount is, go amount and a half times ten. E.g., \$12 eleven. \$12 plus half of \$12 equals \$18. \$18 add a zero becomes \$180. So a \$12 eleven, at 15 for 1, pays \$180 and down or \$168 and still up.

Two bets that I don't necessarily compute how much they pay and down is the hard four or ten and a bet on any crap. This is because it is just as easy for me to multiply a bet times seven as it to multiply it times eight and subtract the bet.

You should take the time to memorize what everyday amounts pay on all proposition bets. The amounts I would concentrate on are: \$.25 - .50 - .75 - 1.00 - 2.00 - 3.00 - 4.00 - 5.00 - 10.00 - 25.00 - 50.00 and 100.00. Not only are these everyday bets but can be used as building blocks for computing more complicated bets. E.g., \$3.75 "any crap." Three dollars pays \$21 and \$.75 pays \$5.25 for a total of \$26.25.

Bet By Bet Description of Computing Payoffs for Proposition Bets

Seven

Four times the bet and still up. Five times the bet and down.

Any crap

Seven times the bet and still up. Eight times the bet and down.

Hard four or hard ten

Seven times the bet and still up or eight times the bet and down.

Hard six or eight

Add a zero to the amount of the bet and down or add a zero to the amount of the bet, minus the bet and still up.

Eleven or ace-deuce

Downtown - Sixteen dollars for every dollar bet or four dollars for every quarter bet and down. A bet and a half, add a zero and add the bet and down. Fifteen dollars for every dollar bet or three dollars and seventy-five cents for every quarter bet and still up. A bet and a half, add a zero and still up.

Strip - Fifteen dollars for every dollar bet and down. A bet and a half, add a zero and down. Fourteen dollars for every dollar bet and still up. A bet and a half, add a zero minus the bet and still up.

Aces or boxcars

Downtown- Thirty-one dollars for every dollar bet or seven dollars and seventy-five cents for every quarter bet and down. Three times the bet, add a zero and add the bet and down. Thirty dollars for every dollar bet or seven dollars and fifty cents for every quarter bet and still up. Three times the bet and add a zero and still up.

Strip- Thirty dollars for every dollar bet and down. Three times the bet and add a zero and down. Twenty-nine dollars for every dollar bet and still up. Three times the bet add a zero and subtract the bet and still up.

Combination Bets

In my opinion, keys are not the technique to use to compute your everyday winning combination bet. There is no substitute for disciplining yourself to be able to:

- 1.) Determine how much is on what hit.
- 2.) Compute how much that amount pays and down.
- 3.) Subtract the winning bet and all of the losing ones.

We may however, find situations that we be able to employ common sense in the way we perceive bets and ways to compute payoffs.

“C” and “E”

On the “high side” (the eleven hit)

Downtown - Every dollar bet on eleven pays sixteen and down. So if the player wins a three dollar each “C and E” he has three dollars on the eleven. $16 + 16 + 16 = 48$. $48 - 6 = 42$. Since there was an equal amount on both bets you could have used the key (seven times the total amount bet).

$7 \times 6 = 42$. But I don't recommend it unless you have a truly difficult bet like twenty-five dollar split “C and E.”

The “low side” (any crap hit)

Downtown - Every dollar bet on “any crap” wins eight dollars and down. Compute how much was bet on “any crap” and multiply that amount by eight. Take that number and subtract the entire

amount of the bet. The key used to compute this payoff is one of the few keys that I wholeheartedly support. It is: three times the total bet. E.g., Three each “C and E.” $6 \times 3 = 18$. I like this key because it is simple, easy to remember and it works in all Las Vegas casinos.

Strip - The high side. Every dollar bet wins fifteen and down (or bet and a half times ten). In the case of the three each “C and E” you would compute the three dollar eleven pays forty-five and down, subtract the six dollars bet for a total of thirty-nine dollars and still up. In the case of an unusual bet like twenty-five split “C and E” I would use the key which is: Seven times the bet, minus half of the bet. $\$25 \times 7 = \175 . $\$175 - 12.50 = \162.50 .

The low side. Just like computing a payoff downtown. Either eight times the amount on “any crap” minus the entire bet or three times the total amount bet.

Horn high bets

When players makes “horn high” bets that are units of five dollars it is easier to compute what a five dollar horn pays and multiply that amount by the number of nickel checks. E.g., Fifteen dollar horn high eleven. Ace-deuce is rolled. A five dollar horn high eleven would pay eleven dollars downtown and ten dollars on the strip. A fifteen dollar horn high eleven is three such bets put together, so it would pay thirty-three dollars downtown and thirty dollars on the strip.

The same technique may be used to compute payoffs for horn high bets that are in units of twenty-five dollars. E.g., Seventy-five dollar horn high twelve. Twelve is rolled. A twenty five dollar horn high twelve has ten dollars bet on the twelve. Ten dollars on the twelve pays three hundred-ten dollars, and down, downtown. Three hundred dollars and down, on the strip. So it would pay \$285 or \$275 and still up. To multiply two hundred- eighty five by three I would first multiply three times three hundred (nine hundred). I would then take back forty-five dollars to replace the three fifteen dollars units I “loaned” those three, two hundred-eighty five dollars payoffs. So the final total would be eight hundred-fifty five dollar payoff downtown or eight hundred-twenty five dollars on the strip.

As I said I only use keys when it is a very difficult bet and then only after I “rehearse” the key on a simple bet. E.g., Twenty five split “C and E” (strip odds). Eleven rolled. Knowing that a one dollar eleven pays fifteen and down, I know that a one dollar each “C and E” pays thirteen and still up. I assume that since seven times two is fourteen, the key for computing the high side of the



“C and E” must be seven times the bet, minus half of the bet. I now feel confident to use that key for computing the twenty-five split “C and E.”

Shooter and Player “Faux Pas”

As a crap dealer you are required take control of the game to the extent that the players follow the rules of the game and house policy. Although the casino expects you to do your job, they also expect you to deal with patrons in a courteous and professional manner. Besides, you make your living from tips, so you don't want to alienate any potential sources of income. Some rules must be obeyed by all players. Sometimes the boxman will allow a high roller a certain degree of latitude and sometimes disregard some minor rules completely. Remember, the boxman and his supervisors run the game, if they tell you to enforce a rule, or not to follow their instructions. Some common situations that don't cause a no-roll but have to be dealt with are:

- 1.) The shooter holding or shaking the dice with both hands. The casino can't allow this since it would be too easy for the shooter to switch the dice. If the shooter has both hands on the dice, you say; “Sir, just one hand on the dice please, thank you.”
- 2.) The shooter not hitting the end wall with both of the dice. Since some crossroaders are talented enough to control the dice, everyone must try to hit the end wall with both the dice. If the throw doesn't even reach halfway down the table, obviously the shooter isn't aware of the rules and needs to be told immediately. If a throw falls short of the end wall once I usually give the shooter another roll unless the boxman tells me; “All the way down!” This is boxman talk, and that doesn't mean you parrot this to the player. You say; “Sir, please try to hit the end wall with both of the dice, thank you.” If you tell the shooter this twice and he still fails to hit the end wall, you say to the boxman; “I told him twice to hit the wall.” The boxman will now do one of three things. He might tell you; “Well, tell him again!” Or, he might tell the player himself. Or, if the shooter is elderly, he might decide that the shooter is making his best effort to hit the wall and tell you not to worry about it.

Don't ever tell a player that he *has to* hit the wall! Not only is it rude, but you are setting yourself up for a beef. Imagine that after you tell a player that he has to hit the wall, another player throws the dice halfway down the table, and it is a seven-out. Some wise guy will say;

“But that’s no roll, you said that the dice had to hit the end wall!” It is now too late to explain that the dice don’t have to hit the wall to be a roll. It is just a rule that all shooters should try to hit the end wall.

- 3.) The shooter throws the dice too hard. Before you send the dice to the shooter again, you say; “Sir, please slow them down just a little bit please, thank you.”
- 4.) The shooter doesn’t throw the dice down the center of the table, so they hit the bankroll or the mirror. Before you send the dice to the shooter again, you say; “Sir, please try to shoot the dice down the center, thank you.”
- 5.) Some shooters will take practice throws against the back wall or set the dice on a particular number before they throw. While shooters are supposed to throw the dice immediately after you send the dice to them, you should give all players, especially high rollers, a degree of latitude. When it has reached the point when the shooter has taken too long to shoot the dice, you say; “Sir, please shoot them when you get them, thank you.”
- 6.) The shooter lobs the dice high in the air. I don’t like to take it upon myself to tell a shooter not to lob the dice, I feel that this is a boxman’s call. When you do tell a shooter not to lob the dice you say; “Sir, please don’t lob the dice, try to keep them at eye level, thank you.”
- 7.) The shooter bangs the dice on the table before he shoots. Again, I feel that this is the boxman’s call. When you do tell the shooter, you should say; “Sir, you can tap the dice, but please don’t bang them too hard, it hurts the edges, thank you.”
- 8.) Some beginners like to step back from the table so they can wind up before the throw and take the dice out of your sight. When a player takes the dice out of your sight, try to get them to set the dice down. If they set the dice down, bring them back to the center and tell the boxman that the shooter took dice from your sight. The boxman will then either pick up the dice to check them or tell you to give the dice back to the player. If the boxman picks up the dice, dump the bowl and offer the shooter the remainder of the dice. If the shooter does not set the dice down, don’t call no-roll, just inform the boxman after you retrieve the dice that

they left your sight. When giving the dice back to the player, tell him; “Sir, please keep the dice over the table, thank you.”

9.) Some players let their drinks hang over the edge of the table. You say; “Sir, please hold your drink back. There’s a shelf for it down there. Thank you.”

10.) Players let their purse or coat hang over the edge of the game. Most casinos allow players to keep objects like this on the player’s check rack. but they can’t have anything hanging over the inside edge of the table. You should say; “I’m sorry, you can’t have that hanging over the edge of the table, thank you.”

11.) Players make late bets and have their hands in the way of the throw. You should make an announcement to the end opposite the shooter; “Please watch your hands, when the dice are coming your way, thank you!”

12.) Sometimes the boxman will tell you; “Front row!” What he wants you to do is to make an announcement to the table; “Folks, the front row is for players only. If you aren’t playing, please step back! Thank you.”

13.) Players sometimes give their proposition bets to the base dealer, instead of throwing them to the stickman. This forces the base dealer to hand the checks up to the stickman. If a player consistently does this, you say; “Sir, please throw your bets right up to me, thank you.” Or, if you are a base dealer, you say; “Sir, please throw your proposition bets to the stickman, thank you.”

14.) Players standing near the stickman will often try to position their own proposition bets. When this happens point to the proposition bet area and say; “Sir, when you make bets up here you can’t put it up yourself. Please just drop it down and tell me what you want. Thank you.”

Notice that in each case I was diplomatic, addressed the player as “Sir” or “Ma’am,” I was specific about what I wanted them to do and I used “Please” and “Thank you.”



Dealing with Turning Bets

When a player makes a turning bet, repeat the bet and place it in the area in front of the drop slot. If a player bets a three-way seven, 6-1, 5-2 or 4-3 turning you can position them on the top line of the “seven” box (*see Illus. 23*). When booking turning bets make sure the boxman knows about the bet and doesn’t accidentally take it down. If the boxman doesn’t take down losing turning bets, make sure you do. When a player makes a winning turning bet, or one that loses because the wrong combination is rolled, the stickman must announce how the number was rolled. E.g., “Nine field nine, came five-four!”

When a player that has a history of making turning bets, makes a regular hardway bet, you should refer to it as an “all day” hardway. Otherwise, if the next roll is a hardway, he might try to claim that it was a turning bet.

Illus. 2: Positioning a three- way seven.



A three way seven or individual bets on combinations of seven can be positioned above the “5 for 1” on the layout. The “5” represents “5-2.” The “for” represents “4-3” and the “1” represents “6-1.”

Watching Your End

Next to protecting the dice, watching your end is the most important duty of a stickman. You are responsible for every action taken by the base dealer on the end opposite the shooter, unless you are moving the dice to the shooter. I have worked for pit bosses that when there is beef, have no qualms about paying the player what they think he has coming, all they wanted to know is “Who’s end was it ?” The boxman is responsible for monitoring the base dealer on the shooter’s end of

the table and the stickman is responsible for the base dealer on the end opposite the shooter.

When correcting a dealer, even a break-in, be diplomatic. Remember that just because he is your responsibility doesn't give you any authority over him.

Overview of Stickman's Procedure

After you retrieve both dice to the center of the table you should always:

- 1.) Take down the losing proposition bets.
- 2.) Turn the dice off of a natural.
- 3.) Pay the winning proposition bets.
- 4.) Book the new proposition bets.

The first two steps must be done while you are watching your end. You can pick up losers or turn the dice when the dealer is between bets. When picking up losing bets after the shooter has thrown a point number you should always pick up the one roll bets first, since you can be confident that all of them have lost. This is especially true after the shooter has come-out on a point.

Finding a Shooter

When you are starting up a game you may use conventional wisdom and offer the dice to the player closest to the third base dealer, or you might offer the dice to a lady, or you might offer the dice to the player who appears to be the high roller of the group. When offering the dice to a player you should first notice if he or she has a pass line or don't pass bet. Rake the dice to the player and say; "Would you like to shoot?" If they say no or they wave you off say; "Passing the dice!" and offer the dice to the next player clockwise. You must say; "Passing the dice!" every time a player declines to shoot. If a player passes the dice a couple of times and you can tell that he will probably never choose to shoot, you may use common sense and not offer him the dice unless everyone else leaves the table and he is the only player.

If a player reaches for the dice and doesn't have a line bet say; "Sir, you need a pass line bet to shoot." If the player says; "Can I shoot from the don't pass?" say; "Yes, but you're betting against yourself." The first time a player with a don't pass bet shoots you must say; "Shooting from the

don't side!" The main reason you must say this is because if the player throws a winner for the pass line he might claim that he thought he had a bet on the pass line. The other reason is to warn pass line bettors that the shooter isn't shooting with their best interests in mind. Once a player has a history of shooting from the don't pass, you need not say; "Shooting from the don't side!" every come-out roll.

Once you have a game started and a new player walks into the position you were about to offer the dice to, you are not supposed to offer him the dice because other players have been waiting to shoot. If the new player is a high roller, you or the boxman may decide to offer him the dice anyway. Even if the new player doesn't seem to be a high roller I sometimes offer them the dice anyway if I don't think the other players will mind and I feel that not offering him the dice might be more disruptive than allowing him to shoot.

Sometimes you will accidentally pass up a player that wanted to shoot. When this happens the you should tell the boxman. The boxman will usually have you announce to the table that a shooter has been passed up and back up the dice after the current shooter has thrown a seven-out. Be prepared to warn the player you passed up that he is not shooting since he may have made an extra large pass line bet, believing it was his turn to shoot.

After the shooter has thrown a seven-out or passed the dice dump the bowl and say; "New shooter coming-out!" before offering all the dice to the next potential shooter. If a player passes the dice, dump the bowl and say; "Passing the dice!" Say; "New shooter, new direction whenever the option to shoot changes from one end of the table to the other.

When a beginner player has thrown a crap on the come-out roll they often think that they lose the right to shoot the dice. An experienced dealer can sense when a player thinks this. Be ready for this so the game won't be held up unnecessarily. Look at the shooter and say; "Sir, it's still your shot. Get another bet down."

When the Shooter Requests New Dice

When a shooter asks for new dice there are two procedures that can be followed. The first is to dump the bowl and offer all of the dice to the shooter. The second is to dump the bowl, put the old dice in the bowl and offer the remaining dice to the shooter. Which procedure you will follow depends on house policy. It can also depend, to a great extent, on the situation and the player involved.

When to Move the Dice

The casino depends on the stickman to try to set an appropriate pace to the game. The idea is for the pace to move fast enough for the casino to make as much money as possible and to insure that your players don't fall asleep, but not to move the dice so fast that the players don't have time to make their bets and the base dealers don't have time to pay them. Players generally need the most time to bet after the dice have come-out on a new point, following a seven-out, because that is when they tend to make the most place bets.

One of the rules of thumb that boxmen hold dearly is that the dice don't wait for a player to get change. Of course the boxman will be the first to get irritated with you if you don't use common sense in knowing when you should wait for change. The two most common situations that you will wait for change is when you are starting up a game, so all of your players are buying in and when a high roller needs change.

Another commonly overlooked situation is when a player is betting larger and larger field bets every roll and has run out of checks. When I see this happen, I look at the player and say; "Sir, do you want anything to go in the field?" This gives the boxman an opportunity to tell me to not to move the dice, or gives the player a chance to make a "call bet" (verbally stating how much he wants to bet).

Generally speaking, you move the dice after the base dealer on your end has paid the last place bet and you have glanced at the shooter's end to make sure the other base dealer has done the same. If the boxman or floorman tell you to move the dice or make a side to side motion with their hand, that means for you to move the dice *immediately*, not whenever you are ready to.

When you have a dealer preparing to relieve a base dealer or a boxman preparing to relieve a boxman, hold up the dice and give them a chance to get on the game.

Before sending the dice on the come-out roll say; “Coming-out, they go!” so everyone knows it is the come-out roll and the base dealers know you are sending the dice. When there is a point for the pass line say; “(Point) is, they go!”

Advertising the Proposition Bets

Another responsibility of the stickman is advertising bets, especially the proposition bets. Stickmen advertise prop bets because they are high percentage bets, so they are money makers for the house. They also advertise bets to give the game a somewhat carnival like atmosphere. On the come-out roll you should advertise the one-roll bets. E.g., “Coming-out, crap, eleven .. any seven! Get your bets set we’re coming-out with a new shooter!” When there is a point for the pass line you should advertise the hardway bets. E.g., “The point is ten. How much on the hard ten?” If the point is five or nine you might say something like; “Nine is. Field bets and come bets. Bet your favorite hardway when the point is nine!” Or the ever popular; “Fielding and coming every roll! Action every roll in the field!”

Break-in dealers sound very stiff and unoriginal when advertising bets and trying to talk up the game. As time goes on you will develop your own style and favorite clichés, just try to refrain from getting too weird and from stealing material from dealers you are currently working with. You can always use their material on your next job.

Marking and Unmarking the Point

One of the most crucial responsibilities of the stickman is to insure that *both* base dealers mark the correct point and that they unmark the point on the come-out roll. When a stickman says; “Five no field five. The point is five. Mark it!” He is not only reminding the base dealers to mark the point, is also reminding himself to look at both ends to make sure the base dealers have both marked the five.

Some people have cute expressions to prompt the base dealers to mark and unmark the point. E.g., “All good dealers” (mark the point). Or; “Lights out!” (unmark the point). These expressions are designed to remind the dealers, without embarrassing them. I myself, have never been embarrassed by forgetting to mark the point. So I say; “The point’s five”. If that doesn’t work I say; “Mark the five”. If the dealer forgets to unmark the point I say; “Coming-out!” (unmark the point). If that doesn’t work I say; “Unmark the point.” As long as I’m diplomatic about it, I don’t see why anyone should be embarrassed about making a mistake that I’ve made myself a few thousand times.

Turning the Dice

When the boxman tells you to turn the dice or he makes circular motion with his index finger extended horizontally it means that he wants you to turn both dice in unison twice. The official reason for this is so he can see if the opposite sides of the dice add up to seven. Unfortunately, more often than not the real reason is because the boxman, the floorman or the pit boss is “sweating” (worried about how much the table is losing) and they think if the stickman turns the dice properly it will magically cause the dice to seven-out. You may want to practice this when you get a chance since it requires skill and you won’t want to learn how to do it when the bosses are on the rampage.

Dealer’s Bets Protocol

If you don’t think the following section is important, I hope you never work for some of the bosses I have. Many bosses don’t like dealers and don’t like to see them make “tokens” (tips). Others are quite irritated when your table is losing money and players betting for the dealers is often a direct result of how much your table is losing. Either way, not following the procedures for paying and thanking players for dealer’s bets give them an excuse to unleash the wrath of God upon you.

When a player makes a bet for you anywhere other than the proposition area the base dealer will pay it along with the player’s bets, but wait until his work is finished before picking up the bet and the payoff and setting it in front of the boxman. Be prepared for the boxman to think that it is dead money and try to lock it up. If the winning dealer’s bet is a proposition bet you

wait until you have paid all player's winning bets on both end of the table before announcing how much the dealers will collect and down for their winning bet. E.g., "And the dealers take twenty dollars and down for a two dollar hard six. Thank you Sir." When the dealers win a proposition bet the base dealer on the same end as the player who made the bet for you should set the amount of the payoff (and down) in front of the boxman. You then take the bet down and put it in front of the drop slot.

Notice:

- 1.) The dealers must take their bet down when they win. Under no circumstance are they allowed to leave a bet up or parlay.
- 2.) The stickman didn't say; "And the dealers take twenty dollars and must go down." The use of "must go" is considered hustling and is most certainly said to remind the player to make another bet for the dealers.
- 3.) Only the stickman is allowed to thank a player for a bet. He must only thank the player after the bet has won or lost. Never thank a player when he makes the bet for you.
- 4.) The stickman is allowed to say only one of two things to the player.
 - A.) "Thank you, Sir." or
 - B.) "Thank you, Ma'am."

I trust you will be able to know which one to say. I am deadly serious about not saying; "Thank you very much." or "Thank you for the bet, Sir."

Not only is it stupid from a supervisor relationship standpoint, it is unprofessional and unnecessary not to follow the rules for thanking players for bets. You will find that by being conscious of the tone of your voice and your timing, you can achieve the results you want.

If a player gives you a token without specifying what kind of bet it is, that is considered a "hand in" and you are not allowed to bet it. Put the cash or checks in front of the boxman and say; "Hand in for the dealers." Even if the player gives the money to the base dealer, the stickman is the only one allowed to thank him for the bet.

If a player makes "two way" hardway bets (him and the dealers) you will work on the come-out roll if he works or be off on the come-out roll if he is off. If a player only makes hardway bets for the dealers and not himself, you will work unless the player says that he wants you to be off.

Players must always be thanked for tokes. Even if a player wins fifty thousand dollars and only tokes the dealer one dollar, the stickman must thank him for it.

In some casinos the base dealer or the stickman is required to tell the boxman when a player makes a bet, other than a proposition bet, for the dealers. E.g., “The dealers on the pass line.” If you are required to say this, don’t say it loud enough for the shift boss on the other end of the pit to hear you. Don’t say it so loud that the other players at the table know you are trying to take advantage of this rule to make some feeble attempt to hustle them. Just say it loud enough to comply with the rules and use good timing and a pleasant tone of voice so another player or two might take the hint and start betting for you.

Briefing the Incoming Stickman

As a boxman nothing irritates me more than a stickman (or anyone else) who believes that it is the incoming stickman’s responsibility to know who the shooter is. When the outgoing stickman asks the incoming stickman; “You got the shooter?” my response as a boxman is always; “Tell him who the shooter is and we will know that he knows!” If there is more than one player at the table, *tell your relief who the shooter is!* I usually do this by pointing at the shooter with the stick and saying; “One right.” “Two right.” “Top right” (next to third base). Two from the top, right. The man with the red coat. The hat. The lady. Etc. If you have just called a seven-out you should tell him the shooter is whoever has next option to shoot.

Besides telling the new stickman who the shooter is you should also tell him which hardways are off coming-out and which ones work. A little common sense can go a long way in relaying this information. I sometimes point at one of the players hardways with the stick and say; “These two are off and the rest work” or “The red checks are off and the white ones work” or “Everyone on this end is off.” If a hardway bettor is new and I don’t know (or I forgot) I point at his bet and say; “I don’t know.” If there are so many hardway bets that it would take too long to explain I tell him; “I’ll help you with the hardways on the come-out roll.” If the outgoing stickman says; “All the hardways are off” and it isn’t the come-out roll, don’t mark the hardways off when you get on the stick (he means they are off *on the come-out roll dummy!*) If it was the come-out roll he

would have them marked “off” before he let you relieve him!

The last thing you need to inform the incoming stickman of is any special instructions that the boxman has given you, such as the pit boss wanting the dice to be turned or a certain player that isn't allowed to shoot.

Please Remember!

- 1.) Never take your eyes off the dice unless they are in the center of the table!
- 2.) The first thing you do after getting the dice back to the center is set the stick down and use both hands to take down the losing proposition bets!
- 3.) The first thing you do after a seven-out is bring the dice back to the center and *dump the bowl*, then take down the losing proposition bets!
- 4.) The first thing you do after coming-out on a new point is bring the dice back to the center, take down the losing one-roll bets, take down the losing hardway bets and then remove the lammers.
- 5.) Always watch your end, even if you are taking down losing proposition bets or turning the dice!
- 6.) Always retrieve the dice on the apron unless there are no players on the end opposite the shooter!
- 7.) When computing proposition bets remember to first compute ***HOW MUCH IS ON WHAT HIT*** then ***GO WITH WHAT YOU KNOW!***
- 8.) Keep the stick in the hand farthest from the shooter except when moving the dice from the “pass line” area of the apron to the center!
- 9.) When sending all the dice to the shooter keep your other hand on the layout ready to retrieve the remaining dice!
- 10.) Always use at least the basic essential of the stick call and say it loud and clearly enough that everyone will know what the call was!
- 11.) The number must come out of your mouth before the stick touches the dice!
- 12.) Unless your boxman doesn't want you to, remind players that have a history of making the same proposition bets to make their bets, while you are watching the dealers pay off, so most of the prop bets will be made when base dealers are ready for the dice to roll!

Stick Calls

Naturals

Winner seven, front line winner seven. Take the don't and pay the pass line. Working bets (if any) had action, save odds. Pay behind.

Yo-leven, front line winner; yo-leven. Take the don't and pay the pass line.

Two craps two. Line down, pay the don't and double the field.

Three craps three. Line down, pay the don't and single the field.

Twelve craps twelve. Line down, bar the don't and double (triple) the field.

Coming-Out on Point

Four easy (hard) four. The point is four, mark it.

Five no field five. The point is five, mark it.

Six easy (hard) six. The point is six, mark it.

Eight easy (hard) eight. The point is eight, mark it.

Nine field nine. The point is nine, mark it.

Ten easy (hard) ten. The point is ten, mark it.

Decision Rolls

Winner four, came easy (hard), front line winner four. Take the don't and pay the line.

Winner five, front line winner five. Take the don't and pay the line.

Winner six, came easy (hard), front line winner six. Take the don't and pay the line.

Winner eight, came easy (hard), front line winner eight. Take the don't and pay the line.

Winner nine, front line winner nine. Take the don't and pay the line.

Winner ten, came easy (hard), front line winner ten. Take the don't and pay the line.

Seven-out line down (point) was. Pay the don't and last come bets. Pay behind.

Non-Decision Rolls

Two craps two. Take the come, double the field. Pay the don't come.

Three craps three. Take the come, single the field. Pay the don't come.

Four easy (hard) four. Pay the field. Don't come and come go to four.

Five no field five. Don't come and come go to five.

Six easy (hard) six. No field, corner red. Don't come and come go to six.

Eight easy (hard) eight. No field, corner red. Don't come and come go to eight.

Nine field nine. Pay the field. Don't come and come go to nine.

Ten easy (hard) ten. Pay the field. Don't come and come go to ten.

Yo-leven, field and come winner, yo-leven.

Twelve craps twelve. Take the come and double the field. Bar the don't come.

No Rolls

No roll, one (two) down inside (outside), no roll.

No roll. one (both) tall, no roll.

No roll, dice in the bankroll, no roll.

Instructions to Shooter

Sir, please try to hit the end wall with both the dice, thank you.

Sir, please slow them down a little bit, thank you.

Sir, just one hand on the dice please, thank you.

Sir, please keep the dice over the table, thank you.

Sir, please try to throw the dice down the center, thank you.

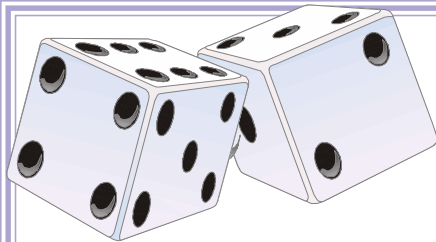
Sir, there's a shelf for your drink just over the edge, thank you.

Sir, please shoot them right out, thank you.

Sir, please don't lob the dice, thank you.

Sir, you can tap the dice, but please don't bang them, it hurts the edges. Thank you.





Chapter 11

Base Dealer

To learn how to become a crap dealer, especially a base dealer, requires the mastery of many different tasks. Some of the various tasks include:

- 1.) Making change.
- 2.) Picking up the losing bets.
- 3.) Paying the winning bets.
- 4.) Booking and paying odds on come bets.
- 5.) Booking and paying odds on don't come bets.
- 5.) Booking and paying place bets.
- 6.) Answering player's questions.

After you learn how to perform the tasks involved you must then learn procedure, so you will know how, when and what order the various tasks are performed. This chapter will teach you how to execute the skills involved, general guidelines of procedure and finally complete procedures for every roll of the dice. When reading this chapter it would be useful to have your practice checks in front of you so you can practice the step by step explanations of paying various bets.

“Reconstruct, Take, Pay and Position”

You often here boxmen say; “Reconstruct, take, pay and place” to break-ins in an attempt to make them understand the guiding forces that dictate the order of things to be done. The primary guiding force being logic.

“Reconstruct” refers to setting up bets that were hit by the dice. This needs to be done immediately since any hesitation on your part could result in players claiming the checks had come from bets belonging to them.

“Take” refers to the sacred responsibility of “GETTING THE HOUSE'S MONEY FIRST!” You pick up the losing bets before they disappear or diminish in size.

“Pay” the winners promptly before their bets have a chance to increase and to avoid confusion. Many players will, in their excitement, pick up a winning bet before it is paid.

After all of the losing bets have been picked up and the winners paid the base dealers can “book” (verbally repeat and position) odds on come bets and place bets. The winners must also be paid before any self-service bets that require the dealer to set it up out of cash or check change. Booking bets is the activity that is referred to by the “place” in “reconstruct, take, pay and place.” I feel that a better word is “position” since that the common result of booking a bet when you use checks provided by the player or make change from a larger denomination check or cash.

Tapping In and Out of the Game

When a dealer taps you on the back it does not imply you should be ready to leave the game. It only indicates that he is ready to take your place when you are finished with your work and the dice are in the center of the table. When relieved, clap your hands lightly together and rotate towards the boxman with your palms up. Keep rotating until your back is to the game.

Inside and Outside

In learning to deal craps you often hear references to “inside” and “outside.” In comparing two objects or two areas, the one closest to the boxman is the considered “inside.” “Outside” refers to the object or area farthest from the boxman. If this doesn’t make any sense to you then I suggest that you memorize it since you will read many references to inside and outside in this book and you will hear it often when you get on the job.

If you are the dealer on the second base end of the table (to the boxman’s right) your left hand is your inside hand and your right hand is your outside hand. If you are the dealer on the third base end of the table (to the boxman’s left) your left hand is your outside hand and your right hand is your inside hand. It is crucial that you be conscious of which is your inside hand and outside hand at all times when you are on a table. As a break-in you should remind yourself immediately which hand is which when tapping in on a game.

Bankroll Maintenance

A bankroll on a crap table consists of three or more horizontal rows of checks. Each row is identical to the one behind it. A typical row consists of three stacks (twenty checks per stack) of dollar checks (usually white) on each end of the bankroll. To the inside of the dollar checks is five stacks of five dollar checks (usually red). To the inside of the five dollar checks is thirteen stacks of twenty-five dollar checks (usually green). In the middle of the front row of green checks is where the one hundred dollar checks (black) and the five hundred dollar checks (no traditional color) are kept. Not all casinos maintain their bankrolls the same way. Some casinos have twenty-five cents checks and some just have a different policy.

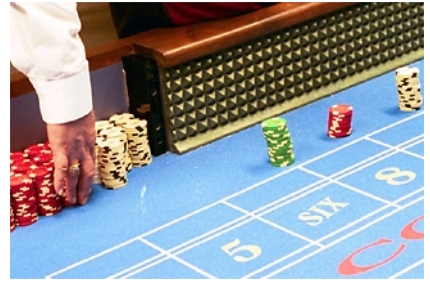
Casinos feel more secure keeping the larger denomination checks towards the center of the table (away from the dealers and players) where the boxman can keep an eye on them. When a base dealer needs white or red checks he may take stacks from the bankroll as needed. Base dealers should remove stacks from the bankroll with their inside hand, so not to take their eyes off of the layout (*see Illus. 24*). Stacks should be removed from outside-in. Remove stacks from outside-in until there are no more stacks of that color in a row before removing stacks of that color from the next row. Even if a dealer gets caught in the middle of a payoff and only needs a few more checks to complete it, he never removes part of a stack from the bankroll. He can however pull the stack a few inches from the bankroll and leave it there until he is ready to put the rest of the stack on his working stack. When a base dealer collects so many checks that he can't keep them on his working stacks he removes the checks, twenty at a time from his working stacks and places the stacks in the bankroll with his inside hand (*see Illus. 25*).



Illus. 24 & 25: Taking a stack from the bankroll. Take stacks from outside-in using your inside hand. Always watch your layout. With a little experience and practice, it doesn't take long to acquire the ability to grab twenty checks, using the mechanic's grip.



When you place checks in the bank roll make sure they aren't "dirty" (containing incorrect denomination checks). This is easily done by merely turning your hand outward a bit, so you can see if it is clean, before placing it in the bankroll. When returning stacks to the bankroll you should learn to drag your thumb across the top of the stack to insure that it is twenty checks, without taking your eyes off the layout (*see Illus. 26*). This should be done even after you become experienced enough to know how twenty checks feel in your hand using the mechanic's grip.



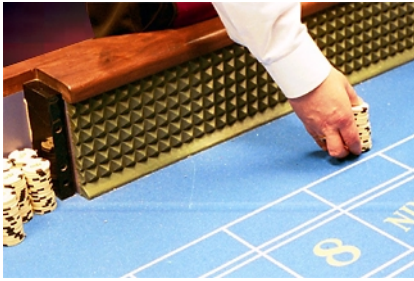
Illus. 26: Putting a stack in the bankroll. Drag your thumb across the stack in the bankroll and the one you are putting away.

If a base dealer needs one hundred dollar checks or higher, he should tell the boxman he needs them and the boxman will get them. If the dealer has too many, he sets a stack of them in the area in front of the bankroll so the boxman knows to put them away. Most casinos don't allow dealers to remove or replace stacks of higher denomination checks themselves. Although most entry level casinos don't allow dealers to remove or replace stacks of green checks from the bankroll, some boxmen expect dealers to overlook that rule and do it themselves. If you are allowed to remove green yourself, I would use a little common sense and say something like; "Taking some green, boss" to let him know what I'm doing. When returning a stack of green to the bankroll myself I am always extra careful that it is twenty checks and it isn't dirty, since my boxman will take the "heat" if it isn't.

Working Stacks

Working stacks are the stacks of checks a base dealer keeps behind the "cash register" (the point number boxes) so he has a place to put losing bets, checks ready to pay winning bets and checks available to make change when whole stacks are not required. Working stacks should be kept between about fifteen to thirty checks. When your end is "dead" and a potential player walks up you should immediately bring out a stack of one dollar checks and position it directly behind the vertical line that separates the point number box furthest outside and the next point number box (*see Illus. 27*). You should then position a stack of five dollar checks from the bankroll directly behind the next dividing line to the inside. Even if you know that you will only need larger denomination checks to deal to this player, you are still required to position working stacks of all of

the smaller denominations. You should get into the habit of positioning your working stacks directly behind the lines that separate the point number boxes. By doing so you will know where the stacks are and it will make you a faster and more precise dealer. Never position working stacks or set checks outside of the line separating the first and second point number box since this is considered an unsecured area in which a player might try to grab it!



Illus. 27: Working stacks.



Step 2: Attention to detail should begin with how you keep your working stacks.

Step 1: Take a stack of dollars from the bankroll and put it directly behind the line that divides the last two point number boxes.

The Loading Ramp

The point number box dividing line just inside of the highest denomination working stack is referred to as the “loading ramp.” This area is used to place a player’s checks for check change and for player’s checks that the dealer can’t use to position a bet or bets that a player has requested. It is also the primary area used to place “dead money” (losing bets and other checks that are the property of the casino) until the dealer has a chance to put it on his working stack. If the boxman put checks in your loading ramp then it means that it is dead money and that he wants you to put it on your working stack at your earliest convenience.

Proving Checks

To “prove” checks means to stack them in piles of five or less so the players, the employees and yourself can tell how many there are. Dealers prove checks when they make change or pay bets with larger denomination checks. They also prove pass line and don’t pass bets when a player wants to know what full odds or a full lay is.

Prove one, five, one hundred and one thousand dollar checks that is ten checks or more in stacks of *five*. Prove twenty-five dollar and five hundred dollar checks that is eight checks or more in stacks of *four*. Prove \$125 in twenty-five dollar checks or \$2500 in five hundred dollar checks hundred checks four and one.

Regardless of the denomination prove:

- Six checks 3-3
- Seven checks 3-3-1
- Eight checks 4-4
- Nine checks 4-4-1

When I say to prove nine checks four, four and one I mean two stacks of four followed by one check. Never bridge the one check on top of the other stacks of checks.

Two, three or four checks should never have to be proved. The procedures for proving checks is based on the premise that all people, patrons and employees alike, can read one through five checks. The only reason you prove twenty-five dollar and five hundred dollar checks in stacks of four is because it is easier to compute the dollar value of the checks.

Making Change

Making change for players is an obviously important duty which ironically is considered a low priority on the list of tasks to be performed. In other words, making change is always the last thing you do. You make change after you have finished collecting the losing bets and paying the winning bets. The stickman isn’t supposed to hold up the dice merely because you have a player waiting for change. You often literally make change between rolls. The only task that should wait for change is cleaning up dead money in the cash register after a seven-out. You can clean up the

cash register while the stickman finds a new shooter and the player you just made change for makes his bets.

Never take money or checks from a player's hand, ask them to drop it on the layout. The reason being, the casino is afraid that you might be slipping the player checks as you take money from their hand. Say; "Change only, that money!" the instant cash hits the layout. This is very important since a player might claim that he wanted the cash to play as a bet. Pick up the cash with your inside hand since your inside hand is the hand closest to the destination of the money, the area in front of the drop slot. Always set the money down directly in front of the drop slot unless the boxman has other cash sitting there already. If he does, set it down as close to the drop slot as possible, but not in an area where it could possibly be confused as belonging to the player who has money in front of the boxman already. Never count the bills yourself unless it is two bills or less and it obvious how much money it is. If you can see how much money it is say; "Change only (amount)!" If you can't tell how much money is there say; "Change only, this money!"

If you have other work to do you should finish it before proving the checks for the change transaction on the area of the come that is marked C-O-M-E. This area is referred to as the "workbench" and one of it's functions is to prove checks for a change transaction. You are displaying the checks for the boxman and the player to see. To prove a stack of checks (*see Illus. 28*):

- 1.) Take a stack from the bankroll using your inside hand.
- 2.) Set the stack on the area in front of the bankroll and grasp the stack with your inside hand using the mechanic's grip.
- 3.) Pick up the stack and bottom cut four or five checks (depending on the denomination) on the workbench with your inside hand.
- 4.) Keeping the stack in your inside hand, size into the amount you bottom cut.
- 5.) Continue sizing into the previous pile until you have the entire stack proved on the workbench.
- 6.) Hold your outside hand, with your palm facing the boxman so he can see you don't have any checks in your palm, just outside of the amount you first bottom cut.
- 7.) Pull your inside hand back slightly so the boxman can see the checks.
- 8.) Stack the checks, working outside-in, with your outside hand only.
- 9.) Pick up the stack with your outside hand and heel it on the section of the apron directly in front of the player who gets it.

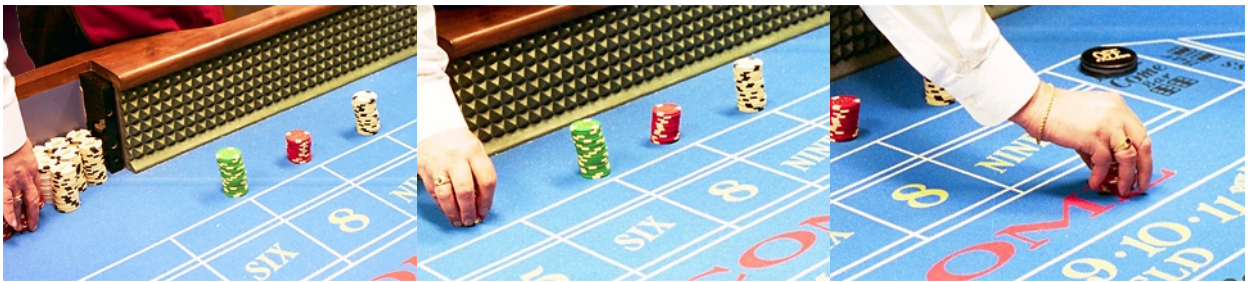
10.) As you bring your hand back, turn your palm up, so the player can see you didn't palm any checks.

11.) Look to make sure the correct player picks up the change.

Notice how you demonstrated that the transaction was correct and honest by:

- 1.) Proving the checks on the loading ramp for all to see.
- 2.) Showing the boxman a clean palm to prove you didn't cap the change.
- 3.) Showing the player a clean palm to prove you didn't palm any checks.

Illus. 28: Proving a stack of checks (third base).



Step 1: Take a stack from the bankroll with your inside hand

Step 2: Set the stack down on the "loading ramp" so you can grasp the stack with the mechanic's grip.

Step 3: Bottom cut five checks on the "workbench" with your inside hand.



Step 4: Size into checks that you just bottom cut.

Step 5: Continue sizing to form a line on the workbench. Pull inside hand back so boxman can see. Bring outside hand in with your palm towards the boxman.

Step 6: Stack amounts proved on the workbench with your outside hand only! Use the mechanic's grip.

Precision Crap Dealing



Step 7: Pick up the stack.



Step 8: Set stack on the section of the apron directly in front of the player who gets it. Heeling the stack indicates that it is not odds.

When making change for an amount that doesn't require a full stack but requires only one color of checks E.g., change for forty dollars when you intend to give the player eight red checks, the procedure is basically the same except that grasp a comfortable amount of checks from your working stack, with your inside hand.

When making change for an amount that requires five checks or less of one color E.g., change for twenty dollars when you intend to give the player four red checks, the procedure is basically the same except that you pick four red checks from your working stack with your inside hand and place it on the workbench, then you pick up the four checks with your outside hand and heel them on the apron (*see Illus. 29*).

Illus. 29: Changing a twenty dollar bill, when you intend to give the player four reds (third base).



Step 1: Pick four red checks to the workbench with your inside hand.



Step 2: Pull inside hand back.



Step 3: Pick up the checks with your outside hand.

When giving the player a stack of small denomination checks for change in a casino that doesn't require you to prove a stack that came from the bankroll:

- 1.) Take the stack from the bankroll with your inside hand.
- 2.) Since you won't need the mechanic's grip to prove the stack you should take the stack directly from the bankroll to the workbench.
- 3.) Still showing the boxman your clean palm, pick up the stack with your outside hand, using the mechanic's grip.
- 4.) Heel the stack on the apron and don't forget to show the player a clean palm as you bring your hand back.



Illus. 29 cont.

Step 4: Heel checks on the apron, directly in front of the player.

When giving the player two full stacks of checks for change E.g., change six hundred dollars with a stack of red, you can:

- 1.) Prove the stack of green on the workbench as usual.
- 2.) Stack the green with your outside hand and let it sit on the workbench.
- 3.) Take a stack of red from the bankroll to the workbench.
- 4.) Size into the stack of green with the stack of red, in order to prove the stack of red.
- 5.) Turn both palms up to show the boxman that both hands are clean.
- 6.) Pick up a stack with each hand using the mechanic's grip.
- 7.) Deliver both stacks to the apron at the same time.
- 8.) Show the player two clean palms as you bring your hands back.

Notice how I choose to prove the larger denomination stack.

When giving the player two colors, both of which are less than a stack, but more than five checks apiece E.g., change fifty dollars with ten white checks:

- 1.) Take a comfortable handful of white checks with your inside hand using the mechanic's grip.
- 2.) Prove ten white checks on the workbench by bottom cutting five and sizing into it.
- 3.) Take a comfortable handful of red checks with your inside hand using the mechanic's grip.
- 4.) Prove eight red checks on the workbench to the inside of the ten white checks by bottom cutting four and sizing into it.

- 5.) Stack the change, using the outside hand only, working outside-in.
- 6.) Heel the stack of change on the apron.

If the total number of checks exceeds what you can hold in your outside hand using the mechanic's grip you would use both hands to stack the checks and hand off the change. You would also stack the larger denomination using your inside hand, working inside-out.

If you are making change for a player that you intend to give five checks or less of one color and six checks or more of another color E.g., change for twenty dollars with ten white and two red checks (*see Illus. 30*):

- 1.) Pick two red checks with your outside hand and hold it in the air.
- 2.) Take a comfortable amount of white checks from your working stack with your inside hand using the mechanic's grip.
- 3.) Set the red checks on the workbench and turn your palm towards the boxman.
- 4.) Bottom cut ten white checks to the inside of the red checks.
- 5.) Stack the checks with your outside hand, working outside-in.
- 6.) Heel the stack of checks on the apron with your outside hand.

Notice that this positions the red checks on the top of the stack. While some people might think this is unusual or a violation of procedure, I feel that it is justified by the economy of moves I made in this transaction. This essence of this technique is that since one color is pickable and the other isn't, I pick the pickable amount with the outside hand.

Illus. 30: Change for a twenty when you intend to give the player ten white (third base).



Step 1: Pick two red checks with your outside hand.

Step 2: Hold them in the air.

Step 3: Take a comfortable amount of white checks with your inside hand.

Illus. 30 cont.: Change for a twenty when you intend to give the player ten white (third base).



Step 4: Set the red checks on the workbench.



Step 5: Prove ten white on the workbench, just inside of the two red. Pull your inside hand back.



Step 6: Stack change with your outside hand, working outside-in.



Step 7: Pick up stack.



Step 8: Heel change in front of player.

When a player wants a bet or bets out of his change you don't say; "Change only!" because; "Change only" implies exactly that (only change). You would say E.g., "Ten dollars on the pass line out of one hundred dollars!" Then after proving to one hundred dollars on the workbench and stacking it, you bottom cut the ten dollar bet on the section of the pass line directly in front of the player using your outside hand and deliver the remainder of the stack to the player.

When a player gives you large amount of cash that you know you are not allowed to count yourself, you can start proving a stack of green or a stack of black on the workbench while the boxman counts the cash. This speeds up the change transaction because you have checks proved on the workbench by the time the boxman has counted the bills.

If you have checks proved on the workbench when the dice are rolled, you must say; “No action on the come!” so the player can’t claim it was a come bet after the next roll is a seven or eleven. If there are new come bets you might point to the checks and say; “No action on that money!” so come bettors can’t claim you called no bet on their come bets when the next roll is a crap roll.

Taking and Paying the Pass Line

Pass line bets are collected from base to stick when they lose and paid from base to stick when they win (*see Illus. 31*). In other words, you start with the bet closest to the base dealer and continue, bet by bet, until you get to the bet closest to the stickman. If all pass line bets are the same color checks they should be taken and paid in order and using each hand alternately. Pick up or pay the first pass line bet with your outside hand and the second pass line bet with your inside hand. When collecting losing pass line bets you don’t stop unless:



*Illus. 31: (Third base)
The pass line is always
taken and paid from
base to stick!*

- 1.) You have picked up all losing bets. Or...
- 2.) Your hands have become so full that they can’t hold anymore. Or...
- 3.) The boxman tells you to stop.

If players have taken odds on their pass line bets, collect their odds when you collect their flat bet. Losing bets go in the loading ramp, unless it is a seven-out, then you should put them on the six and eight boxes of the cash register. If they lose because of a crap roll you may put them directly on your working stacks if they are all the same color checks or they can be cleaned up quickly. Be careful not to put pass line bets that lose because of a crap roll on the six and eight boxes since you might have live come bets or place bets there. Even if you don’t have any come or place bets there, if a player sees you put dead money there he might try to claim that he did.

If there are two colors of checks bet on the pass line and odds, you should try to pick up one color of checks with one hand and the other color of checks with the other. However, if there is a small amount of one color and a much larger amount of another, you shouldn’t try to collect a different color in each hand. When there is five or six line bets of one color and two line bets of another color sitting next to each other, is one of the most obvious examples of when you won’t

collect a different color in each hand. But you won't follow the rule of alternation either, since common sense will tell you to pick up both bets of the minority color with the same hand, so it will make it easier to clean the dirty money when you get it to your loading ramp. You don't clean dead money on the loading ramp or the six and eight boxes until after you have finished paying the winning bets.

Pay pass line bets from base to stick. If you need to prove a bet to insure that it isn't over the limit or so you can pay it with larger denomination checks you must wait until you get to that bet before you prove it. When proving a pass line bet or odds, you can't set a working stack on the layout and take your hand away from it. You must return to your working stacks so you can go back out with a clean hand to prove the bet. If a player has odds on his pass line bet, you should pay his odds before you pay his flat bet. Complete instructions for paying odds taken on pass line bets will come later in this chapter.

When sizing into flat bets make sure the flat bet and the payoff end up between the lines. If the payoff is between the pass line and the don't pass and the player picks up the flat bet, what is left is something that is neither a pass line or don't pass bet. Then regardless if the next roll is a winner for the pass line or don't pass, the player could insist he had a winner (*see Illus. 32*). It doesn't take a lot of experience in sizing into bets to learn that you can push a bet as you size into it so the bet and the payoff end up where you want them to be. This is often done when a player doesn't make his bet in front of him and the dealer wants to make sure another player doesn't pick it up. When sizing don't forget to take one last look as you pull your hand back to insure you paid the bet correctly! Never size into silver dollars with checks (or into checks with silver dollars).

Illus. 32: Why you should always make sure your payoffs end up between the lines.



Here a sloppy dealer paid a pass line bet without pushing until both the bet and the payoff were between the lines. As a result the player has picked up his bet and left something that he can claim is either a pass line or don't pass bet.



When paying two color flat bets when the larger denomination is five checks or less (*see Illus. 33*):

- 1.) Take checks from the larger denomination working stack with your inside hand and checks from the smaller denomination working stack with your outside hand.
- 2.) Bottom cut the number of large denomination checks needed next to the bet.
- 3.) Set the smaller denomination working stack on top of the checks you just bottom cut.
- 4.) Size into bet.

Illus. 33: Paying two color flat bets (third base).



Step 1: Bottom cut the larger denomination checks needed with the hand closest to the bet.

Step 2: Set your smaller denomination checks on top of the checks you just bottom cut.

Step 3: Size into the bet.

While this is the way I was taught to pay two color flat bets, some people don't consider it acceptable, especially with larger denomination checks. They believe this because it can sometimes be difficult for them to tell if the bet was paid correctly. There are however, some common sense steps you can take to prevent people like this from being concerned. First, when a die hits a two color bet and I am the one who stacks it back up, I will stack it up using a partial offset to separate the two colors. If the bet wins my supervisors won't have any trouble reading the bet when I pay it. Second, if I am paying a two color bet when I will have no further need for more of the larger denomination after I pay this bet, I will pick the exact number of larger denomination checks I need to pay the bet. This means after I pay the bet I will have a clean hand to partially offset both the bet and the payoff. Third, if I am paying a two color bet that is the only bet I have to pay, I will pick the exact number of checks needed to pay the bet. I then have two clean hands, one to partially offset the bet and the other to partially offset the payoff.

Sometimes the easiest way to read a two color bet before you bottom cut and size is to nudge the stack of checks away from you with the index finger of a hand holding a working stack. The natural curve of your index finger is excellent for causing the stack to tilt away from you.

When you pay a two color bet that the larger denomination is six or more checks or all denomination checks are unreadable, and you intend to pay the bet color for color, you must completely separate all colors into separate stacks and size into each stack. This is also what you have to do if your supervisors refuse to allow you to pay a readable two color bet the way I have outlined. It is also the way supervisors will make you do it when you don't show good judgment and not use the partial offset to make your payoffs easier to read, especially with bets involving large denomination checks.

Another efficient and clean way to pay a two color bet with one check of the smaller denomination and one check of the larger denomination is bottom cut and size. Then use your index and middle finger to slide the top check of the flat bet and the odds to a partial offset (*see Illus. 34*).

Obviously these techniques for paying two color bets can be used to pay any bet that pays even money.

Paying Odds on Pass Line Bets

Paying Odds on 4 and 10

COLOR FOR COLOR

When paying odds on a pass line bet “color for color”, when you have the same color checks in both hands, size into the odds from one side, then size into the odds from the other side with your other hand and then size into the flat bet with the hand you used first.



Illus. 34: “Curly” move. Great for proving payoffs on bets that consist of two checks of a different color.

When paying odds on a pass line bet “color for color”, when you have different denomination check in each hand, size into the odds twice, then size into the flat bet.

When paying odds on the four or ten color for color always form a line parallel to the pass line.

PAYING WITH A LARGER DENOMINATION

E.g., \$20 flat with \$20 odds.

- 1.) Bottom cut one green check on the side of the odds closest to the hand holding the red checks.
- 2.) Bottom cut three red checks so they are heeled the on green check you just bottom cut.
- 3.) Size into the flat bet.

E.g., \$15 flat with \$15 odds.

- 1.) Bottom cut one green check on the side of the odds closest to the hand holding the red checks.
- 2.) Size into the green check with the five dollar checks.
- 3.) Size into the flat bet with the five dollar checks.

Since the same number of each color was needed to pay the odds you should bottom cut and size. Be sure to leave a little space between the odds and the payoff for the odds.

E.g., \$35 flat with \$35 odds.

- 1.) Bottom cut two green checks next to the odds on the same side that you are holding the five dollar checks
- 2.) Bottom cut four five dollar checks next to the two green checks you just bottom cut or bottom cut them so they are partially offset on top of the two green checks.
- 3.) Pay the flat bet.

Paying Odds on 5 and 9

COLOR FOR COLOR

When paying a pass line bet with odds on a point of five or nine when you have the same color checks in both hands (two handed payoff):

- 1.) Bottom cut the amount, greater than even money, that the odds pay on the left side of the odds with your left hand.
- 2.) Size into the odds from the other side with your right hand.

3.) Size into the flat bet with your left hand.

You would probably bottom cut the amount greater than even money on the left side of the odds if you are on second base and on the right side if you are on third base, but it isn't critical.

When paying a pass line bet with odds on a point of five or nine when you have different color checks in each hand (one handed payoff):

- 1.) Bottom cut the amount, greater than even money that the odds pay, behind the odds.
- 2.) Size into the odds.
- 3.) Size into the flat bet.

Notice that by bottom cutting the amount greater than even money behind the odds, it gives you an efficient angle of attack throughout the payoff.

PAYING WITH LARGER DENOMINATION CHECKS

E.g., \$30 flat with \$30 odds (1 green and 1 red flat with 1 green and 1 red odds):

- 1.) Bottom cut one green check on the side of the odds closest to the hand holding the red checks.
- 2.) Bottom cut four red checks so they are heeled on the green check you just bottom cut.
- 3.) Bottom cut one green check next to the flat bet on the side closest to the hand holding the red checks.
- 4.) Set your working stack of red checks on top of the green check you just bottom cut, then size into the flat bet.

Notice that the method of paying two color flat bets is still the same even though there are odds bet.

E.g., \$15 flat with \$20 odds:

- 1.) Bottom cut one green check on the side of the odds closest to the hand holding the red checks.
- 2.) Size into the green check you just bottom cut with red.
- 3.) Size into the flat bet.

Again, since the same number of each color was needed to pay the odds, you should bottom cut and size. Make sure you leave a little space between the odds and the payoff.

Paying Odds on 6 and 8

Paying odds on six and eight color for color and with larger denomination checks is done the same way as paying odds on five and nine except when you have the opportunity to pay odds on six and eight by sizing into one side of the odds with the same denomination as the odds and size into the other side of the odds with the next smaller denomination.

E.g., \$10 flat with \$10 odds:

- 1.) Size into one side of the odds with red checks.
- 2.) Size into the other side of the odds with white checks.
- 3.) Size into the flat bet with red checks.

E.g., \$75 flat with \$75 odds:

- 1.) Size into one side of the odds with green checks.
- 2.) Size into the other side of the odds with red checks.
- 3.) Size into the flat bet with green checks.

E.g., \$1,500 flat with \$2,000 odds:

- 1.) Size into one side of the odds with five hundred dollar checks.
- 2.) Size into the other side of the odds with one hundred dollar checks.
- 3.) Size into the flat bet with five hundred dollar checks.

Again, when paying odds in this manner always form a line parallel to the pass line.

Three or More Color Payoffs for Odds

When you need to pay odds or flat bets which require three or more colors of checks you should:

- 1.) Prove the flat bet and odds (if necessary).
- 2.) Prepare the payoffs (or total) on the workbench.
- 3.) If you are paying a total, heel the total next to the players odds. If you are paying the odds separately, heel the payoff next to the odds and pay the flat bet by sizing into it or heeling the payoff next to the flat bet if you are paying the flat bet with larger denomination checks.

Taking and Paying the Don't Pass

Like the pass line, bets on the don't pass are taken and paid base to stick. In fact all rules for taking and paying the don't pass are the same as taking and paying the pass line except:

- 1.) Odds laid on don't pass bets are not necessarily paid before the flat bets. All flat bets and odds are paid base to stick in the order that you come to them. So if the odds are heeled in the direction of the base, they are paid first. If the odds are laid in the direction of the stick, the flat bet will be paid first. Complete instructions for paying odds laid on don't pass bets will come later in this chapter.
- 2.) When paying flat bets when the player has odds laid in the direction of the base, you usually don't have room to size properly into two color flat bets. Most of the time you end up bottom cutting the larger denomination. Then bottom cutting and partially offsetting the smaller denomination (*see Illus. 35*).

Illus. 35: Paying two color don't pass bets.



Since there wasn't enough room between the lay and the flat bet to size properly, I bottom cut the larger denomination and offset the smaller denomination on top of it.



When a twelve is rolled on the come-out roll sometimes a player will ask you why he didn't get paid or just give you one of those very confused looks. When this happens, point to the "Bar 12" section of the don't pass and say; "Twelve is a push, Sir. You don't win and you don't lose." At the same time you should give the international signal for a push by tapping the layout twice with your hand. Some boxmen think that you should tap the layout every time someone has a don't pass or don't come bet and a twelve is thrown on the first roll. I think this is unnecessary unless you have a confused player and an invitation for a veteran player to blow up at you.

PAYING ODDS LAID ON DON'T PASS BETS

Odds laid on don't pass bets can be paid in one of three ways:

- 1.) If the lay is heeled it can be paid by bottom cutting the payoff so it is positioned between the lay and the boxman (see *Illus. 36*).
- 2.) Another way of paying a lay that is heeled is by forming a bridge with the lay and the payoff (see *Illus. 37*).
- 3.) The third method is by sizing into a don't pass bet twice from one side or the other when the lay has been correctly bridged. Never pay a flat bet and bridged lay from both sides. You don't have to pay a bridged lay and don't pass bet color for color. E.g., Five red checks flat with six red checks bridged, against a point of six or eight, can be paid by a stack of two green checks on either side of the bet.

Illus. 36: Payoff for the lay is between the lay and the boxman.



I bottom cut the payoff for the lay so it is between the lay and the boxman. Next I size into the flat bet.



Illus. 37 Paying odds laid by bridging (ten dollar lay against the four or ten).



Step 1: Pick up the top check of the lay with a clean (empty) hand. Size into the bottom check of the lay.



Step 2: Bridge the top check on the bottom check and the payoff.



Step 3: Size into the flat bet.

Taking and Paying the Field

The field may be taken or paid from either direction, as long as you start from one end and work your way bet by bet to the other end. When collecting two color field bets you can use a technique that sometimes works well for collecting two color pass line and don't pass bets, but is even more so for the field. You can strip the smaller denomination checks with your lead hand then immediately pick up the larger denomination checks with the hand that follows.

Paying the field on a roll of three, four, nine, ten or eleven is paid the same as paying flat bets on the pass line. When paying the field on a roll of two or twelve you may:

- 1.) E.g., Two red checks bet. Take red checks in both hands. Size into one side of the bet with one hand and the other side of the bet with the other hand. If you work downtown where the field pays triple for twelve you would size into one side of the bet with one hand, the other side of the bet with the other hand and then size into the payoff you made on the first side with the hand you sized with first (*see Illus. 38*). If you have different color checks in both hands you can size into the same side of a one color bet two or three times.
- 2.) E.g., One white check and one red check bet. If paying the bet double you should bottom cut two red checks near the bet then size into the two red checks with two white checks (*see Illus. 39*). If you are paying the bet triple you would bottom cut three red checks then size into the red checks with white checks. When paying a bet in this manner you should leave space between the payoff and the bet, so it doesn't look confusing to someone that looks at the payoff. This type of payoff should be done when the same number of large and small denomination checks are required for the payoff.
- 3.) E.g., One red check and three white checks bet. You should bottom cut three red checks near the bet and partially offset one white check on the three red checks (*see Illus. 40*). Since you are not paying with the same number of large and small denomination checks, you can't bottom cut and size.
- 4.) E.g., One red check bet. An advanced move your boxman may let you do is to pick two red checks from your working stack and heel them on the bet. This is very efficient and makes it easy for the player to collect his winnings.

Illus. 38: Paying a one color field bet on a roll of “aces.”



Step 1: Take checks in both hands.

Step 2: Size into the bet from the other side.

Step 3: Size into the bet from the other side.

Illus. 39: Paying a two color field bet after a roll of “aces.”



The player bet one red check and one white check (six dollars) in the field. “Aces” is rolled. I pay

the bet by bottom cutting two red checks near the bet, then sizing into the two red checks with white.

The player bet one red and three white checks (eight dollars) in the field. “Aces” is

rolled. I bottom cut three red checks with one hand. I then bottom cut and offset one white check with the other hand.



Taking and Paying the Big 6 and Big 8

Technically speaking you take and pay the big 6 and big 8 from outside in. Most people don't consider this crucial and there are often common sense reasons not to. Paying one color and two color bets is done the same as paying a pass line bet.

On a winner seven for the pass line you may pick up the big 6 and 8, when you pass the corner, as you pick up the don't pass. However, on a winner six or eight for the pass line you must finish paying the pass line before you pay the big 6 or 8. On a seven-out you may pick up the big 6 and

8, when you pass the corner, as you pick up the pass line.

Taking, Paying and Moving Come Bets

For the purpose of discussion, winning come bets must be broken into two types, new come bets on the come and come bets that went to a point number box.

Come bets on the come that win or lose because of a natural being thrown are taken and paid *stick to base*. In other words, starting with the bet belonging to the player closest to the stickman and working your way, bet by bet (and player by player) to the bet belonging to the player closest to the base dealer. Some people believe that come bets should be taken and paid stick to base, except for “last come bets” (come bets that win because the shooter threw a seven-out for the pass line) should be paid base to stick. They think that by paying last come bets from base to stick it affords the boxman a better view of the payoffs. I don’t see anything wrong with this and as a boxman I don’t care if a dealer pays last come bets from stick to base as I was taught or from base to stick. What is important is that *all other come bets be paid from stick to base*, and break-in crap dealers have enough trouble remembering this without being distracted by the “last come bet exception rule.”

Come bets that lose because of the shooter throwing a two, three or twelve (crap) are always collected from stick to base. Come bets that win because of the shooter throwing an eleven are always paid from stick to base.

When a player has a come bet and the shooter throws a four, five, six, eight, nine or ten (point number) the base dealer must pick up the come bet and put in on the point number box in a position that indicates the position of the player on the table. If a player has a come bet on a point number box and that point number is thrown again, the bet must be taken from the point number and paid in the area of the come that is closest as possible to the player that made the bet. If a player has a new come bet and a come bet on the point number box, you will pay the come bet on the point number box before you put the new come bet on the point number box. Some poorly trained dealers believe that you pay all winning come bets on a point number box, then put all new come bets on the point number box (or vice-versa). When the shooter throws a point number, all players who have a new come bet or a come bet on a point number box, are dealt with *in a player*

by player fashion from stick to base.

Positioning Come Bets

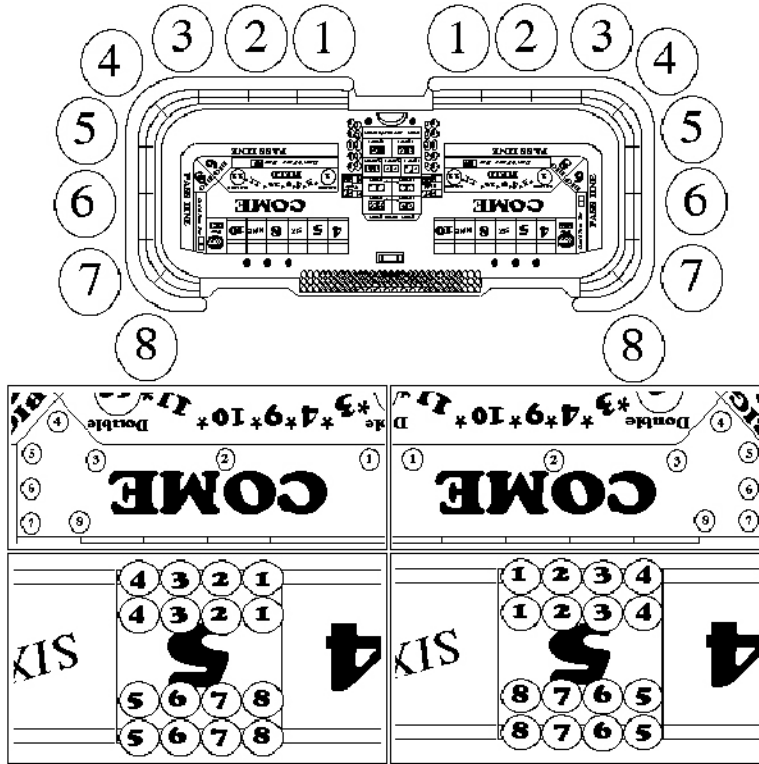
There are eight come bet positions on each point number box (*see Illus. 41*).

When a point number is thrown you:

- 1.) Concentrate your attention on the “next to the stickman” spot of the point number box for the number thrown.
- 2.) If there is a come bet there, you pick it up and pay it in area of the come where a player “next to the stickman” would have a new come bet.
- 3.) If the player “next to the stickman” has a new come bet you pick it up and put it in the “next to the stickman” position on the point number box.
- 4.) Repeat the process for the remaining seven come bet positions. If a player doesn't have a come bet on the point number box, but has a new come bet, you will position his come bet on the point number box before proceeding to the next come bet position.

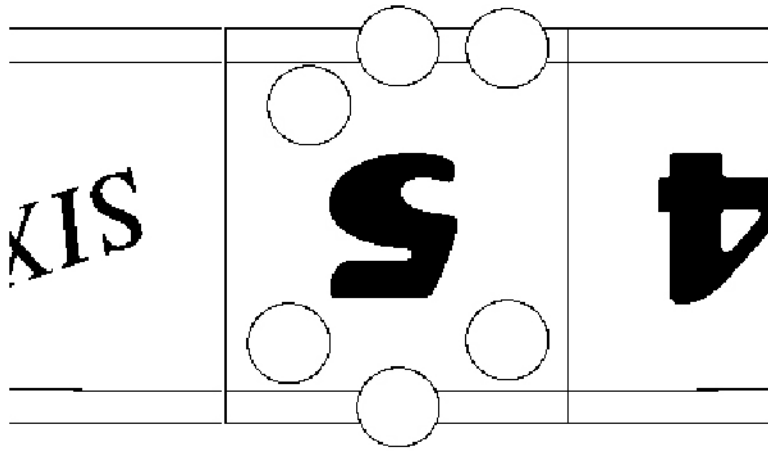
When positioning a come bet on a point number box you should only use one of the eight accepted positions! The first time a player makes a come bet you must observe his position at the table and decide which of the eight positions it most closely resembles. If you believe him to be standing between two positions, you never create an “in between” come bet position (*see Illus. 42*). You must choose one of the eight positions and put all of that player's bets in that position. A player's position can be interpreted by the position of his body at the table or the position of his checks in the player's rack. If the player moves you must move all of that player's bets to his new position.

Illus. 41: Come and Place Bet Positions



- | | |
|--|---|
| 1.) Next to stickman. | 5.) Four from base (“odd man”). |
| 2.) Two from stickman. | 6.) Three from base (“down the center”, “straight out” or “straight away”). |
| 3.) Three from stickman. | 7.) Two from base. |
| 4.) Four from stickman (“outside corner” or “the hook”). | 8.) Next to base. |

Illus. 42 Sloppy Come and Place Bet Positions



Trademarks of a sloppy dealer. How can he or anyone else know which player they belong to?

Every time I pick up a come bet I tell myself what position I'm going to put it. I still do this even after seventeen years of dealing craps and I can't see how anyone, especially a break-in can keep from getting lost unless they do this. I don't say it aloud, but I think in my mind e.g., "two from the stick, three from me" as I pick up the come bets.

The accurate positioning of come bets is one of the most important things you can do to become a precise and efficient dealer. By accurately positioning come bets you learn to perceive come bets in a "grid mentality" which helps you to move from the "next to the stick" position to the "next to base" position without getting confused or distracted by advance instructions being given to you by players. Accurate positioning also makes you a joy to supervise since boxmen and floormen can tell at a glance what bets belong to what players and know immediately if you make a mistake.

Paying Come Bets that are on a Point Number Box

Payoffs for come bets on a point number box can be broken into three types:

- 1.) One color payoffs.
- 2.) Two or more color payoffs for readable come bets.

3.) Payoffs for unreadable come bets that you intend to pay with larger denomination checks.

To pay a come bet on a point number box with the same color checks as the bet (color for color):

- 1.) Take a comfortable amount of checks from your working stack with your outside hand and hold it in the air.
- 2.) Pick up the come bet with your inside hand.
- 3.) Set the come bet in the area of the come as close to the player who made the bet as possible.
- 4.) Size into the bet with your outside hand.

To pay a two color readable come bet on a point number box:

- 1.) Pick the amount of smaller denomination checks needed with your outside hand and hold it over the working stack.
- 2.) Pick the amount of the larger denomination checks needed with your inside hand.
- 3.) Set the two amounts on the workbench with the smaller denomination to the outside.
- 4.) Stack the amounts, working outside-in, with your outside hand and hold the payoff in the air.
- 5.) Pick up the come bet and set it in the area of the come directly in front of the player.
- 6.) Size into the bet. Give the bet and payoff a partial offset if needed.

Notice in both cases:

- 1.) I paid the come bet with my *outside hand!*
- 2.) I had the checks needed to pay the come bet in my outside hand before I ever touched the come bet.

I can't overemphasize the importance the those two points. If you don't keep these two points in mind you will never become adept at paying come bets.

When paying a three or four color readable come bet you will need to make two trips from the working stacks to the workbench. If you have mastered the pick and roll technique I described in chapter nine you need not make any trips to the workbench at all. You can prepare payoffs for all readable come bets by using the pick and roll technique with your outside hand to prepare the entire payoff without ever proving the payoff on the workbench. In the case of a three or more color payoff that you prefer to prove on the workbench, you can at least bring all checks for the

payoff to the workbench in one trip.

To pay an unreadable come bet on a point number box you must either pick up the come bet, separate the colors on the area of the come in front of the player and size into each color separately or prove the bet so you can pay it with higher denomination checks.

“Off and On”

“Off and on” refers to the procedure that can be used when a player has a winning come bet on a point number box that is the same amount as his new come bet. Instead of taking the come bet on the number down, paying it in the come and putting the new bet on the number, you can pay the new come bet and say to the player; “Off and on.” Come bets may be paid “off and on” anytime the new come bet is the same amount as the flat bet on the point number box. However, if the new come bet or the flat bet on the number are unreadable, it may be easier to just pay the come bet on the number and then bring the new come bet to the number.

Booking Odds on Come Bets

When a player gives you the exact amount of checks for odds on his come bet state the amount of the odds and the number the come bet is on. E.g., “Twenty dollars odds five, player’s checks.” Dealer will often say; “Twenty dollars odds *on the* five.” While there is nothing really wrong with adding the words “on the” if you are as concise as possible you won’t get out of the habit of repeating your bets.

When a player gives you a larger denomination check for odds on a come bet:

- 1.) Pick up the check with your inside hand and place it on the loading ramp.
- 2.) State the amount of the odds, what number the come bet is on and how much change you are going to give the player. E.g., Twenty dollars odds five out of twenty-five dollars, five change.”
- 3.) Prepare change on the workbench with your inside hand.
- 4.) Pick up change with your outside hand and deliver it to the apron directly in front of the player.
- 5.) Put up the odds on the come bet with checks from your working stack.

If you had picked five red checks with your inside hand you could have bottom cut the five dollars change and still have the exact number of checks needed for the odds in your hand.

When a player gives you cash for odds on a come bet the procedure is the same except that the cash must be set in front of the boxman.

When you position the odds on the flat bet make sure you give them a full offset by using your thumbnail as a measuring device as described in chapter nine.

Some players will give you their odds for a come bet on the come-out roll even though they don't intend to have them working. Even if you are sure that this player doesn't want his odds working you must add; "Off coming-out" when you book the odds. As a crap dealer you leave nothing to chance when booking bets. You don't allow any chance for a misunderstanding which could result in a "jackpot." A "jackpot" is when a player had a chance to win, but the casino didn't. If a player gave you odds for a come bet on the come-out roll and you merely said e.g., "Twenty dollars odds five" instead of "Twenty dollars odds five, off coming out" and a winner seven is rolled the player won't say anything when you return his odds. But if the shooter comes-out on a five, he might say; "But I wanted my odds working! Why would I bet them on the come-out roll if I didn't want them working? What do you think I am, stupid?" The net result is the house had a chance to lose thirty dollars without having a chance to win twenty. By the way, don't ever answer that last question.

Odds on come bets should only be booked and positioned after all come bets have been put on a point number box, taken off of a point number box and paid or paid "off and on" from stick to base. The only exception to this is when a player has the exact amount of checks needed on the layout, before you have gotten to his come bet in the stick to base process. You can pick up the odds and position them on top of the flat bet using the "odds on come bet grip" to avoid the chance of the odds being put directly on top of flat bet. Using this technique will allow you to pick up the odds and the flat bet with one hand and putting them on the point number box. In addition to paying all of the come bets, odds that the player doesn't have ready and waiting for you can only be booked and positioned after you have finished paying all of the place bets.

Paying Come Bets with Odds

Paying come bets with odds is essentially the same as paying come bets without odds. You still must have the checks needed for the payoff in your outside hand before you touch the come bet (readable come bet) and you can still pay the come bet “off and on” as long as the flat bets are the same amount.

One color payoff *(see Illus. 43)*

- 1.) Pick up the working stack with your outside hand and hold it in the air.
- 2.) Pick up the come bet and the odds with your inside hand using the odds on come bet grip.
- 3.) Bottom cut the amount, greater than even money that the odds will pay, on the come directly in front of the player.
- 4.) Set come bet and odds next to the amount you just bottom cut.
- 5.) Size into come bet and odds with your outside hand. Continue pushing until the amount greater than even money, the flat bet with odds and the rest of the payoff are all touching. By doing this it appears that all checks belong to the same player.
- 6.) If the player is standing near the “down the center” position, you might want to pick up the amount greater than even money that you bottom cut and bridge it on top of the bet and the payoff so players in this congested area won't grab someone else's money.

Illus. 43: Paying a one color come bet with odds. E.g., Ten flat with ten odds on the ten (third base).



Step 1 Mentally compute the amount the odds pay greater than even money, as you stack a handful of red checks in your outside hand.



Step 2: Pick up the bet using the “odds on come bet grip.”

Illus. 43 (continued) Paying a one color come bet with odds (third base).



Step 3: Bottom cut two red checks in the come directly in front of the player.

Step 4: Set the bet about one inch to the outside of the bet.

Step 5: Size into the bet and continue pushing until all three stacks are touching.

Break-ins have trouble understanding “the amount greater than even money that the odds will pay.” Since you are leaving the odds on top of the flat bet when you size into the flat bet and the odds, you are paying the flat bet and the odds even money. The amount greater than even money the odds pay is exactly that.

E.g., Ten dollars odds ten. The amount greater than even money is ten dollars.

E.g., Twenty dollars odds five. The amount greater than even money is ten dollars.

E.g., Five dollars odds four. The amount greater than even money is five dollars.

If you pick the exact number of checks needed for the payoff, you need not bottom cut the amount greater than even money before sizing into the bet. You can size into the bet and bridge the amount greater than even money on top of the bet and payoff.

Two (or more) color payoffs for readable come bets with odds [*see Illus. 44*]

- 1.) Mentally compute the amount of the payoff (the total) by computing the amount that the odds will pay then adding that amount to the amount of the flat bet.
- 2.) Prepare payoff on the workbench.
- 3.) Stack up the payoff with your outside hand and hold it in the air.
- 4.) Pick up the come bet and odds with your inside hand using the odds on come bet grip

and place it in the come directly in front of the player.

5.) Heel payoff next to come bet unless the come bet was on the six or eight *and* by bridging it, the amount the odds will pay over even money will be on top. E.g., Two red checks flat with two red checks for odds. The two dollars will be bridged on top of the payoff and the bet (see *Illus. 45*).

Illus. 44: Making a two color payoff for a come bet with odds. E.g., Fifteen flat with twenty-five odds on the eight (third base).



Step 1: Pick four red checks with your outside hand and one green check with your inside hand.

Step 2: Set the amounts on the workbench.

Step 3: Stack the payoff with your outside hand and hold it in the air.



Step 4: Pick up the come bet using the odds on come bet grip.

Step 5: Set the come bet in the come in front of the player.

Step 6: Heel the payoff next to the bet.

Dealers have trouble computing the total for come bets with odds. As an instructor this is infuriating because break-ins seem to think there is some other way to compute a total than:

- 1.) Compute how much the odds pay.
- 2.) Add that amount to the amount of the flat bet.

Believe me when I tell you there is no other way to compute a total. This is also how you explain a total to a boxman or player that questions your payoff. E.g., “Sir, you get thirty dollars for your odds and ten dollars for your flat bet. That’s forty dollars all together.”

Illus. 45: Making a two color payoff for a come bet on the six or eight when the amount greater than even money can be bridged. E.g., Ten flat with ten odds on the eight.



Step 1: Pick two white and four red checks.

Step 2: Set the amounts on the workbench.

Step 3: Stack the payoff with your outside hand and hold it in the air.



Step 4: Pick up the come bet using the odds on come bet grip.

Step 5: Set the come bet in the come directly in front of the player.

Step 6: Size into the bet and bridge the two dollars on top.



This player won't have any trouble knowing that all this is his money.

When paying an unreadable come bet with odds, separate the odds and the flat bet proving them in the come in front of the player who gets it, before returning to your working stacks for checks to pay the bet.

Paying Come Bets with Odds “Off and On”

You can pay any come bet with odds “off and on” , regardless of how much odds a player has taken on it, as long as the flat bet on the number and the new come bet are an equal amount. Make the payoff by either bottom cutting or picking the

amount of the payoff with your outside hand next to the new come bet or by preparing the payoff on the workbench, then stacking it with your outside hand and heeling it next to the new come bet. A forty dollar total can even be paid by taking red checks in you outside hand, then bottom cutting four checks near the come bet and sizing into them. As you pay the bet you should say; “Sir you are off and on with (amount) dollar odds.” You say this because occasionally a player will try to claim he wanted his odds down when the next roll is a seven-out.

You will sometimes heel a payoff for a come bet with odds so the payoff extends outside of the boundary of the come, making the payoff appear to belong to the player who bet it and easier for that player to reach it. This is sometimes more important than keeping the payoff in the come.

Paying Come Bets with Odds (Off) on the Come-Out Roll

When the shooter comes-out on a point number you must pay come bets on that point number box. Unless the come bettor called his odds working you will pay the flat bet without paying the odds.

- 1.) Pick up the working stack with your outside hand.
- 2.) Pick up the come bet and odds with your inside hand using the odds on come bet grip.
- 3.) Set the come bet and odds in the come directly in front of the player who gets it.
- 4.) Pick up the odds with your inside hand.
- 5.) Size into flat the flat bet with your outside hand.
- 6.) Bridge the odds on top of the flat bet and payoff.

If the come bet is two or more colors you will have to pick and roll the payoff or prepare the payoff on the workbench (like paying any come bet on a point number box) before picking up the come bet and odds.

Summary of Paying Come Bets on a Point Number Box

The three most important things to remember about paying come bets on a point number box are:

- 1.) There are only three types of payoffs:
 - A.) One color payoffs.
 - B.) Two color payoffs.
 - C.) Payoffs for unreadable come bets.
- 2.) In the case of the first two types of payoffs, you will always have the money necessary to pay the come bet in your outside hand, before you pick up the come bet.
- 3.) Unless you are paying a come bet “off and on” you will always pay a player’s come bet on the point number box before you put his new come bet on the point number box.

Returning Odds on a Winner Seven

When a winner seven is rolled you must return odds taken on come bets before you collect the flat bets. Starting with the player closest to the “next to the stick” position, remove the odds on the come bet closest to the boxman and setting them in the come in front of the point number box it came from. Work your way outside until you have all of that player’s odds lined up in the come. Stack up the odds, working outside-in, with your outside hand and deliver them to the apron directly in front of the player who gets them. Repeat this process working from stick to base, until you have returned all odds to players. If a player called his odds “working”, skip him and collect his odds when you collect the flat bets, after you have finished returning all odds.

Moving. Collecting and Paying Don’t Come Bets

Some more advanced readers might wonder why I choose to discuss come bets before don’t come bets when mid-roll procedure dictates that don’t come bets are dealt with before come bets. First, come bet procedures are more standard and thus considered more important. Second, come bet procedures are more important because come bettors are far more common than don’t come bettors.

Paying New Don't Come Bets

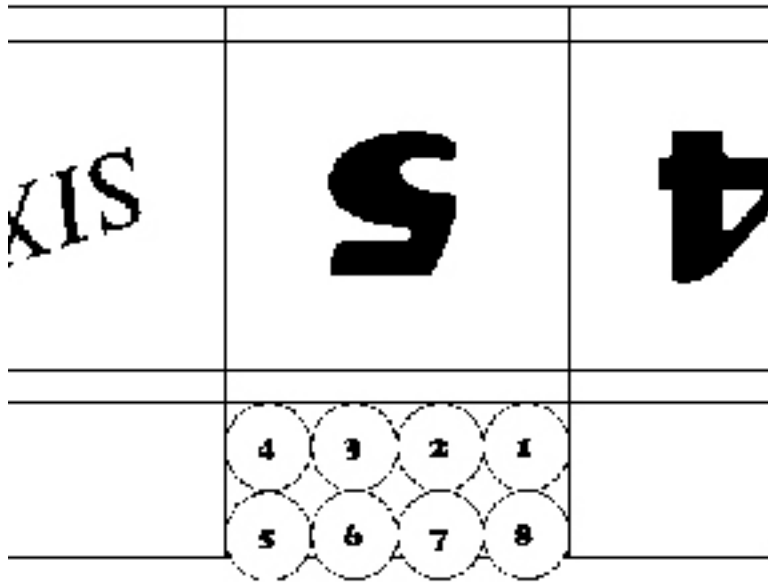
New don't come bets that win due to a two or three being thrown are paid like any bet that pays even money. New don't come bets that lose because a seven or eleven, are collected like any other bet. Procedurally speaking new don't come bets that lose because of a seven or eleven being thrown are always collected before any other bet. The direction that you take or pay new don't come bets isn't important as long as you start with one end of the box and work your way to the other end. If you have only one or two, one color bets to pay you should pay them with your outside hand so the boxman will have an easier time seeing the payoff and so you won't turn your back on the rest of the layout.

Positioning Don't Come Bets Behind a Point Number Box

When a point number is thrown, don't come bets are moved behind the point number box before come bets are moved or paid. There are two schools of thought pertaining to positioning don't come bets; One is that you use the same eight positions as come bets (*see Illus. 46*). You use these positions for the player's flat bets and bridge or heel the lay wherever you can, as long as their position indicates what flat bet they belong to. The other (mine) is that if you have one don't come bettor, you position all of his flat bets on one end of the point number box. If he lays odds you can bridge or heel the lay keeping the entire bet inside of the area behind the point number box. If you have two don't come bettors, you position one flat bet on one end of the box and the other flat bet on the other end of the box. This way makes it very hard to confuse one player's flat bet with the other. If you have three don't come bettors, the third flat bet will be positioned in the center of the area behind the point number box. If you are unlucky enough to have four or more don't come bettors you will have to resort to using the eight position system.

The reason I don't endorse the eight position system of positioning don't come bets is, there just isn't room in an two by six inch box to make it practical. Another reason is that if you only have two don't come bettors and you position one player on one end and the other player on the other end it is very hard to confuse their bets.

Illus. 46: Eight Don't Come Positions (dealer's



“No Action!”

Sometimes a player does not want his don't come bet to travel behind the point number box. He indicates this by saying; “No action!” What he means is he doesn't want that don't come bet to have action behind that particular number (usually six or eight). Under the strictest of circumstances you would say; “No action behind the (number thrown), plays on the don't come!” You would add “Plays on the don't come!” since “no action” might suggest that he didn't want that bet to have any action on the don't come either. But unless this player has “taken a shot” before by calling “no action” then after the next roll was eleven, trying to say he didn't want action on the don't come, you should only say “no action” and let the bet sit on the don't come. Always say “no action” though, otherwise the boxman won't know if the player called no action or you simply forgot to move the bet. You also say “no action” because you don't want to give a player the opportunity to claim that he did want action when the next roll is an eleven or seven-out.

Collecting Don't Come Bets Behind a Point Number Box ("Down Behind")

Collecting don't come bets and odds laid on them, behind a point number box after that point number is thrown, is always the very first thing you do! You must say; "Down behind the (number)!" when collecting losing don't come bets behind a point number box. The reason it is the first thing you do is because a long time ago someone observed that "down behind" is something that all dealers (even experienced ones) forget to do. When collecting don't come bets always put the checks on the loading ramp or your working stacks. Never just shove them behind the point number box.

Paying Don't Come Bets Behind a Point Number Box

When a seven is thrown, whether it is a winner seven or seven-out for the pass line, you will need to pay all don't come bets that are behind a point number box and all odds laid on them. Again there are two schools of thought about the procedure for paying them. The first is, you pay all bets belonging the player closest to the next to stickman position, starting with the bet farthest inside and working your way bet by bet, to the bet farthest outside.

- 1.) Pay each bet one at a time and the odds laid on it. Pay the odds in the same manner as if they were odds laid on don't pass bets. You pay the don't come bets in the area behind the point number box and leave the bet and the payoff there until you have finished paying all of that player's bets.
- 2.) You then pick up the bet, lay and payoff for each number, one number at a time with your outside hand.
- 3.) After you have the bet and payoff in your outside hand you set it down on the don't come area briefly before you set it down on the section of the apron in front of the player.
- 4.) When setting it on the apron you say; "Sir, this is your no (number)."
- 5.) Repeat the stacking and handing off process for each number that player has a don't come bet behind.
- 6.) When finished paying the first player's bets you repeat the steps one through five, player by player, until you get to the player closest to "next to base" position.

The second school of thought (mine) is basically the same except that I don't necessarily follow

the stick to base guideline for deciding which player to pay first. If I have a player with one don't come bet and another with five, I will always pay the player with one don't come bet first. That way I have this player taken care of and after I pay him I have only one player's money behind the boxes.

When a player has several don't come bets to pay you should take checks in both hands and use both hands to pay the bets. If a player has only one don't come bet to pay you should either pay it with your inside hand, so you can stack it and hand it off with your outside hand or pick the exact amount needed with your outside hand so the hand will be clean and ready to stack the bet without returning to your working stack. When doing this turn your palm towards the boxman, so he can see your hand is clean, before stacking the payoff and the bet, outside-in.

When paying don't come bets after a seven-out it is a good idea to push the losing come and place bets forward in the point number box so it is easier to see the payoff and so you don't accidentally pick up a losing bet when you are stacking a player's payoff. It is even a better idea to do this with your palms up so the boxman won't think you might be capping a don't come bet. Please remember to never do this on a winner seven for the pass line.

Booking Place Bets

When booking a place bet you state the amount of the bet and the number the player is placing. E.g., "Six dollar six." Under the strictest of circumstances you would say; "Placing the six for six dollars." The use of the word "placing" is usually unnecessary unless the player is placing a four or ten. In this case you would repeat it as a place bet since you don't want the player to claim he wanted a buy bet after the number is thrown. If a player makes a place bet on the come-out roll you must add; "Off coming-out!" for the same reasons that you say it when a player bets odds on a come bet on the come-out roll.

When players make more than one place bet at one time you should repeat the bet as a combination bet or each bet individually, as appropriate. E.g., A player gives you seventeen dollars and asks for a five dollar five, six dollar six and six dollar eight when the point is nine. You may book this bet by saying:

- 1.) "Five dollar five, six each on the six and eight." This is too much work. Only say this if you



don't immediately recognize the bet as seventeen inside.

- 2.) "Seventeen dollars inside." This is best. You book the bet accurately and perhaps even educate the player in the process.
- 3.) "Seventeen action inside." This suggests that seventeen inside is not an appropriate amount inside.
- 4.) "Five, six and eight, seventeen action." This would be good if the point was four or ten and you couldn't book "seventeen inside."

If a player bets a bet like \$32 across, you must add; "Including the point." If he makes place bets on the come-out roll you must say; "Off coming-out" or "working."

One important aspect of the booking of all bets, including place bets, is that if the player tells you what he wants and you, the stickman, the boxman or a floorman verbally repeats the bet it, need not be positioned in order to have action.

The word "each" is one of the most powerful words a crap dealer can get into the habit of using. Get into the habit of using it and you will see how it slashes through ambiguity. E.g., A player throws the dealer one green check and says; "Twelve dollar six and eight!" The dealer repeats the bet; "Twelve dollars each, six and eight!" The player say; "No, I want six dollars each!"

When a player gives you the exact amount of checks needed for his place bets:

- 1.) Pick up the small denomination checks with your outside hand and the larger denomination checks with your inside hand.
- 2.) Repeat the bet. E.g., "Six dollars each six and eight, player's checks."
- 3.) Position place bets, working outside-in, leading with your inside hand and following with your outside hand.

As a break-in it is a good idea to get in the habit of picking up the smaller denomination checks with your outside hand and positioning the bets from outside-in. As an experienced dealer I pick up the smaller denomination checks with whatever hand is convenient, but I position the bets from the end of the cash register that will allow me to lead with the hand holding the larger denomination checks and follow with the hand holding the smaller denomination checks. This prevents me

from having to make awkward backwards motions when positioning the smaller denomination checks.

When a player gives you a large denomination check for his place bets:

- 1.) Pick up the check with your inside hand and put it on the loading ramp.
- 2.) Repeat the bet. E.g., “Six dollars each six and eight out of twenty-five dollars, thirteen change.”
- 3.) Prepare the change on the workbench.
- 4.) Stack and hand off the change with your outside hand.
- 5.) Pick the small denomination with your outside hand and the large denomination with your inside hand from your working stacks.
- 6.) Position bets working outside-in.
- 7.) Put large denomination check on your working stack.

When a player gives you cash for a place bet the procedure is the same except, the cash goes in front of the boxman instead of the loading ramp. Remember, in either case the change is made before the bet is set up!

Sometimes a player gives the dealer an unreadable amount of checks for place bets or odds on come bets that the dealer intends to change up. Some boxmen insist that you hand this in to him so he can count it for you (I think this is very amateurish unless the player gives you a large “barber pole”) I believe it is the dealer’s job to prove the checks on the loading ramp and use fresh money to put up the bet.

I would like it if all dealers were to taught to use all of the player’s checks to put up the bet or none of them! A classic example of this is when a player gives a dealer three red checks for a six dollar each six and eight. I would prefer that the dealer would:

- 1.) Pick up the three checks with his inside hand.
- 2.) Put them on the loading ramp and say; “Six each six and eight out of fifteen dollars three change.”
- 3.) Pick three dollars to the workbench with the inside hand. Then hand it off to the apron.
- 4.) Pick two white checks from the working stack with the outside hand.

- 5.) Pick two red checks from the working stack with the inside hand.
- 6.) Position the bets working outside-in.
- 7.) Lock up the three red checks.

I find this procedure not only efficient, but is easily defensible if the player or boxman questions what you did. You need only say; “Six each six and eight out of fifteen dollars (pointing at the three red checks). I gave him three change.”

There are however, many people that believe that you are saving time by sometimes using part of the player’s checks to set up the bets. If you are determined to use part of a player’s checks to set up his bet you should do it in an efficient, yet clean manner.

E.g., Six dollars each on six and eight out of three five dollar checks:

- 1.) Pick up the three red checks with your inside hand.
- 2.) Say “Six dollars each six and eight out of fifteen dollars, three change.”
- 3.) Bottom cut one check on the place bet position on the six and one on the eight, working outside-in.
- 4.) Put the remaining five dollar check on the loading ramp.
- 5.) Pick five one dollar checks from your working stack with your inside hand and bottom cut three dollars from the five dollars in your hand, on the workbench.
- 6.) Pick up three dollars with your outside hand and deliver it to the apron in front of the player.
- 7.) Bottom cut one dollar each on the place bets with your inside hand, working outside-in.
- 8.) Put the remaining five dollars check from the loading ramp on your working stack.

You should only use part of a player’s checks when you position place bets using the larger denomination of the checks given to you. E.g., \$27 across out of six red checks. Never use the smaller denomination checks. E.g., If a player gives you one green check and two white checks for \$27 across, you shouldn’t use the two white checks to put up the bet. You should prove or heel the checks in the loading ramp and use fresh money from your working stacks to put up the bet.

When positioning place bets on the six and eight, offset $1/6$ of the bet away from you on the top of the bet (called a “cap”) if you can do so without positioning a larger denomination check on top of a smaller denomination check. While this is accepted policy you will find that sometimes it isn’t considered appropriate. E.g., \$150 place bet with one black check and two green checks is traditionally set up with both green checks being offset.

Booking Buy and Lay Bets

The procedure for booking a buy or lay bet is the same as booking a place bet except for the commission. E.g., A player gives you two white checks and two green checks for a twenty-five dollar each buy bet on the four and the ten. Pick up the fifty-two dollars with your inside hand since the eventual destination of the two dollars is the loading ramp. Position the green checks, working outside-in, on the come bet position for that player (since the position for a buy bet is the same as a come bet). Drop the two white checks on the loading ramp and repeat the bet; “Buying the four and ten for twenty-five dollars each. Juice paid.” Position buy buttons on top of the green checks. Notice the economy of motions I made. I picked up the checks with my inside hand since I was going to the loading ramp with the two dollars. My hand was then poised to pick up the buy buttons.

If a player has a come bet and a buy bet the boxman may allow you to position the buy bet in the place bet position.

The procedure for booking lay bets is essentially the same. Except that where no one refers to a fifty dollar buy bet on the four as a fifty-two dollar buy bet on the four, some people refer to a one hundred dollar “no four” as a “one hundred and two dollar no four.” To me this is a non-issue, but I merely tell you this so you will be prepared for it.

To compute ten percent of an amount you “drop a zero” or move the decimal point one to the left. To compute five percent of an amount, you drop a zero and divide the amount by two. You can also do it backwards by dividing the amount by two then dropping a zero. E.g., \$300 buy bet. Drop a zero (\$30). Divide by two (\$15). This is how you can always compute the exact commission for a buy bet. When computing the commission for a lay bet don’t forget that you compute

five percent of the amount the player will win, not the amount of the bet. You won't always charge the player exactly five percent of the amount of a buy bet. The rule that states that the player always suffers the "breakage" doesn't always apply to commissions.

The traditional commission charged for buy and lay bets is:

Twenty-five dollar buy bet or fifty dollar no four or no ten. - One dollar

Fifty dollar buy bet or one hundred dollar no four or no ten. - Two dollars.

Seventy-five dollar buy bet or one hundred fifty dollar no four or no ten. - Four dollars (some casinos charge three dollars).

One hundred dollar buy bet or two hundred dollar no four or no ten. - Five dollars.

Summary of Booking Place Bets

There are only three basic procedures for booking place bets:

1.) *When you use all of the player's checks to put up the bet.*

A.) Pick up the smaller denomination checks with your outside hand. Or if all checks are the same color, you should try to pick up an equal amount with both hands.

B.) Position bets working outside-in.

2.) *When you use none of the player's checks.*

A.) Pick up the large denomination check (or checks) with your inside hand so you can take it directly to the loading ramp.

B.) Make the change before you set up the bets.

C.) Don't forget to lock up the large denomination check and put it on your working stack.

3.) *When you use part of the player's checks.*

A.) Position bets working outside-in.

B.) Pick the exact number of smaller denomination checks needed from your working stack with your inside hand.

Unless you are using all or part of a player's checks to put up his place bets, you will always:

1.) Prove the money.

2.) Make the change.

3.) Put up the bet.

Paying Place Bets

You need to understand the options a player has when he wins a place bet:

He may:

- 1.) Take same bet.
- 2.) Take the bet down.
- 3.) Take all of his place bets down.
- 4.) Press (double) his bet.
- 5.) Press his bet less than double.
- 6.) Press his bet more than double.
- 7.) Press his bet in excess of a parlay.
- 8.) Take his place bet down and take odds on his come bet (called “down with odds”).
- 9.) Take same bet on his place bet and odds on his come bet (called “same bet with odds”).
- 10.) Take same bet on his place bet, but make or press another place bet.

As a dealer you are to assume that a player is going to take “same bet” *unless he tells you otherwise*. This means you *DO NOT* ask a player if he wants same bet, you:

- 1.) Prepare payoff on the workbench by picking the amount needed of the smaller denomination with your outside hand.
- 2.) Pick the amount of the larger denomination with your inside hand.
- 3.) Set the amounts on the workbench with the smaller denomination to the outside.
- 4.) Say “Same bet!”
- 5.) Stack payoff with outside hand only and deliver it to the apron in front of the player.

Remember not to try to pick with both hands simultaneously. Pick the smaller denomination and hold it over the working stack, then pick the larger denomination. When you say; “Same bet!” don’t make it sound like a question or pause to see if the player agrees with you. “Same bet” is a statement that you are giving the player the payoff for his place bet and leaving the bet up unless he gives you instructions to the contrary.

Some boxmen insist that you state the number you are paying or the amount you are paying after saying; “Same bet!” E.g., “Same bet six!” or “Seven dollars, same bet!” I was taught to state the bet you are paying. I feel that it is better to merely say “Same bet!” than get into the habit of not

saying anything at all.

If the player requests you to take his bet down you say “Down on the (number)”, then put the place bet on the workbench with your inside hand and deliver it with the payoff to the player with your outside hand. If the player has more than one place bet then you must say “Down on just the (number)” or if the player wants all of his place bets down you say “Down on all of your place bets” before returning his bets. The reason for this is because a player might say “Down” meaning for you just to take the place bet down that won, then after the next roll is a seven-out, claim he wanted you to take all of his place bets down.

Paying Buy and Lay Bets

Break-ins often get confused when paying buy bets because buy bets are positioned like come bets. They want to pay the buy bets when they pay the come bets or they want to pay the buy bets before they pay the place bets. There is one thing you must remember about buy bets. *A buy bet is a place bet!* All the rules that apply to place bets apply to buy bets. They are “off” on the come-out roll. They are paid with the place bets, from stick to base.

You say; “Same bet!” as you prepare the payoff for a buy bet. If the player doesn’t disagree with you then ask for the amount of the commission as you are getting ready to hand off the payoff. Remember that since the bet won the player will need to pay the commission again. If the player asks for the bet down or down with odds on his come bet, you won’t need to charge him any commission. If the player presses his buy bet you will have to ask him to drop down the appropriate amount for the commission on the new amount of the buy bet.

E.g., The player wins a fifty dollar buy bet on the four. He presses to one hundred. Even though you only charged him two dollars for his fifty dollar bet the appropriate amount of commission on one hundred dollars is five dollars.

E.g., The player wins a seventy-five dollar buy bet on the ten. He presses to one hundred-fifty. He will be charged seven dollars. Five dollars for the hundred and two dollars for the fifty.

E.g., The player wins a fifty dollar buy bet on the four. He already has a fifty dollar buy bet on the ten. He wants to press each buy bet to one hundred each. He will be charged seven dollars because he has to pay five dollars to buy the four for one hundred and pay two dollars to press

his ten fifty dollars. Remember the player already paid two dollars to buy the ten.

E.g., The player bets a fifty dollar buy bet on the four and pays two dollars commission. After a couple of rolls he decides to press his buy bet to one hundred. How much commission do you charge? If you charge him only two dollars the player will have gotten away with something since he would have had to pay five dollars if he had bought the four for one hundred dollars in the first place. Well in my experience the player is only charged two dollars, but be prepared for the boxman to insist that the player pay three.

Lay bets are usually paid after paying all don't come bets behind the boxes. They are paid like paying odds laid on don't come bets. The only difference is you must remove the lammer before stacking the bet and handing it off, and you need not make the customary stop in the don't come box since it isn't a don't come bet.

Pressing Place Bets

The word "press" has two meanings. The first and most literal meaning is "double my bet". The second meaning is "to increase". As a dealer it is your responsibility to assume that the player who says "press" means "double my bet" unless he tells you otherwise or the player has a history of not always doubling his bet.

To press a place bet on the 4,5,9 or 10:

- 1.) Prepare the payoff for the place bet on the workbench.
- 2.) Say "Pressing the (number)" or "pressing the (number), (amount) dollars".
- 3.) Pick up all checks except for the ones needed to press the place bet and deliver them to the apron, in front of the player with your outside hand.
- 4.) Pick up checks the remaining checks on the workbench and use them to press the place bet.

To double a place bet on the 6 or 8:

- 1.) Prepare payoff on the workbench.
- 2.) Say "Pressing the (number)".
- 3.) Hand off the "cap" on the place bet with your outside hand without stopping on the

workbench or hand off an amount equal to 1/6 of the place bet from the payoff on the workbench to the apron.

4.) Use the remaining checks on the workbench to press the place bet.

If the player is pressing his place bet on the 6 or 8, but isn't doubling it, the procedure is the same as pressing a place bet on 4,5,9 or 10.

While there are many, more advanced, yet acceptable moves that can be used in certain instances, if you are unsure of what to do or you don't understand what the player wants, there is no substitute for preparing the payoff on the workbench while you await instructions from the player or the boxman. If you are getting instructions from the player and the boxman at the same time, ***always listen to your boxman!***

If a player requests you to press another place bet from a payoff you should repeat the call and the press so the boxman doesn't think you misunderstood the call and so you remember what the call was after you press the bet. E.g., "Six is the call, pressing the eight."

"Down with Odds"

When a player says; "Down with odds" he wants you to pay him for his place bet, take the place bet down and give him odds on the come bet that went to the point number box. If the amount of the place bet combined with the amount of the payoff is sufficient to give the player full odds on his come bet, you may assume that the player wants full odds on his come bet. In this case you would repeat "Down with (amount) dollar odds." The reason you would not say "Down with full odds" is because if the player has a different opinion of what full odds are, you could be setting yourself up for a disagreement later. If the player has a history of not taking full odds, or he requests to take an amount less than full odds, don't assume the player wants full odds, but state "Down with (amount) dollar odds.

To accomplish down with odds, you prepare the payoff for the place bet on the workbench, compute the amount of odds the player can take and give the player any change he has from the combined total of the place bet and the payoff. E.g., One red check flat with a six dollar place bet on the six.



- 1.) Put the come bet on the six.
- 2.) Pick two white checks and one red check on the workbench.
- 3.) Say; “Down with ten dollar odds.”
- 4.) Pick up the dollar from the place bet with your outside hand.
- 5.) Set the dollar on top of the two dollars on the workbench, then pick up all three dollar checks and deliver them to the section of the apron in front of the player.
- 6.) Pick up the red check on the apron and set it on top of the red check on the place bet position, then pick up both red checks and offset then on the come bet.

An advanced move for down with odds is to:

E.g., Ten dollar come bet to the six with a twelve dollar place bet on the six, down with twenty-five dollar odds.

- 1.) Put the come bet on the point number box.
- 2.) Pick one white check and one green check on the workbench.
- 3.) Repeat; “Twenty-six and down for the place bet.”
- 4.) Pick up the place bet with your inside hand and put it on the loading ramp.
- 5.) Repeat; “Down with twenty-five dollar odds.”
- 6.) Hand off the dollar on the workbench with your outside hand.
- 7.) Put the green check on the come bet.

Step number four is by far the most important and I guarantee that if you forget it the boxman will forever forbid you use this method for down with odds.

Even if you have players screaming “Down with odds!” in your ear as you are paying the come bets, don’t forget that all come bets will be dealt with in a player by player fashion from stick to base. After you have finished the come bets, all place bets will be dealt with in a player by player fashion, from stick to base. You won’t be taking a player down with odds until you get to his place bet.

If a player goes down with odds and later wins his come bet, you should remind him that he doesn’t have a bet on that number anymore.

Keeping Your Wits About You

When several players are giving you instructions at the same time and you are handling types of bets you are unfamiliar with it is very easy to get confused. Remember that the most any boxman can expect you to do is one thing at a time. Completely finish one transaction or payoff before you proceed to the next. The only exception to this is changing up a bet to larger denomination checks. You should leave the smaller denomination checks on the player's betting spot until you are finished paying all bets. When changing up bets you may:

If the bet is readable, pick the larger denomination checks from your working stack and replace the bet without proving it on the loading ramp.

If the bet is unreadable, you should prove it on the loading ramp with your inside hand and pick the larger denomination checks from your working stacks to replace the bet. Or if you know you will need only one check of a larger denomination to change up the bet. E.g., Nine red checks with three white checks for a place bet on the six:

- 1.) Pick up the entire bet with your inside hand.
- 2.) Bottom cut five red checks from the bottom of the bet on the loading ramp.
- 3.) Pick one green check with your outside hand and position it on the player's betting spot on the six.
- 4.) Set the remaining checks in your inside hand on the green check.
- 5.) Offset the cap (three white checks and one red check).

Booking and Paying Place Bets on the Pass Line

When a player makes a place bet on the pass line the base dealer must make sure the bottom check is intersected by the perimeter line of the pass line. If the bet is two or more checks the bet must be heeled towards the player. Like any place bet, the base dealer must repeat the bet. The dealer must say; "Placing the point on the pass line for (amount) dollars." If it is a buy bet, most boxmen want you to put the bet between the lines with a lammer on top of it.

Place bets on the pass line, buy bets on the pass line and lay bets on the don't pass are paid as the base dealer pays the pass line or don't pass. You pay all line bets before the place bet, pay the place bet and then pay all line bets after the place bet. Retrieve the lammer on buy or lay bets after you have paid the bet. Like any place bet the player can bet, take down, increase or decrease their

place bets or buy bet on the pass line and lay bets on the don't pass at any time.

Computing Odds and Place Bet Payoffs

While some instructors would have you learn “keys” and others would have you memorize practically every conceivable odds and place bet payoff imaginable, I would prefer you to memorize the small everyday bets and learn to add them together, add zeros to them and in general use common sense and **GO WITH WHAT YOU KNOW!**

E.g., \$150 place bet on the six: \$150 is six green checks. 6 pays 7. So six green checks pay seven green checks (\$175).

E.g., \$75 odds on five: \$75 is three green checks. 3 pays 4 1/2. 4 green checks is \$100 and 1/2 green is \$12.50. $\$100 + \$12.50 = \$112.50$

E.g., \$72 place bet on the six: If 6 pays 7, then 60 pays 70. If 6 pays 7, then 12 pays twice as much (14). If 60 pays 70 and 12 pays 14, then $70 + 14 = 84$, and a \$72 six must pay \$84.

E.g., \$200 place bet on the five: If you know that a \$20 place bet on the five pays \$28, then it should be a simple matter to add a zero to the payoff (\$280).

E.g., \$2 place bet on the five: If you know that a \$200 place bet on the five pays \$280, then you should realize that a \$2 place bet on the five should pay \$2.80. Which means that if you are dealing a quarter game you will pay it \$2.75. If you are dealing a fifty-cent you could pay it \$2.50. And if you are dealing a dollar game, it will pay \$2.

E.g., \$90 place bet on the six: If you know that 30 pays 35, then a 90 six must pay three times as much (105). If you have trouble multiplying 35×3 in your head you should multiply 3×30 , multiply 3×5 then add the products together. Or you can reason that if 30 pays 35, then 60 pays 70 and $70 + 35 = 105$.

In other words, any difficult bet can always be broken down into two or three simple bets that can be added together to compute payoffs for more difficult bets.

Some useful tools you have to add difficult numbers together are:

1.) Add the units of ten together, add the leftover amounts together, then add the sums. E.g., $58 + 46$. $50 + 40 = 90$. $8 + 6 = 14$. $90 + 14 = 104$.

2.) “Loan” amounts to numbers to be added. E.g., $98 + 35$. My instinct tells me to “loan” two to the 98. $100 + 35 = 135$. Now take back the two I “loaned” the 98. $135 - 2 = 133$.

Some of the everyday bets you must memorize so you can keep the game moving and to use as building blocks to pay more complicated bets are:

Odds on six or eight.

\$5 - 10 - 15 - 20 - 25 - 50 - 100

Place bets on four and ten.

\$5 - 10 - 15 - 20 - 25 - 50 - 75 - 100

Place bets on five or nine.

\$5 - 10 - 15 - 20 - 25 - 50 - 75 - 100

Place bets on six or eight.

\$6 - 12 - 18 - 24 - 30 - 48 - 60 - 90 - 120 - 300

Odds on four or ten are easy to compute, the amount of the bet times two or if you prefer, the bet plus the bet. Odds on five and nine are computed by adding half of the bet to the amount of the bet. When working with a difficult number like \$55, don't forget to break the bet into two simple bets. \$50 pays \$75 and \$5 pays \$7.50 so \$55 pays \$82.50.

Always compute payoffs and commissions down to the last penny, then decide how much the player actually gets. Never break an incorrect bet into two incorrect bets to compute the payoff. E.g., An six dollar place bet on the five. You decide that since three dollars pays four dollars, six dollars pays eight dollars. If you are dealing on a twenty-five cent table, you would be off by twenty-five cents. Five dollars pays seven dollars and one dollar pays one dollar and forty cents for a total of eight dollars and forty cents. You would pay the player eight dollars and twenty-five cents.

Game Protection, Procedures and Other Hints

The most sacred duty of a base dealer is to watch his layout! Crossroaders will walk through a casino and look for a dealer that doesn't watch his layout. Even if a professional thief isn't on your table, you are responsible for every thing that happens on your layout! When you don't watch your layout players will innocently make or increase don't pass bets, after the shooter has come-out on a point, out of ignorance of the rules. They will reduce pass line bets when the shooter has a point. Don't pass bettors will set a stack of checks on the don't pass for a lay, not heel it and it will end up getting paid even money. Players will take too much odds on pass line



bets and don't pass bettors will lay an incorrect unit that can't possible be paid. There is only one reason why any of these things go undetected, the base dealer isn't casing his layout!

Just like a burglar casing a house, a base dealer cases his layout. If a player drops cash on the layout the dealer immediately calls "change only!" If a player bridges a lay that he should have heeled, the base dealer is right there to correct it. Even if his players aren't breaking any rules, he is observing the bets on the table. Computing payoffs for odds, determining if players have taken a correct unit for odds, planning the techniques he will use to pay bets, deciding which players will get paid color for color and which will be paid with large denomination checks. *Anticipation* is the key to any sport and dealing craps is no exception.

The worst of all bad habits a base dealer can acquire is to "bird dog" (also called "hawking") the dice when the shooter is on his end of the table. This is when the base dealer watches the dice being thrown to the other end of the table. Crossroaders love dealers that bird dog the dice! Crossroaders know that they can not only past post (bet the don't pass after the shooter has come-out on a point) they can even watch the dice and make a winning bet after the dice have landed! If you bird dog the dice on an audition I can guarantee that you won't be hired.

The main reason dealers bird dog the dice is because they can't understand the stickman. If you didn't understand the call, ask the boxman; "What was the call?" If you have a constant problem understanding the stickman it is considered a breach of protocol to ask him to talk louder. What you do is tell the boxman that you are having trouble understanding the calls. The boxman will now make one of two decisions:

- 1.) He will tell the stickman to speak louder.
- 2.) He will tell you to clean the shit out of your ears.

Never correct your own mistakes! Tell the boxman what you did and what the player is claiming he had. Let the boxman make the decision. One reason for this is because the boxman needs to know everything that happens on his table, in case one of his supervisors questions him about it later. Another reason is because if a player knows that you will pay a claim without getting approval from the boxman, he will keep making claims as long as he thinks he can get away with it. Besides your boxman has feelings (contrary to popular belief) and he needs to feel that he is in control of his game.

When a player bets the pass line after the shooter has come-out on a point, you must say “You are betting on the (point)”, even if you intend to make a place bet out of it. If a player still chooses to make a pass line bet after the shooter has come out on a point, and there is a roll, then the player must leave the bet there until there is a decision. While I say that you may choose to make a place bet out of it, that is a sure way to get fired in a Las Vegas casino. When I ask people why they think that is so, they tell me; “Because you are costing the house money, when the player gets paid for a place bet instead of even money.”

There are three reasons why and that is only the third most important. The first most important is because no matter how carefully you explain it, they won't understand that when you make a place bet on the pass line you are doing something for them that can only be done because they are betting after a point is established. So what happens is they bet the pass line on the next come-out roll and think they can move their pass line bet to a place bet. So what this dealer has done is forced all dealers and boxmen to keep a close eye on this player to make sure they don't do this. The second most important reason is because players are often very sensitive about dealers (even good intentioned ones) touching their money. They will say something like; “Keep your goddamn hands off of my money!” That is why you merely tell the player; “Sir, you are betting on the (point).” If the player does nothing, then at least the boxman can say; “Sir, the dealer told you that you were betting on the (point)” if the next roll was a seven-out and the player tries to convince you that he thought it was the come-out roll. After you have informed the player that he is betting on the (point) he asks; “Well can't I do that?” you merely say; “Yes Sir, as long as you know.” When a player makes a pass line bet after the shooter has come-out on a point and immediately takes odds on it, I usually don't bother to inform them that they are betting on the point. I assume that since they are taking odds they must know that the shooter has a point. While some dealers prefer to warn a player by saying; “Sir you are taking a point of (point)” I think this is too complicated for beginners to understand. The dealer used a big word like “point” when he should be more concerned about making the player understand what number he is betting on.

When a player tries to pick up or reduce a pass line bet after the shooter has come-out on a point you should say; “Sir, you must leave that there. You're locked in on (point).”

If a player makes a don't pass bet after the shooter has come-out on a point (called “past posting”) you must say “No bet on that money on the don't pass!” and if the dice are in the center of the table you must push the bet to the apron. If the dice aren't in the center of the table, wait until

after the roll to push it off. After doing this you must explain to the player that there is a point and they can only bet on the don't pass on the come-out roll. On the next come-out roll you should inform the player that he can now bet the don't pass.

When a player makes a come or don't come bet on the come-out roll you should push it off and instruct them to make a pass line or don't pass bet. All bets that are left on the come or don't come on the come-out roll *have action*. If a player makes a come bet on the come-out roll, and a point number is thrown, the bet must play on the pass line. The usual procedure for this is to pick up the come bet, add it to the pass line bet and inform the player that since he bet the come on the come-out roll the bet must play on the pass line. But be forewarned, you merely have to count to three, and the player will attempt to pick up the amount of the come bet from the pass line bet. That is why it is sometimes better to just put the come bet on the point number box.

Player's bets can only win or lose up to the limit. If you even suspect that a bet is over the limit you must say "Checks play up to the limit". A player's odds on pass line or don't pass bets can only win or lose up to full odds (or full lay). If you even suspect that a player has too much odds bet you must say "Checks play up to full odds (full lay)". If it is discovered after a decision that a player has either bet over the limit or in excess of full odds, then the base dealer will hand off the amount over the limit or over full odds before either taking or paying the player's bet. Occasionally a boxman will have you pay the amount over full odds at place bet odds.

If a player lays an incorrect amount for a lay on the don't pass, he only has action for the next smaller correct unit. E.g., If after a seven-out or winner five you discover that a player has laid \$400 against a point of five, he only has action for a \$399 lay.

A bet that has a larger denomination check on top of a smaller denomination checks is referred to as a "barber pole." If a player bets a barber pole you should straighten the bet at your earliest convenience when the dice are in the center of the table. You should also take this opportunity to give the bet a partial offset to make it easier to read.

Boxmen are very sensitive about odds for pass line bets being too close to the flat bet. They are



worried about a die being able to be cocked between the odds and the flat bet in such a fashion as to make it difficult to tell which object is the one supporting the die. While it is written that you should never touch a player's bet unless it is necessary, this is one of those times when you must. If the boxman tells you; "Spread the odds!" or you can see they are not at least two inches from the flat bet, push the odds the appropriate distance from the flat bet.

When handing off a player's change or payoff be careful that you put it directly in front of him so he will know it is his money and another player won't pick it up. The only time I won't put a player's money directly in front of him is when:

- 1.) I don't want it to look like odds on a pass line bet.
- 2.) If the player is next to the stickman or next to me I will set it towards the stickman or myself so the player next to him will have trouble reaching it.
- 3.) When there is an empty spot on one side of a player and another player next to him on the other side I will set the money down on the side of the player closest to the empty spot.

I was taught that marking and unmarking the point is always the last thing that you do. Some people believe that is it always the first thing you do. I suppose the reason for this is because they want to make sure the dealer remembers to do it. All I can say is that it should not be of any great concern. I prefer to pick up the field when a shooter comes-out on a point of five, six or eight so the boxman won't have to wonder if I am going to remember to pick up the field. I prefer to unmark the point after I clean up the cash register after a seven-out because if a player wants change I will make the change before I finish cleaning up the cash register and I don't want anyone to think that the dead money in the cash register is new bets. When marking the point the puck should be intersected by the double line used to position place bets for the four positions next to the base dealer, with the white side of the puck upward. When unmarking the point the puck should be in the center of the don't come box with the black side of the puck upward. If the stickman is offering all of the dice to the player next to me I will move the puck back about six inches so the stickman will have an easier time sending and retrieving them.

Losing bets that can't be cleaned up quickly go in the loading ramp. Not outside the dollar working stack or in between working stacks and never in the don't come area behind the point number boxes! On a seven-out you should put dead money on the six and eight boxes of the "cash register."

Never use “dirty money” (losing bets) to pay winning bets. All checks used to pay winning bets must come from the working stacks or from the bankroll. The only thing that even comes close to an exception from this rule is when you convert a winning bet in a self-service area you may use those checks to pay the remaining bets.

A guideline that I found useful as a break-in is that on a non-decision roll for the pass line, the first area that you will go to is the field. The only exception to this is “down behind” a point number box. “Down behind” is always the very first thing you do!

The first bet you collect on a seven-out is the new don’t come bets. Discipline yourself to remember this. Nothing will prompt a boxman to yell quicker than a dealer who forgets to pick up the don’t come on a seven-out.

Helping Players and Keeping the Game Moving

You may only refer to a player as: “Sir” or “Ma’am.” The closest you come to referring to them by name is “Mister,” “Miss” or “Misses” followed by the first initial of their last name. Terms like “buddy” and “pal” are not tolerated.

When answering a player’s question, be as brief yet as informative as possible. Try to introduce them to terms like “take” and “lay.” Answer their questions with just a “yes” or “no” if possible. If not, then try to keep the answer under twenty words and don’t overwhelm them with information they won’t remember. E.g., You see a player has taken six dollars odds on a point of six. You know that he has probably done this because a dealer once told them to put another dollar on their odds when the point was five or nine. So you say to the player; “Sir, you want to take five or ten, this time.” When he give you a puzzled look or says something like; “But the last dealer told me to take six dollar odds” you point at the puck and say; “It depends on what the point is.” See how helpful you were. In this brief conversation you conveyed:

- 1.) Different points take different amounts for odds.
- 2.) If the player wants to know what the point is, he can look to see where the puck is.

The next time the shooter comes-out on a point of five or nine you should point at the puck and tell the player; “Now you want to take the extra dollar on your odds.”

If the player later shows an interest in learning what points take what amounts for odds, start with pointing to the four and ten boxes and saying; “See, the four and ten are the same” point to the five and nine boxes and say; “The five and nine are the same” and then point to the six and eight boxes and say; “And the six and eight are the same. You only have to remember three sets of odds!”

Sometimes after you inform a player that he should place the six for six dollars instead of the five dollars he is trying to give you, he will point behind his pass line bet and say; “But the last dealer told me to take five dollars on the six!” You should say; “Place bet odds (pointing to the place bets) are different than taking odds on the pass line.” You see, you were informative without burdening the player with information that he isn’t ready to learn.

Sometimes a player will point at his odds and ask; “Can I do that?” If the player has taken full odds you should say; “Yes Sir, you have full odds.” This introduces the player to the term “full odds” without burdening him with an excessive explanation.

When explaining the field, horn bet or other one roll bets to a player the first words from your mouth should be; “It’s a one roll bet.” To often I watch dealers try to explain the field to a player without mentioning that it is a one roll bet. Once you get the player to understand that, the rest is usually simple.

If a player asks if his place bets or odds on his come bets are off on the come-out roll, just say; “Yes Sir, they are automatically off on the come-out roll.” don’t say; “They are off unless you call them working.” Why would you want to give this player any ideas about calling his bets working on the come-out roll? Not only are you creating work for yourself and others, but you are creating a situation when after a winner seven, the player doesn’t understand that he called his place bets working and why he lost, when the rest of the players didn’t. Never tell a player he can have his odds or place bets working on the come-out roll, unless he asks!

Players will sometimes hold money or checks in their hand expecting you to take it. Be prepared to say; “Sir, drop it down. I can’t take it from your hand.” Players will also try to position their own place bets or odds on their come bets. Point to the cash register and say; “Sir, when you

make bets up here you can't put it up yourself, just set your money here (point to the come) and tell me what you want, thank you."

If a player doesn't pick up his winning bet, point at the bet and say; "That's your money". If the player still doesn't pick it up or stack it, then say; "Checks play on the (location of bet)". Avoid stacking a player's bet or having your hand on a player's money when the dice are in the air. The reason for this is, if you have your hand on a player's money when the dice land the player can claim he was going to pick up the bet, but he couldn't because the dealer had his hand on it.

If a bet wins and the player does not stack it up and then it wins again, stack it up before you pay it. If the player does not pick it up and you realize that the person that bet it has probably left the table, you should whisper to the boxman; "That's a sleeper in the field and I don't know who it belongs to." The boxman will probably have you set it in front of the drop slot.

When paying come bets on a point number box you should sometimes hold your hand over the payoff for a brief second with your finger pointed at the player and say; "That's your come bet." This keeps players from grabbing each other's money and helps to speed up the game.

When a player asks you how much odds they can take on a flat bet, try to refrain from offering them too many choices. E.g., Five dollars on the pass line with a point of five. Many dealers will say something like; "Any even number up to ten." They confused the player by using big words like "even" and they offer the player so many choices that he will have trouble deciding. It's better to say; "Take six or ten dollars behind." Chances are he will like one of those choices. If he does ask something like; "Can I take eight dollars?" you can always say; "Yes sir, that's a good bet."

When players place all numbers except for the point (across not including the point) and the shooter comes-out on a different point, you may assume that the player wants to move the place bet on the point to a place bet on the previous point. You should, however, inform him of what you are doing. E.g., "Sir, I'm moving your six to the eight. The most common exception to this is when players place the five, six and eight in conjunction with a field bet. They will always want the five, six and eight only.

When the shooter comes-out on a four, five, nine or ten after the previous point was six or eight, you will have many players without a place bet on the six or eight. I always say; “Who wants an eight (six)?” This tends to wake up the players that always place the six and eight and speeds up the game.

When all last come bets are one color bets I will always pay them with my inside hand only, regardless of how many there are. I do this so my outside hand is free to stack and hand them off as I pay them. This not only speeds up the game, it prevents beefs because of players leaving money on the come on the come-out roll, players grabbing other players come bets and players getting hit with the dice by trying to grab their bets at the last minute. I never do this after a roll of eleven because that is too much like betting a player’s money for him.

In “the old days” bosses were very sensitive about dealers “betting a player’s money.” That is why we were very careful how we phrased statements designed to help players. If a player took five dollar odds on a point of five or nine we would say; “Sir, you can take one more dollar odds, if you want to.” “If you want to” is very important. It makes it sound like the player has a choice.

Never tell a player to bet or adjust odds after the dice have left the center of the table! All you are doing is forcing yourself to call “no bet” if the player can’t get it down in time or inviting the player to get hit with the dice. If a player gets hit with the dice because of something you said and the next roll is seven-out it will create an ugly scene, to say the least.

Remember that under the strictest of working conditions, you are never allowed to offer information to a player, but you must answer their questions. The way you inform players that they don’t have a bet that you believe they want is by doing exactly that, informing them, not telling them to bet it. E.g., “Sir you have no odds on the four.” “Sir, you don’t have anything coming.” “Sir, you have no nine.” In each case I didn’t even suggest that they make one of those bets, I merely stated facts.

Get over the idea that players should always tell you exactly what they want to bet when they drop checks on the table. Sometimes they expect you to guess or be familiar with their betting habits. They also expect you to have a firm grasp of the obvious. E.g., If the point is five and a

player drops three red and two white checks of the table, what do you think he wants? Book seventeen dollars inside and if that isn't what the player wants he had better correct you or learn to say something when he makes his bets.

Be aware of the rule changes of other casinos so you can anticipate confusion of players. When you pay a player double in the field for a roll a twelve and he claims you shorted him, be prepared to tell him that unlike downtown casinos, he only wins double. If he thinks his hardways should be automatically off on the come-out roll, perhaps he has only played craps in Atlantic City. If he thinks that he should win on the don't pass, on a roll of twelve on the come-out roll, he might be from Reno.

Working with the Stickman

The name of the game is "teamwork." However, you must be considerate of the stickman's feelings and not make him feel like you are doing his job for him.

When a die goes behind one of your working stacks, wait for him to say; "Call it!" then call the dice using just the basic essential of the call. Then pick up the dice between two fingers with your palm up and set the dice in front of the drop slot. If the roll is a seven-out or otherwise controversial, you may want to move the stack away from the die after you make the call and allow the stickman to retrieve the die. If the dice lands behind your working stacks you should set them out for the stickman, even if he can see them well enough to make the call.

Once the stickman has moved the dice from the center of the table you are responsible for booking all proposition bets that come from players on your end of table. Be sure to repeat the bet, the position of the player and the change that you gave him since the stickman won't know these things with his back turned. When stating player position I usually count bodies, not betting positions. So if I tell a stickman; "Two dollar hard six, next to me" when the stickman turns around he will want to see where this player is actually standing so he knows where he wants to position the bet in the hard six box.

If you work for a boxman that will allow you to position proposition bets from the base, use common sense. Don't get hit with the dice. Don't position proposition bets at the expense of

your own duties. After the roll make sure the stickman knows what you did in his area. Don't position proposition bets if the dice are in the center unless the stickman is so busy that he needs help.

If the shooter is on your end of the table you should prepare the payoffs for winning proposition bets while you wait for the stickman to watch his end and pay the winning bets on his end. This speeds up the game and affords the boxman the option of telling you to go ahead and pay the winners before the stickman turns around. If the boxman does tell you to pay the bets make sure you tell the stickman when he turns around that all the bets are paid. Prepare the payoffs starting with the player closest to "next to base" in the area of the workbench farthest outside.

Calling Bets "Off"

Players often wish to call their place bets and odds on come bets "off" for a roll or two. How you handle this is important to game protection as well as to customer service.

When a player requests his place bets off:

- 1.) Say "All place bets off (position of player)!".
- 2.) Put an "OFF" lammer on the place bet closest to the boxman.
- 3.) If the player has come bets with odds you must say "Odds on come bets work!" or "Place bets and odds are off!".
- 4.) If the player has a pass line bet with odds you must point to them and say "Odds on the pass line work, unless you pick them up!"
- 5.) If the player has hardway bets you must say "Your hardways work!"

After the next roll ask the player if he wants his bets working. If he says yes, then tell the player "Your bets are working!". If he says no, then say "Your bets are off until you tell me they are working!". If you are tapped out when a player has called his bets off, make sure you inform the incoming dealer of this.

When a player calls his odds and place bets off, the dealer must position separate off buttons on the place bet and odds closest to the boxman.

Calling Bets “Working” on the Come-Out Roll

Sometimes a player will call his place bets or odds on his come bets “working” on the come-out roll. If a player does this ask him: “Do you want your bets working all the time. . .or just when you say?” If he says “Just when I say” relay this information to the boxman. If he says “Yes, all the time.” Then say: “OK sir, you have a contract!” Then inform the boxman that you gave that player a contract and his bets are working on the come-out roll. If a player has a contract you must inform all dealers that take you out of this and inform any new boxman.

Emergency Booking of Bets

How you verbally book bets is one of the most crucial aspects of being a precise crap dealer. It shows that you understand the most basic law of game protection; “Something is either a bet or it is not.” If the house has a chance to lose it should have a chance to win. There can be no miscommunication that results in a player being able to claim a winner if a bet wins and being able to claim that he didn’t have a bet, or claim his money was on a different bet if it loses. In other words, all bets must be “carved in stone.”

When a player drops cash in the field and you say nothing, the player can claim it was a field bet if it wins or change if it doesn’t. When a player throws five dollars to the stickman asking for a hard eight and the stickman positions it on the hard six without repeating the bet, the player had a chance to win on either a roll of hard six or eight. If a player mumbles something and drops checks on the layout when the dice are in the air and you don’t say; “No bet this roll Sir!” he can claim he asked for whatever the next roll of the dice is.

Players often make statements that confuse break-ins when the dice are about to be thrown. When this happens you must either verbally repeat the bet because you understand it or because you believe that it is a correct bet that the boxman will understand, or you must say; “No bet this roll Sir!” If a player attempts to make a bet like “one hundred dollars across” when the dice are in the air, you must call “no bet this roll.” One hundred dollars across isn’t a correct bet, either with or without the point. The player could mean that he wants to place all six numbers for one hundred dollars each or he could want all five point numbers, not including the point, for twenty dollars each.

When you call “no bet this roll” on a player, you must explain to the player after the roll, why you called “no bet.” E.g., “I’m sorry Sir, I didn’t understand what you wanted.” The reason you add “this roll” after “no bet” is so the player won’t think his action isn’t wanted at the table. It’s like saying; “I can’t give you action this roll due to circumstances beyond my control. But I will be happy to resolve this miscommunication with you and give you action on the next roll of the dice, if you wish.”

If the player says something somewhat illogical you need not call “no bet” if you understand what the player meant to say. E.g., The point is five and a player drops sixteen dollars on the come and says; “Inside!” Realizing that the player doesn’t know that the point is not six or eight and he will need to bet seventeen dollars inside, you say; “Seventeen dollars inside.” Even if the next roll is a seven-out, you should have no trouble convincing the player to drop you another dollar.

If a player attempts to make a self-service bet as the dice are about to land you must either verbally book the bet or call “no bet this roll.” If a player has his hand on his bet when the dice are landing, he could wait until after the dice land to decide if he should let go of the checks or pull all or part of them back. When a player makes a last second bet and the check rolls from one area of the layout to the other, you will have to call “no bet” unless you are so familiar with this player’s betting habits that you are willing to verbally book the bet based on what the player meant to do.

If you book a bet for a player because you thought you knew what he wanted and after the roll he tries to claim he didn’t want the bet, find a clue, don’t go “out on a limb” to book bets for this player. Be extra careful in all further dealing with this player. After all, the boxman has already allowed this player one “shot” and isn’t going to be thrilled with you if he has to pay another one.

Call Bets

A call bet is when a player requests a bet and he has no money or checks in your sight. Suppose a player walks up to your end of table and says; “A hundred they pass!” You would point to the player and say to the boxman; “One hundred dollars they pass, called!” If the boxman says; “No bet.” you repeat to the player; “No bet this roll!” If the boxman says; “Bet.” You say; “One hundred dollars they pass, I’m putting him up.” You then put one black or four green checks in front of the boxman so he can put a buy button on it. This is called a “marker” and indicates that a

player owes one hundred dollars to the table. You then take four green or one black check from your working stack and put in on the pass line in front of the player.

If a player gives you cash or checks to pay a marker the boxman has for him, say; “Coming in against the marker” make sure the boxman gives you his approval before bringing the cash or checks to the area in front of the drop slot.

If a player comes up your table with a fist full of one hundred dollar bills or black checks and requests one hundred dollars on the pass line, this is not considered a call bet, since you can see that he has at least that much money in his hand. What you say is; “One hundred dollars on the pass line, coming down with it!” After the dice land you can get the money from the player.

“Money Plays”

If a player places cash anywhere on the layout you say; “Change only that money!” If he says he wants to bet it, you say; “Money plays on the (location of bet) up to the limit! You always say “up to the limit” even if you think that it is only a twenty dollar bill. The reason being because there might be a large denomination bill underneath the twenty. If you booked a specific amount and were wrong, you would be setting yourself up for a situation where the player could win, but not lose, the difference.

Foreign Checks

Most casinos accept checks from other casinos. However there are some casino’s checks that no casino will accept. These are usually casinos that have closed or have a policy that other casinos not accept their checks. If a player makes a bet with checks from a casino other than your own, you say; “Foreign checks play on the (location of bet)!”

Color Change Procedure

When a player wants to change up his small denomination checks for larger denomination checks the base dealer must say “Color coming in!” to the boxman and wait for him to say “Bring it in” before picking up the player’s checks. Bring the checks from the apron to the area in front of the

drop slot two handfuls at a time. If you can't bring all of the checks in one trip then you should tell the boxman "More coming" to let him know that you aren't done yet. Say "That's it" if you can bring the checks in one trip or say it when you are delivering the last load. Make sure the boxman knows what player the color change belongs to. After the boxman tells you the amount of the color change, prepare the amount on the workbench and wait for the boxman to check it before handing it off. Never allow yourself to be tapped out if you have a player on your end with color change in front of the boxman. If a floorman insists that you allow yourself to be tapped out, you must make sure the dealer replacing you knows about the color change and what player it belongs to.

Hand Protocol

In self service areas (where players position their own bets) procedure dictates that you will always collect the losers, then pay the winners. Experience teaches us that following this rule does not always mean making two trips to accomplish this. E.g., There is one pass line bet and one field bet on the come-out roll. Three craps is rolled. I will take red checks from my working stack in my outside hand, pick up the pass line with my inside hand and then pay the field bet with my outside hand. This is permissible with one losing bet and one winning bet. It is barely permissible with two losers and two winners. If you have three or more losers (or winners) you should make one trip to pick up the losers with both hands and another to pay the winners.

Traditional wisdom says; "Don't pick if you can size, don't bottom cut if you can pick." While I can see the logic of the rule, as you come more experienced you will find many times that common sense and advanced logic will find situations to violate this rule. One of the most common situations that you will choose to pick rather than size is when you pick the exact amount needed to pay a bet, so your hands are clean to move a come bet or prove the next bet. Remember that you must drag your finger across the bet and the payoff, even if you have picked the exact amount needed.

Pick up objects with the hand closest to the destination. Never transfer live money from one hand to the other. This rule is especially true when positioning don't come bets, come bets and picking up cash or checks for change.

If you only have one bet to pay, pay it with your outside hand. This affords the boxman a much better view of the payoff. If all winning bets are one color bets, pick up the working stack of the same denomination as the first bet you are going to pay, with your outside hand. When sizing into bets make sure the bet and the payoff end up within the lines and take one last look as you pull your hand back to make sure you paid it correctly.

Never set your working stack down in a self-service area and take your hand away from it.

When using both hands to take or pay bets you should keep them together as though you were wearing handcuffs. One of the most blatant example you will see is when dealers collect losing field bet with both hands, one hand starting on one end of the field and the other hand starting at the other end.

Avoid moving in an abrupt or jerky motion. Try to be fast, but smooth. If you move too fast when picking up a losing field bet, the player might think that you are angry with them. They don't understand that you are just trying to be as fast as possible.

Dealing to the Player's Rack

Nothing is quite so frustrating for supervisors and experienced dealers working with break-in dealers, as getting them to deal to a player's rack. What I mean by "dealing to a player's rack" is giving the player enough small denomination checks to make his bets, but knowing when to pay a player in larger denomination checks so as to avoid unnecessary color change and table fills. Sometimes supervisors make blanket statements like "No player needs more than a hundred dollars in red checks!" as though that "rule of thumb" will work for every player in every situation. Although I can sympathize with supervisors trying to find a way to teach common sense to dealers, common sense is exactly what you need to have to know when to pay players in larger denomination checks.

A player who bets fifteen dollars coming with full single odds every roll will probably need a good two hundred dollars in red checks. A player who makes a lot of dollar proposition bets will probably require twenty white checks. A player who is making five dollar bets on the pass line for the dealers is the last player you want to run out of red checks, but he certainly doesn't need five-

hundred dollars in red checks in front of him to remind him to continue betting for the dealers!

There are five ways to pay a pass line bet with odds, many of these ways can be used to pay flat bets or even place bets.

They are:

- 1.) *Color for color.* Paying a player with the same denomination that he bet.
- 2.) *With a larger denomination.* E.g., Paying a player with \$20 odds on a pass line bet, with a point of five, one green check and one red check. Sometimes you must prove an unreadable bet in order to pay it with larger denomination checks. Always prove the bet within the boundary lines of the bet. Never stack the bet back up after paying it. Leave the bet run down and set the payoff next to it.
- 3.) *Totaling.* Giving the player a combined payoff for a flat bet and it's odds. E.g., Paying a player with \$20 flat and \$20 odds on five, two green checks.

Never total payoffs for pass line, don't pass and don't come bets with odds unless you are saving checks. E.g., \$30 flat with \$50 odds on six shouldn't be paid a \$90 total because it could be paid \$60 for the odds and \$30 for the flat with the same number of checks. Three or more color totals must be proved on the workbench before they are stacked with the outside hand and heeled next to the player's odds.

- 4.) *Partial conversion.* E.g., Paying a player with three red checks flat and five red checks odds, with a point of six, by giving him two green and taking one red check from his odds. Note: Always take the check from his odds, not his flat bet.
- 5.) *Total conversion.* E.g., Paying a player with \$20 flat and \$20 odds, with a point of ten, by giving him four green checks (or one black check) and taking all of his red. When totally converting a players pass line bet and odds you should always remind him that he doesn't have a pass line bet.

As a dealer you should understand that your supervisors would prefer that you didn't take such drastic measures as total conversion. So if you pay with a larger denomination when you should, you won't have to total. If you total when you should, you won't have to use total conversion.

When a player requests that you pay him in small denomination checks, and the boxman tells you

to pay him in larger denomination checks, you should say; “(Color) requested.” If the boxman still insists that you pay the player in larger denomination checks, then as always, follow the boxman’s instructions.

When you are paying a bet like a twelve dollar place bet on the six and you want the player to drop you a dollar so you can give him three red checks, there are two rules to follow:

- 1.) Ask early! You can ask all players that you want to drop you money as you start to pay the first place bet. They will hopefully have dropped it by the time you are handing off their payoff. You can then pick it up on the way back.
- 2.) Don’t wait for them to drop the money before proceeding to the next bet. If they haven’t dropped the dollar by the time you hand off the payoff, continue paying the place bets. You can collect the dollars dropped by all player after you have finished paying!

Avoid changing up a bet until it wins, especially flat bets. Traditionally flat bets are considered sacred and some players consider it unlucky for a dealer to change it up before it wins. When changing up a winning bet you replace the bet, pick up the bet and then pay the bet. E.g., Five white checks on the pass line:

- 1.) Bottom cut one five dollar check next to the bet.
- 2.) Pick up the white checks with your other hand.
- 3.) Size into the five dollar check.

When converting a winning bet of more than five checks: E.g., Six white checks on the pass line:

- 1.) Take a comfortable amount of red checks with your outside hand. Leave your inside hand clean.
- 2.) Prove the six white checks (3-3) with your inside hand.
- 3.) Bottom cut two red checks next to the white checks.
- 4.) Pick up all of the white checks and use them to size into the red checks.

In both cases you are allowed to use the leftover white checks to pay remaining bets.

Some boxman will allow you to prove a small bet with checks in your hand. This is often done when there is a flat bet of six dollars and you intend to pay the bet one red and one white check. You can pick three dollars from the bet *with the hand holding the red checks*, since it would be difficult to cap a bet consisting of all white checks with a hand that holds only red checks.

Another method of total conversion is to:

- 1.) Prove the bet where it sits.
- 2.) Prepare the conversion total on the workbench.
- 3.) Stack it up with your outside hand.
- 4.) Deliver it to the same area as the bet.
- 5.) Pick up the bet and deliver it to the loading ramp.

E.g., Thirteen dollar checks in the field, eleven rolled.

- 1.) Prove the bet in stacks of 5-5-3.
- 2.) Prepare a twenty-six dollar payoff on the workbench, consisting of one white and one green or one white and five red checks.
- 3.) Heel the total amount from the workbench next to the bet.
- 4.) Say; “Sir, I’m making thirteen dollars look like twenty-six.”
- 5.) Pick up the thirteen white checks and set them on the loading ramp.

You don’t need to prove the thirteen white checks on the loading ramp. The only reason you set them there is in case the players beefs and you want to be able to reconstruct the bet.

Another method that is popular for paying flat bets is E.g., One red and four white. You can pay it two red checks then take back one dollar. This method is simple and applicable in many common bets. If the player questions your payoff, you say; “Sir, you win nine dollars. I gave you ten for one.” If you are going to convert a player’s bet, you must be willing to patiently explain what you did. After all, it’s his money. He should be able to ask all the questions he wants.

Complete Procedures

As any boxman will tell you there are important reasons for you to follow the procedure for the order in which you take and pay bets. The two most important reasons are:

- 1.) It makes it easier to watch you since your supervisors know what you *should* be doing next, so they know right away if you are making a mistake.
- 2.) It makes it easier for you to become a good dealer since eventually it will require less time for you to know what to do since you always perform tasks in the same order. In other words, if you do things the right way, someday you will get fast.

While it will be difficult for you to memorize all of the procedure that follow, you must memorize what I call the “litany” of a non-decision roll procedure:

- 1.) Down behind!
- 2.) Field.
- 3.) Big six or eight.
- 4.) Don’t come.
- 5.) Come.
- 6.) Place bets.

You must memorize this or you will forever be lost!

Complete Procedures

Natural roll procedure

2 CRAPS

- 1.) Collect the pass line bets from base to stick.
- 2.) Pay the don’t pass bets from base to stick.
- 3.) Pay field bets 2 to 1 from one end to the other.
- 4.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

3 CRAPS

- 1.) Collect pass line bets from base to stick.
- 2.) Pay don’t pass bets from base to stick.
- 3.) Pay the field from one end to the other.
- 4.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

WINNER 7

- 1.) Collect the don’t pass bets from base to stick, collecting the big 6 and 8 bets as you pass the corner.
- 2.) Collect the field from one end to the other.
- 3.) Pay pass line bets from base to stick.
- 4.) Save odds on come bets.

- 5.) Pay don't come bets and odds laid on them behind the numbers.
- 6.) Pay lay bets.
- 7.) Collect come bets, working odds, working place and working buy bets.
- 8.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

WINNER 11

- 1.) Collect don't pass bets from base to stick.
- 2.) Pay pass line bets from base to stick.
- 3.) Pay the field from one end to the other.
- 4.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

12 CRAPS

- 1.) Collect pass line bets from base to stick.
- 2.) Pay field bets 2 to 1 (or 3 to 1) from one end to the other.
- 3.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

Coming-out on Point Procedure

FOUR

- 1.) Down behind the 4.
- 2.) Pay the field from one end to the other.
- 3.) Pay come bets or come bets with odds if the player called them working, from stick to base.
- 4.) Pay any working place and buy bets, stick to base.
- 5.) Mark the 4.
- 6.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

FIVE

- 1.) Down behind the 5.
- 2.) Collect the field from one end to the other.
- 3.) Pay come bets or come bets and odds if the player called them working, from stick to base.

- 4.) Pay any working place and buy bets, stick to base.
- 5.) Mark the 5.
- 6.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

SIX

- 1.) Down behind the 6.
- 2.) Collect the field from one end to the other.
- 3.) Pay the big 6.
- 4.) Pay come bets or come bets and odds if the player called them working, from stick to base.
- 5.) Mark the 6.
- 6.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

EIGHT

- 1.) Down behind the 8.
- 2.) Collect the field from one end to the other.
- 3.) Pay the big 8.
- 4.) Pay come bets or come bets and odds if the player called them working, from stick to base.
- 5.) Pay any working place and buy bets, stick to base.
- 6.) Mark the 8.
- 7.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

NINE

- 1.) Down behind the 9.
- 2.) Pay the field from one end to the other.
- 3.) Pay come bets or come bets and odds if the player called them working, from stick to base.
- 4.) Pay any working place and buy bets, stick to base.
- 5.) Mark the 9.
- 6.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

TEN

- 1.) Down behind the 10.
- 2.) Pay the field from one end to the other.



- 3.) Pay come bets or come bets and odds if the player called them working, from stick to base.
- 4.) Pay any working place and buy bets, stick to base.
- 5.) Mark the 10.
- 6.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

Non-Decision Roll Procedure

2 CRAPS

- 1.) Collect come bets from stick to base.
- 2.) Pay field bets 2 to 1 from one end to the other.
- 3.) Pay don't come bets.
- 4.) Prepare payoff for winning proposition bets while you await instructions from the stickman.

3 CRAPS

- 1.) Collect come bets from stick to base.
- 2.) Pay the field from one end to the other.
- 3.) Pay don't come bets.
- 4.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

FOUR

- 1.) Down behind the 4.
- 2.) Pay the field from one end to the other.
- 3.) Move don't come bets behind the 4.
- 4.) Bring on, pay or pay "off and on" all come bets from stick to base.
- 5.) Pay place and buy bets from stick to base.
- 6.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

FIVE

- 1.) Down behind the 5.
- 2.) Collect the field from one end to the other.
- 3.) Move don't come bets behind the 5.

- 4.) Bring on, pay or pay “off and on” all come bets from stick to base.
- 5.) Pay place and buy bets from stick to base.
- 6.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

SIX

- 1.) Down behind the 6.
- 2.) Collect the field from one end to the other.
- 3.) Pay the big 6.
- 4.) Move don't come bets behind the 6.
- 5.) Bring on, pay or pay “off and on” all come bets from stick to base.
- 6.) Pay place and buy bets from stick to base.
- 7.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

EIGHT

- 1.) Down behind the 8.
- 2.) Collect the field from one end to the other.
- 3.) Pay the big 8.
- 4.) Move don't come bets behind the 8.
- 5.) Bring on, pay or pay “off and on” all come bets from stick to base.
- 6.) Pay place and buy bets from stick to base.
- 7.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

NINE

- 1.) Down behind the 9.
- 2.) Pay the field from one end to the other.
- 3.) Move don't come bets behind the 9.
- 4.) Bring on, pay or pay “off and on” all come bets from stick to base.
- 5.) Pay place and buy bet from stick to base.
- 6.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

TEN

- 1.) Down behind the 10.
- 2.) Pay the field from one end to the other.
- 3.) Move the don't come bets behind the 10.
- 4.) Bring on, pay or pay "off and on" all come bets from stick to base.
- 5.) Pay place and buy bets from stick to base.
- 6.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

ELEVEN

- 1.) Collect the don't come bets.
- 2.) Pay the field from one end to the other.
- 3.) Pay come bets from stick to base.
- 4.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

12 CRAPS

- 1.) Collect come bets from stick to base.
- 2.) Pay field bets 2 to 1 (or 3 to 1) from one end to the other.
- 3.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

Decision Roll Procedure

WINNER FOUR

- 1.) Down behind the 4.
- 2.) Collect don't pass bets, odds laid on them and lay bets on the don't pass, base to stick.
- 3.) Pay pass line bets, odds taken on them, place bets on the pass line and buy bets on the pass line from base to stick.
- 4.) Pay the field from one end to the other.
- 5.) Move don't come bets behind the 4.
- 6.) Move come bets to 4 from stick to base.
- 7.) Pay place and buy bets from stick to base.
- 8.) Unmark the point.

9.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

WINNER FIVE

- 1.) Down behind the 5.
- 2.) Collect don't pass bets, odds laid on them and lay bets on the don't pass, base to stick.
- 3.) Collect the field from one end to the other.
- 4.) Pay pass line bets, odds taken on them, place bets on the pass line and buy bets on the pass line from base to stick.
- 5.) Move don't come bets behind the 5.
- 6.) Move come bets to 5 from stick to base.
- 7.) Pay place and buy bets from stick to base.
- 8.) Unmark the point.
- 9.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

WINNER SIX

- 1.) Down behind the 6.
- 2.) Collect don't pass bets, odds laid on them and lay bets on the don't pass, base to stick.
- 3.) Collect the field from one end to the other.
- 4.) Pay pass line bets, odds taken on them, place bets on the pass line and buy bets on the pass line from base to stick.
- 5.) Pay the big 6.
- 6.) Move don't come bets behind the 6.
- 7.) Move come bets to 6 from stick to base.
- 8.) Pay place and buy bets from stick to base.
- 9.) Unmark the point.
- 10.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

WINNER EIGHT

- 1.) Down behind the 8.
- 2.) Collect don't pass bets, odds laid on them and lay bets on the don't pass, base to stick.
- 3.) Collect the field from one end to the other.
- 4.) Pay pass line bets, odds taken on them, place bets on the pass line and buy bets on the pass

line from base to stick.

- 5.) Pay the big 8.
- 6.) Move don't come bets behind the 8.
- 7.) Move come bets to 8 from stick to base.
- 8.) Pay place and buy bets from stick to base.
- 9.) Unmark the point.
- 10.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

WINNER NINE

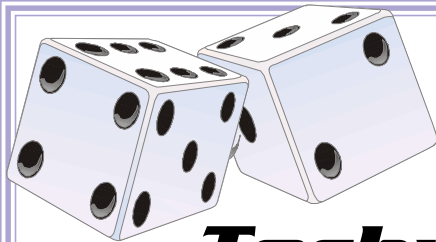
- 1.) Down behind the 9.
- 2.) Collect don't pass bets, odds laid on them and lay bets on the don't pass, base to stick.
- 3.) Pay pass line bets, odds taken on them, place bets on the pass line and buy bets on the pass line from base to stick.
- 4.) Pay the field from one end to the other.
- 5.) Move don't come bets behind the 9.
- 6.) Move come bets to 9 from stick to base.
- 7.) Pay place and buy bets from stick to base.
- 8.) Unmark the point.
- 9.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

WINNER TEN

- 1.) Down behind the 10.
- 2.) Collect don't pass bets, odds laid on them and lay bets on the don't pass, base to stick.
- 3.) Pay pass line bets, odds taken on them, place bets on the pass line and buy bets on the pass line from base to stick.
- 4.) Pay the field from one end to the other.
- 5.) Move don't come bets behind the 10.
- 6.) Move come bets to 10 from stick to base.
- 7.) Pay place and buy bets from stick to base.
- 8.) Unmark the point.
- 9.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.

SEVEN-OUT

- 1.) Collect the new don't come bets.
- 2.) Collect pass line bets, odds taken on them, place bets on the pass line and buy bets on the pass line from base to stick, picking up the big 6 and 8 as you pass the corner.
- 3.) Collect the field from one end to the other.
- 4.) Pay don't pass bets, odds laid on them and lay bets on the don't pass in the order that you come to them, base to stick.
- 5.) Pay last come bets from stick to base.
- 6.) Pay don't come bets behind the numbers and odds laid on them.
- 7.) Pay lay bets.
- 8.) Return odds on come bets that players called off.
- 9.) Collect all come bets, working place bets and working buy bets.
- 10.) Unmark the point.
- 11.) Prepare payoffs for winning proposition bets while you await instructions from the stickman.



Chapter 12

Recommended Techniques for Common Situations

This chapter is designed to be a review of some of the techniques covered and a catch all for many techniques that were not previously covered . If you believe these techniques to be sound, the challenge for you will be to reason what other situations these techniques will apply to since they are too numerous to mention. This chapter would also be ideal for use with a practice area and checks to rehearse everyday tasks related to your duties.

Another reason for this chapter is to introduce you to the concept I refer to as “refining your procedure.” Every time I pay a bet, press a bet, make change or do any of the everyday things a dealer does I evaluate my techniques. If I think of a way that is superior I try it. In this way my dealing technique has evolved over the years. It is only through these kind of thought processes can you take your game to the next plateau.

Change a one hundred dollar bill -

- 1.) Call out; “Change only that money!”
- 2.) Pick up the bill with your inside hand.
- 3.) Place bill in front of the drop slot and say; “Change only, one hundred dollars.”
- 4.) Take a stack of red from the bankroll with your inside hand.
- 5.) Set the stack down in front of the bankroll long enough to obtain the mechanic’s grip.
- 6.) Bottom cut five red on the workbench with your inside hand.
- 7.) Size three times with your inside hand.
- 8.) Pull your inside hand back so the boxman can see what you have proven.
- 9.) Hold your outside hand just outside of the amount proven with the palm towards the boxman.
- 10.) Stack the checks, working outside-in, with your outside hand.
- 11.) Heel stack on the section of the apron in front of the player.
- 12.) Turn your palm up as you bring your hand back.

You tap in on an end where a player has fifteen dollars on the pass line and fifty dollar odds with a point of six. He drops a one hundred dollar bill on the table for change. Realizing that if the shooter throws a seven-out on the next roll, you could have this player betting three reds flat with ten reds for odds if you give him a stack of red for this hundred and the next shooter comes-out a six or eight. You decide to give him fifty in red and fifty in green.

- 1.) "Change only that money!"
- 2.) Drop "c note" in front of drop slot and say; "Change only, one hundred dollars."
- 3.) Pick two green checks with your outside hand.
- 4.) Take a comfortable handful of red from your working stack, using the mechanic's grip, with your inside hand.
- 5.) Set the two green checks on the workbench.
- 6.) Prove ten red checks to the inside of the green checks.
- 7.) Show boxman your clean palm as you stack the checks using the mechanic's grip with your outside hand working outside-in.
- 8.) Heel checks on the apron in front of the player.
- 9.) Turn palm up as you bring your hand back.

Now if this player's next bet is fifteen coming or fifteen on the pass line, the player has the red checks on the bottom of the stack. This procedure also works well for giving a player ten white and two red for a twenty dollar bill. The boxman may, however, not see it this way and have you stack up the change with the larger denomination checks on the bottom.

A player drops an unknown amount of bills on the table and says; "Five dollars coming!" on the come-out roll on a five dollar minimum game.

- 1.) "Five dollars on the pass line out of that money!"
- 2.) Set money in front of the drop slot.
- 3.) "Five dollars they pass out of this money."
- 4.) (Boxman) "Thirty-five dollars total."
- 5.) Take a comfortable amount of red checks in your inside hand (Yes, using the mechanic's grip).
- 6.) Envisioning proving thirty-five dollars in red as proving seven checks on the workbench, you bottom cut three checks, size into it and drop one on the end.

- 7.) Stack checks with your outside hand and bottom cut one red check in the area of the pass line that you will hope that this player will always make his bet.
- 8.) Heel remainder of change on apron (yes in front of the player who gets it)!
- 9.) Turn your palm up as you bring your hand back.

The player's last five dollars has went to the six in the form of a come bet. He pulls a twenty dollar bill out of his wallet and says; "Gimme five odds, five coming!" Realizing, that this player always bets a one dollar "any crap" to insure his come bets, you ask; "Do you want a one dollar any crap out of that?" (Player) "Yes, thank you."

- 1.)" Five odds six, five coming and one dollar any crap out of twenty dollars. Eleven dollars action out of twenty, nine change."
- 2.) Pick four white checks with your outside hand.
- 3.) Pick one red check with your inside hand.
- 4.) Set white and red checks on workbench.
- 5.) Stack and hand off change with outside hand.
- 6.) Make sure stickman has positioned any crap bet. If he needs a dollar check I will take a dollar from my working stack and toss it near the area where the stickman will position the bet.
- 7.) Pick two red checks with my outside hand.
- 8.) Bottom cut one of them on the come bet using my thumbnail as a measuring device to insure a full offset.
- 9.) Set the other one on the player's betting area of the come.

A player drops a five dollar check on the layout and says; "Eleven!" You say; "Five dollar yo-leven!" (Player) "God no! A dollar!" You say; "One dollar yo-leven, out of five dollars, four change!" As you pick up the five dollar check, to put in the loading ramp, you see that the stickman doesn't have a one dollar check on his working stack. Understanding he won't use four of the quarter checks on his working stack (just because you would) you pick five white checks with your inside hand and bottom cut one of them near the player's betting spot on the eleven. You then place the remaining four checks on the workbench a split second before your outside hand swoops down on the checks with it's palm facing the boxman. Heeling the checks on the apron, you say; "Four change."

A new player has a come bet go to ten. He drops a green check on the come and says nothing. You say; “Twenty-five dollars coming!” (Player) “No, twenty odds.” You say; “Twenty dollars odds ten, out of twenty-five, five change!” You pick up the green check and put it on the loading ramp. You then pick five red checks with your inside hand and bottom cut one of them on the workbench. You pick up the check and hand it off. You now have four red checks in your hand to put up the player’s odds on the ten.

A player drops a green check on the layout and says; “Six each six and eight !” As you drop the green check on the loading ramp you say; “Six each six and eight out of twenty-five. thirteen change.” You prepare the change and hand it off. You pick two red and two white checks from your stacks and position them in the player’s betting spots. You lead with your inside hand and follow with your outside hand. You then “lock up” the green check.

A player bets his last two red checks on the pass line when the point is six. You say; “Sir you are betting in the six!” He pulls a one hundred dollar bill out of his pocket and says; “Give me fifty-two across. ten coming and ten odds.” You don’t see the need to total the bets in this instance.

- 1.) Pick up the hundred with your inside hand and say; “Fifty-two dollars across out of one hundred dollars, forty-eight change.”
- 2.) Pick three white checks with your outside hand and take about twelve red checks with you inside hand.
- 3.) You set the white checks on the workbench and turn your palm towards the boxman.
- 4.) Prove forty-five dollars in red 4-4-1.
- 5.) Stack change with outside hand.
- 6.) Say; “Ten coming and ten odds” as you bottom cut two red checks on the player’s betting spot on the come and two red checks behind his pass line bet out of his change.
- 7.) Heel remainder of change behind the odds.
- 8.) Pick two white checks from your working stack with your outside hand.
- 9.) Take about fifteen red checks from your working stack in your inside hand.
- 10.) Position bets, working outside in.

A player, who has a ten dollar pass line bet and a point of five, drops a black check on the come and says; “Ten odds, ten coming and ten in the field.” You pick up the black check with your

inside hand, but realizing that you don't have a working stack of black checks, you decide to set the black check in front of the drop slot rather than on the loading ramp. You say; "Ten odds, ten in the field and ten coming, out of one hundred." Knowing that your casino doesn't require you to prove a stack of red, you pull a stack of red from the bankroll with your inside hand and place it on the workbench. You pick up the stack with your outside hand. You bottom cut two reds in the player's come bet position, field bet position and you bottom cut two checks behind his pass line bet. You then heel the remainder of the stack behind the odds.

A player drops a twenty dollar bill on the table and ask for six dollars on the pass line. You consider booking six dollars on the pass line, giving the player fourteen dollars change and putting him up for a six dollar line bet from your working stacks. Deciding that in this instance that would be more trouble than it would be worth, you:

- 1.) Pick five white and three red to the workbench.
- 2.) Pick up a different color in each hand.
- 3.) Set up six dollars on the pass line, giving the bet a partial offset.
- 4.) Stack and heel the remaining checks together on the apron.

A player has five flat on the pass line with a point of nine. He sets two red checks behind it and asks for six dollar odds. There are two methods that can be used in this situation:

- 1.) Pick up one of the five dollar check with your inside hand and set it in the loading ramp.
- 2.) Pick five white checks with your inside hand and set them on the workbench,
- 3.) Pick up the white checks with your outside hand and bottom cut one white check on the remaining nickel that is behind his flat bet.
- 4.) Heel the four white checks behind the player's odds.

The second way is a short cut, but it eliminates a trip to the pass line:

- 1.) Pick five white checks on to the workbench with your inside hand.
- 2.) Pick up the white checks with your outside hand.
- 3.) Take one of the red checks with your inside hand and bottom cut a white check on top of the other red check.
- 4.) Heel remaining white checks behind the player's odds.

Some boxmen may not allow you to use this move. If you learn to do it using the previous tech-

nique first and not use the second technique with large denomination checks, the boxman may allow you to use the second technique.

When using either technique for giving the player a nine dollar lay against a five or nine, I bottom cut the change on the apron before I heel the four dollars on the remaining five dollar check. This is just easier and faster than bottom cutting four checks on the lay, before handing off the dollar. It can also be used when giving a player twenty odds on the pass line out of twenty five dollars.

A player has a six dollar each six and eight. He gives you two red checks and two white checks, correctly stacked with the white on top, and says; "Press my six and eight." You say; "Pressing the six and eight, six each!" You notice as you pick up the twelve dollars that the player gave you that they closely resemble a twelve dollar place bet, all that would really have to be done with it is to set it on one of the player's betting spots. To vacate one of the player's betting spots and use the checks to press the other place bet:

- 1.) Pick up one of the dollars on either place bet.
- 2.) Set it on top of the other place bet briefly as pick up the six dollar bet and the first dollar you picked up.
- 3.) Set the seven dollars on top of the red check you first took the dollar from.

I'm sure experienced dealers that are reading this don't think of this move as a startling new concept. But they must admit that it takes time to see these opportunities and learn how to save moves. They must also admit that you work with dealers everyday that you know will never get any better because they never try to learn (or invent) a way to do things better. So it would be better that you read about it here. Even if you don't remember, it will make it easier for someone to teach it to you later.

A player with a twelve each six and eight, catches a roll of eight. He says; "Press them six each." There are two perfectly acceptable ways to do this.

- 1.) Give the player two change from the fourteen dollars on the workbench, with your outside hand.
- 2.) Pick up the twelve dollars from the workbench with the white checks in your outside hand.
- 3.) Use these checks to make the six and eight look like eighteen each.

The second technique is one that people will try to teach you on a live game by saying; “Take one. leave one!” like you are supposed to know what the hell they are talking about. What they mean to say is; “Take a dollar from the payoff, leave a nickel on the place bet.”

- 1.) After you have handed off one of the two dollar caps for the change, you take one white check from the payoff.
- 2.) Briefly set it on the twelve dollar place bet, before picking up everything on that stack, except for the bottom nickel check.
- 3.) Set the eight dollars in your hand on the ten dollars left from the place bet you took the cap from.
- 4.) Put the thirteen dollars on the workbench, on top of the five dollar check.
- 5.) Offset a three dollar cap on both bets.

Both techniques have their advantages. I prefer the first because you are leaving the amount of the press on the workbench. Anytime you can do that, it makes it easy for the boxman to see that you gave the player the correct amount of change. I also find it very usable because I have well trained hands and don't find it difficult to execute. The second technique is good when you have bad checks or your brain tends to work better than your hands.

A player wins a twenty-four dollar six. He says; “Make it look like thirty.” You say; “Pressing the six, six dollars.” Since you didn't have the payoff prepared when the player gave you the instructions, you prepare thirty dollars (one green and one red check) on the workbench. You then say; “Thirty for two.” as you take two dollars from the player's bet and put it on the loading ramp. You can then hand off the twenty-two dollars remaining and position the thirty dollars on the workbench for the player's place bet.

A player wins a ten dollar place bet on the nine. Before you can prepare a payoff, he throws you a dollar checks and says; “Press to twenty-five (or take it all the way up).” You pick up the dollar check and the ten dollar bet with your inside hand and put it on the loading ramp. As you pull your hand from the loading ramp, you pick one green check from your working stack and position it for the place bet.

A player wins a ten dollar place bet on the four. He tells you; “Take it to a quarter and buy it.”

You already have the eighteen dollar payoff prepared on the workbench. You are confused by the instructions but you repeat the bet; “Pressing the four to twenty-five and buying it.” Reasoning that since you don’t know what to do, the safest course would be to use the player’s checks on the workbench (the three red checks) to press the place bet to twenty-five dollars. Since by now you have settled down enough to know the player will have to pay one dollar worth of “juice,” you take a one dollar checks from the three dollars on the workbench and put in the loading ramp. You then hand off the two remaining one dollar checks from the workbench to the apron. If buy buttons are not readily available, you can leave the dollar check offset on top of the twenty-five in red until one is available.

A player wins a ten dollar place bet on the ten. Before you can prepare the payoff, he tells you to take it to a quarter and buy it. You say; “Buying the ten for twenty-five dollars, twenty-six action, two change.” You give the player his two dollars change in the usual method of picking two dollar from your working stack to the workbench with your inside hand and handing off with your outside hand. You then take a buy button and a twenty-five dollar check to replace the ten dollars on the ten.

A player gives you what appears to be twelve white checks for a six each six and eight. You should prove the twelve dollars on the loading ramp. If there is more than twelve white checks there you may give the player whatever checks are left over. If there isn’t enough you need to ask the player to give you more. After proving the checks you use fresh money from your working stacks to put up the bets.

A player has seventeen inside. He gives you two white checks and three red checks and tells you to press the inside. You use the method described earlier for making a six each six and eight look a twelve dollar place bet. You then drop a five dollar check from the seventeen dollars on the place bet on the five (or nine), and use the remaining twelve dollars in your hand to put up the other place bet.

A player has a twenty-four dollar place bet on the six. He throws you a green check and says; “Press my six, twenty-four dollars.” You realize that if you increase an amount by twenty-five dollars, then reduce the amount by one dollar, you have increased the original amount by twenty-

four dollars. You pick up the green check with your outside hand and stick it underneath the bet. Then you take a dollar from the top of the bet with your inside hand so you can put it on the workbench before handing it off with your outside hand. Applications for this technique are not exceedingly common, but anytime the player is giving you a large denomination check to press a bet and the required change is available on the bet, you can use it.

Another example of this move is when a player has a twenty-four dollar each six and eight. If the shooter comes out on a point of six or eight, the player might want to take one of his place bets down and press the other one. I would take the player's place bet from the point and put it on the loading ramp. I would then take a green check from my working stack and put it under the other place bet. Then take a dollar from the place bet and put it on my working stack.

A player gives you what appears to be two red checks and six white checks for sixteen inside, with a point of eight. You bottom cut five of the player's white checks on the five and use the remaining checks to put up the six dollar six and the five dollar nine. You can now book other bets and when you are finished, pick one five dollar check from your working stack and replace the five one dollar checks on the five. You need not put the five white checks on the loading ramp, since it is a readable amount that the boxman had a chance to see when you used it to position the bet. If you had used six white checks to position the place bet on the six, you would have had to prove the six checks on the workbench, before converting it.

When preparing an amount like \$90 in green on the workbench you should pick three red checks on the workbench then size into them with the green checks, even if you have picked the exact number of green checks needed, since it is the same number of checks of each color.

When preparing \$135 in green on the workbench you will need to prove the green checks 4-1. Keeping this in mind you should:

- 1.) Pick two red with your outside hand.
- 2.) Pick five green with your inside hand.
- 3.) Set the red checks on the workbench.
- 4.) Drop one of the green checks to the inside of the red checks.
- 5.) Set the four remaining green checks down to the inside of the green check.

- 6.) Stack all checks with your outside hand, working outside-in.
- 7.) Hand off amount.

A popular method of preparing \$28 in red checks is to:

- 1.) Pick three dollars with your outside hand.
- 2.) Take a handful of red in your inside hand.
- 3.) Bottom cut one red check on the workbench.
- 4.) Set the white checks on top of the red check.
- 5.) Size into the eight dollars.

This method can be used to prepare a payoff on the workbench or to pay odds on pass line bets. If it is used to prepare a payoff on the workbench, be sure to pick exactly three white or you will have to make an unnecessary trip back to your dollar working stack before handing off the payoff. If it is used to prepare a payoff for odds on the apron (E.g., \$14 odds on ten when you intend to pay the player in red checks) you may take a handful of white in one hand and a handful of red in the other. You may prepare \$48 in red by merely sizing into the payoff again. Some of the other amounts that variations of this technique can be used to prepare are:

\$140 in green. Pick three red, bottom cut one green and size.

\$160 in green. Pick two red, bottom cut two green and size.

While I am not particular fond of this move many boxmen are fanatical about dealers using it in every situation possible.

A player has all the hardways for three dollars each. He throws you (the stickman) a five dollar check and says; "Press all my hardways, high six!" You understand that since a press on four hardways would require units of four and the player said; "High six!" he wants the extra dollar to be bet on the hard six. Realizing that this will cause the hard six to look like five dollars after the press, you replace the three dollars on the hard six with the five dollar check the player threw you. You then use the three dollars from the hard six to press the remaining hardways one dollar each.

A player has been pressing his hardways a few dollars each practically every roll. This has become such a routine that when one of his hardways reach five one dollar checks, you don't even bother holding up the game to change it up. The next roll another player throws you a five dollar check for all the hardways one dollar each. Seeing that you don't have enough dollars on your working

stack to put up the bet and not wanting to bother the base dealer, you change up the first player's hard six with the five dollar check the second player threw you. You then use four of the five one dollar checks to position the second player's bets. The fifth check will of course go on your working stack. Don't forget to have the base dealer give the second player one dollar change.

Some common totaling, partial conversion and conversion moves for common bets

Five flat with five odds with a point of four or ten - Set one green check on the apron and take the player's odds and flat bet.

Five flat with six odds with a point of five or nine - Size into the odds with red, then take the dollar and size into the flat bet. Set one green check on the apron and take the player's odds and flat bet.

Five flat with ten odds with a point of four or ten - Set one green check on the apron.

Five flat with ten odds with a point of five or nine - Set one green check on the apron and take one five dollar check from the odds.

Five flat with ten odds with a point of six or eight - Heel one green and two white checks on the apron and pick up the odds.

Ten flat with ten odds with a point of four or ten - Bottom cut one green check on the apron and size into it with one red check. Heel two green checks on the apron and take the odds and flat bets.

Ten flat with ten odds with a point of five or nine - Set one green check on the apron.

Ten flat with ten odds with a point of six or eight - Heel one green and two white checks on the apron and take one red check from the odds.

Quantum Moves

The moves described in this section are definitely not endorsed by all boxmen, especially for break-ins. In fact, you have no business using them until you become a competent dealer.

One dollar-fifty cents each on six out of three one dollar checks. Pick four twenty-five cent checks with your outside hand. Pick up the player's three dollars with your inside hand and bottom cut one each on the six and eight, working outside-in. Bottom cut two twenty-five cent



checks on each dollar as you set up the dollars. Drop the last dollar on the loading ramp before locking it up.

Six dollars each six and eight, out of three red checks. You should definitely use the technique described earlier in this chapter until you become a skilled and trusted dealer:

- 1.) Pick up the three red checks with your inside hand.
- 2.) Bottom cut one red check on the six and one on the eight.
- 3.) Drop the last red check on the loading ramp.
- 4.) Pick five white checks with your inside hand.
- 5.) Bottom cut three white on the workbench.
- 6.) Hand off the three white with your outside hand.
- 7.) Bottom cut a dollar each on the red checks you have waiting on the six and eight, working outside-in.
- 8.) Lock up the nickel on the loading ramp.

When you become a competent crap dealer your supervisors may allow you to position a six each six and eight, out of three red checks, in this fashion:

- 1.) Pick five white with your *outside* hand.
- 2.) While the outside hand bottom cuts three of the white checks on the apron in front of the player, the inside hand is picking up the three five dollar checks.
- 3.) Set up a six each six and eight out of the checks in your hand, working outside-in.
- 4.) Drop the remaining five dollar check on the workbench, then lock it up.

This is one of the most powerful advanced moves a dealer can use to save trips to the apron. It epitomizes one of foundations of logic that I hold sacred; “Don’t violate procedure unless you are truly saving moves.” When you closely watch a sloppy dealer you can see that he could be doing the same job, using the same number of moves, in a procedurally correct manner. Again, don’t use this move until you are a trusted dealer and then don’t use it if your bosses don’t want you to. They could be more interested in you becoming a good dealer, than they are in speeding up the game.

This move can be used in countless situations. Some of everyday ones are:

- 1.) Twelve each six and eight out of five red checks.
- 2.) Twenty-six (or twenty-seven) across out of six red checks.
- 3.) Sixteen (or seventeen) inside out of four red.

The shooter throws a winner six for the pass line. The first player on the pass line to be paid has one green flat with one green for odds. The remaining players have one or two reds flat with one or two reds for odds. Take red and white in your hands and “pick and roll” two green checks from your working stack with the hand holding the white checks. You can now pay the line in the normal manner.

The shooter throws a winner six for the pass line. The last player has one green check on the pass line with one green check for odds. All other players have one red check flat with one or two red checks for odds. Pick two green checks and put them on top of your dollar working stack. Now take your checks from your red and white working stack to pay the pass line. When you get to the last bet flip the dollars so the green checks will be on the bottom. You can now pay the last bet in a normal manner.

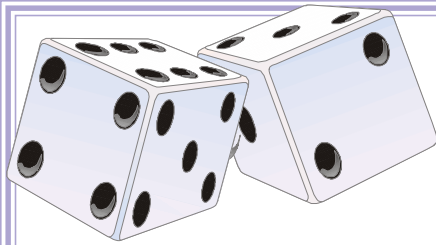
Be careful not to take too many dollar checks with you or it will be difficult to flip the stack. Don't take too few either or you won't have enough dollars to pay the odds and you will have to come back for more.

A good example of anticipation and disregarding a minor rule of procedure in order to save moves is when your only player has a five dollar field bet and a five dollar place bet on the nine. If a nine is rolled I will pick two red checks with my inside hand (even though I should pay the field bet with my outside hand). As my inside hand is on the way to the field bet, my outside hand is picking two white checks. After I have paid the field I have the checks in my hand to pay the place bet.

While boxmen prefer dealers to size instead of pick when possible, picking the exact number of checks needed to pay bets often speeds up the game. If you pick the exact amount needed to pay the field, your hands are clean and ready to position the come bets. In fact I feel it is easier to watch a dealer that picks the exact amount needed since it will be difficult for him to overpay a

bet when he only took the amount of checks needed. Just be sure to make the sizing motion even if you have the exact number of checks needed.

A player wins a fifty dollar buy bet on the ten. I notice that the player doesn't have any dollar checks in his rack. He does have ample red checks. So I prepare three white and four green checks on the workbench and ask the player to drop a nickel.



Chapter 13

Boxman Relations

This chapter is designed to help you get along with and understand your boxman. Break-in dealers often wonder why boxmen are often harsh and intolerant. They wonder why their boxman isn't more patient with them and if they have forgotten what it is like to be a break-in.

Boxmen are a product of their environment. When they graduated dealing school they were just like you, confident that they were prepared for the challenge ahead. When they got their first dealing job they found that there was much more to dealing craps than they had learned about in school. They were so nervous when they got on the game that they even forgot what they had managed to learn in school. There were so many things to remember and it was hard to concentrate. It was aggravating that everyone, especially the players, seemed to know more than they did about the game. Every time they got into a rhythm they would make a mistake, get shaken up then keep making mistakes.

Then one day they decided that they were going to do what was necessary to overcome their own stupidity. They practiced handling checks. Sure they had practiced plenty before, but now they were determined that their hands were going to be capable of executing what their mind demanded. They memorized the everyday bets that confused them. They learned to keep telling themselves what they needed to remember when on the game and to use anticipation, so they would know what to pay and how to pay a bet before it won. They learned to draw upon things that they were told in school that meant little or nothing to them at the time.

In short, they stopped treating the sport of crap dealing like it was some kind of joke that they would get the hang of someday, if everyone would just quit being so mean to them. They began to take their ability to deal seriously and were their own harshest critic when they made a mistake. There was competition between them and their peers. They began to view their fellow dealers as belonging to one of two groups, people who took pride in their work and tried to improve or pathetic lumps that were ridiculed by the first group.

As they became more disciplined they began to understand the unwritten code of how to respond to criticism from their boxman:

Never argue with a boxman or a player!

Never say; “I know.”

Never say; “I’m sorry.”

Never make excuses!

The only time you need to say anything at all is when you truly don’t understand what you were told!

Then when they moved into management they understood that their supervisors were always going to make demands of them, and their supervisors had demands made of them by their supervisors.

And now they are responsible for you. They don’t understand how you can be so complacent to laugh at your own mistakes and why you have so much trouble following instructions. They resent the fact that you require constant supervision and don’t understand how you can keep making the same mistakes over and over. They talk to each other about you in the break room; “You know I don’t mind working with lumps, but that John! Every time you tell him something he always has to make some kind of lame excuse! If he would spend the time he uses to make excuses to listen to us, he might be able to get around the pass line!”

When you are a break-in it sometimes feels like no one has ever suffered like you have. You must understand that the road you are on is one that is well paved by everyone that has traveled it before you. Everyone that has successfully made the trip has had to invent their own way to develop common sense.

The quickest way to upset your boxman is by not following instructions. Some common instructions dealers have problems with are:

“NO FIELD!”

This means the boxman wants to immediately collect the losing field bets. If a player made the bet after the call you say; “It just came down.” If he insists that you lock it up, then collect it without further conversation. You might want to note the amount or put the bet on your loading ramp in case the player beefs.

“STOP!”

This means to cease all actions and await further instructions, not finish what you are doing then find out what the boxman wants. If when you are paying the pass line the boxman tells a player; “He’ll be back!” that does not mean that you stop paying the line. It means you shorted a player on a pay off and the boxman will tell you how much to give him when you have finished your work

“GIVE TWO FROM THE STICK FIVE DOLLARS!”

This means you take one five dollar check from your working stack and give it to the player that is second from the stickman. Do not ask the boxman why! Obviously you made a mistake or the boxman has made a mistake. At any rate five dollars (or any other insignificant amount) is not worth any discussion. If the floorman asks you why you gave that player five dollars, all that needs to be said is; “The boxman told me to.”

“MAKE IT LOOK LIKE THIRTY-TWO DOLLARS!”

You are probably paying sixteen dollar checks in the field. The boxman has done your thinking for you so if you ask questions at this point you are only slowing up the game and infuriating the boxman. He does not care what you do at this point as long as there are only six red checks and two white checks in the field when you are finished.

“MAKE THE ODDS LOOK LIKE FIFTY DOLLARS!”

This means he wants you to convert the odds and the payoff for the odds to two green checks e.g., twenty odds on a point of five. If the boxman says some less clear like; “Make it look like fifty dollars!” and you are not sure if he means make the odds look like fifty dollars and then pay the flat bet or leave two green checks and pick up the odds and the flat bet, I would say; “I am making the odds look like fifty dollars as I am doing it and then pay the flat bet unless he stops me.

“IT’S NOT OFF AND ON!”

This happens when you have failed to notice that the new come bet is not the same amount as the one on the point number box. You can leave your payoff on the come, pick up the new come bet and exchange it with the one on the point number box.

Overcome your natural feeling to defend your actions by asking your boxman to explain his orders. Understand that he owes you no explanation and by asking him to give one you are only questioning his authority and slowing up the game. Even after years in the business I would never

question the boxman's instructions unless that it involved an amount of money so large that or a situation so suspicious that upper management will not be satisfied with my explanation that; "The boxman told me to."

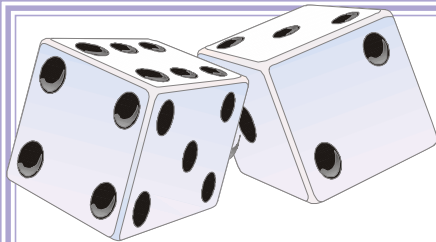
Not using good judgment is the easiest way to get in trouble with your supervisors. When you use poor judgment your supervisors will usually over-react and will enforce rules to the letter (or create new rules). For instance, say you work in a casino where your bosses will tolerate a small amount of conversation between dealers on a live game. Then one day your shift manager walks by your game and sees you and the other dealers having a running conversation when there is a player playing black checks on the game. The shift manager proceeds to the floorman on your game and reminds him of the "no crossfire" rule and accuses him of not doing his job. He then tells him that if he comes by a crap game again and sees dealers engaging in non-game related conversation he will write up all supervisors and dealers in that section. The floorman is now angry and blames your boxman for allowing your crew to talk on a game when common sense tells you that everyone should be acting as professional as possible. Your boxman is now primed and ready to enforce the "no crossfire" rule and any other infraction he sees. This all happens because your crew can't tell the difference between a small amount of conversation and a running conversation and because you can't tell the difference between a game with a few five dollar players and a game with big action.

Another example is when a dealer pays a twenty-five dollar pass line bet with one hundred-twenty five dollar odds (with a point of six) a two hundred dollar total by cutting out eight green checks next to the player's bet. The shift manager sees this and instead of forbidding dealers to pay bets by unnecessary totals (ones that don't save any checks) he now forbids dealers to total ***ever again***. One dealer using bad judgment has now created a situation where all dealers will be forced to string out players in small denomination checks and try to convince them to color up before they leave. It has also created animosity between the middle management and the dealers because of the extra work for them this has created.

While I am not naive enough to think you that you will never break any rules when dealing there is one rule that all good dealers seem to invent on their own; "***Never break any rule (be it rule of procedure or company policy) unless you have a very good reason!***" Following this rule will not

only make your supervisors more tolerant of you but will cause them not to be so hard on you when you do make a mistake.





Chapter 14

Customer Service and the Art of Making Money

I am quite sure you are tired of flowery speeches telling you of the importance of having a good attitude and treating the customer “like he is a king.” But take a look at your crap crew and your toke average and ask yourself if there is a better way. Too often in break-in casinos the more experienced dealers have the worst attitude towards the players and whether they know it or not, they influence the less experienced dealers. These “leaders” need to find a better dealing job that is worthy of their immense talent. They spread dangerous lies like “you can’t make tokes from small action players” or “if someone doesn’t know how to play craps they should read a book before they try to play.” They resent players that only buy-in twenty dollars or ones that come up to a dead table. They don’t consider their choice of words or tone of their voice when talking to players. In short they do their jobs as though they don’t like money.

If you are to be successful and happy as a dealer you must have the courage to be a better person than those negative people around you. If you work in a casino where the clientele are so bad or tokes are cut so many ways that even a Herculean effort on your part will never effect the size of your toke envelope, you should get a better job before your attitude is permanently damaged.

First you need to remember that you were a tourist once yourself and that people come to a casino to have a good time. There is alcohol and excitement in the air and people’s communication skills are not what you probably think they should be. You should also remember the times when you have gone to a place of business and been treated rudely. How did it make you feel? It might have made you mad enough to ruin your whole day. What right do any of us have to ruin someone’s vacation? Right now you might be thinking “yeah but some people make me so mad that they deserve some grief.” Let me give you a standard to try to live up to ; “**A good crap dealer never gets mad, he gets money.**” Be man enough not to take offense and to turn the other cheek. And focusing on one ignorant patron will distract you from your prime directive of making the other players like you and feel compelled to tip you.

Greet all people that buy-in or even watch your game. Be sincere and make eye contact. Make people feel welcome at your game. Wish them “good luck” when you hand off their initial buy-ins. You will find that simple courtesy to a new player will make all further dealings with him be that much smoother. As a wise man once told me; **“When the dice get hot it is too late to make friends, you better have made friends by then.”**

Just because you try to analyze players, never pre-judge their potential as possible sources of tokens. You might be pleasantly surprised.

Don't be impatient with difficult players. Your job is merely to clearly and succinctly explain to them what is required. If your explanations fall on deaf ears the boxman and floorman should step in to handle the situation or tell you not to worry about it. Don't be resentful if a player points out one of your mistakes. Overcome your natural urge to tell them that you were aware of it, instead thank them or apologize. Always be prepared to explain your payoffs. You are dealing with other people's money and they have a right to ask questions.

Don't be too intolerant of players doing things they are not supposed to be, such as string betting, not healing or bridging lays correctly, late betting and setting the dice. Ask yourself if what a player is doing is important enough to even say something about much less for you to become emotionally involved.

Go the extra distance in customer service by anticipating player's betting patterns, seeing the need for sometimes paying players with smaller denomination checks, handing off last come bets, reminding them about fallen hardways or forgotten come bets, helping them take odds in correct units and whatever else you can do to demonstrate your willingness to help and serve without betting their money for them or breaking house rules.

Whether or not you choose to risk termination by hustling tokens, by not treating all of your players with respect and dealing your game to a high standard you have not laid the foundation to make tokens by any means. How would you react if a dealer treated you like you were a major piece of shit, then tried to suck up or even worse hustle a token after you started winning? You would probably go straight to the pit boss and proceed to give him an earful. If you were the pit boss, how would you react to a story like this? You would probably not feel compelled to



cover-up the complaint since why should you risk your position and the casino's reputation for an immature dealer.

When a player walks up to your dead game with a twenty dollar bill and asks you to teach them how to play they are doing you two great favors. First they are shilling a game for you. No one can make money on a dead game! Secondly they are presenting themselves to you as an "acorn" (from which mighty oak trees grow) and giving you the opportunity to train them to be the kind of player that you want to play at your table.

I always start off my explanation of craps with this statement; "In this game you bet with the shooter on the pass line or against the shooter on the don't pass (pointing to the sections on the layout), everything else is just some kind of side bet on something." Notice how I try to put things in perspective without an overwhelming explanation of every bet on the layout.

Now I tell them: "Put three dollars on the pass line (or whatever the minimum is) you are betting with the shooter." "A roll of seven or eleven wins, a roll of two, three or twelve, the craps numbers, loses."

(Seven rolls) "See seven wins, so take three and leave three"

(Twelve rolls) "You lost on craps. Don't give up. Put three more on the pass line."

(Six rolls) "Now they rolled a six (pointing to the puck on six) so six is your point. All that matters now is that they roll the six before they roll a seven. Eleven, two three and twelve don't matter once we come-out on a point."

(Winner six) "See they made the point, so now we start all over and we are coming-out again. Take three and leave three."

By now you should be concentrating on getting them to follow your instructions without the need for you to point with your finger.

(Five rolls) "OK you have a point of five for the pass line, so now put four dollars behind your bet. That's called "taking odds" which means that you are betting more money on the point. That's the best bet in Las Vegas, ask anybody."

Notice that I try at all times to make the player understand what he is betting. Even the most understanding supervisor resents dealers telling players to make bets and the player having no idea what is going on.

(Winner five) “Great you won! Now pick up all of your odds and leave three dollars on the pass line. See when you take odds you are betting more money on the point, since we don’t have a point, you can’t take odds.”

Some dealers would tell the player to bet more on the pass line, since we had a winner. They want the player to win a lot of money quickly or go busted so someone else can walk up and take their place. If I can gain mental control of my acorn, then I want him to stay there as long as possible. It is also usually beneficial to the player since he will get as long a lesson as possible for his initial buy-in. I avoid telling a player to take odds on the four or ten for the first time since he will probably lose and be discouraged from taking odds anymore. I avoid the six or eight since he would have to take five dollar odds to get a right payoff. These guidelines can certainly be adjusted for buy-ins of say one hundred dollars or more, or when you can tell that this is a person of means that is not going to be discouraged if he loses a few bets.

(Ten rolls) “Put three dollars odds behind your bet and three dollars in the come. Now it’s the first roll for your money in the come.”

(Five rolls) “See I’m putting your come bet on the five. You now have two points, a ten with odds on the pass line and a point of five for your come bet. Now give me four dollars so I can give you odds on your come bet. You can take odds on a come bet, just like you take odds on the pass line. The only difference is that you don’t put it up yourself, you set the money on the table and I put it up. So now you have a point of ten with odds and a point of five with odds.”

Notice how I educated the player about dropping the money on the table knowing that their natural inclination would be to try to hand it to me. Part of your sacred responsibility of working acorns is to insure they follow all table rules such as not getting their hands in the way of the dice, hitting the wall with both dice when shooting and stacking bets they intend to parlay.

(Five rolls) “See you win. Now pick up everything and leave three dollars in the come.”

The general guidelines for working acorns is that you want them to eventually have two come bets with single (or double) odds and a pass line bet with single or (double) odds. You also do not want them to become distracted by making proposition bets or field bets. These guidelines are not carved in stone and can be adapted to fit the needs of the situation.

If at anytime your intended acorn refuses to follow your instructions or tries to listen to someone else, such as a friend of theirs they can usually be considered bad risks and not worth an excess amount of effort at that point.

So you now have a general outline of the acorn scenario and of course you are wondering when you are going to get toked. You can go about this in one of two ways. The safer way is to wait until your relief is getting tapped off the stick then tell your acorn; “Listen I’m going on break now but I’ll be back in twenty minutes and John will take care of you.” If you have performed well the acorn will probably try to hand you a five dollar check. Tell them to drop it and put it next to their pass line bet (yes even if there is a point of ten) and say; “Thank you, I want you to put it right here, this is how you tip the dealers.” If you know that your bosses won’t tolerate you putting up your own bet then you will have to say; “Put it on the pass line, next to your bet. You win and we win.”

If you want to flirt with unemployment you may tell the player on any come-out roll; “Bet three for you and three for me.” If you have trained your acorn well their response will be so automatic that it will be scary. After coming out on a point you can add; “Now put three behind yours and three behind mine.

The reason most dealers prefer players to tip them by making pass line bets are:

- 1.) It is a low house percentage bet that you have an almost 50/50 chance of winning.
- 2.) You want to teach the player a method of tipping that is easy for them to do without encouragement. They make pass line bets for themselves, they can easily make two bets.
- 3.) The player might also bet the odds for you.
- 4.) Other players are likely to notice and start making line bets for you.

If you think that I am cold hearted when I talk of things like “mental control” or think that I victimize the players be assured that my number one priority is that my players leave with a clean taste in their mouth. This must happen because of the amount of players that thank me for making them understand the game and look for me when they make return visits.

Hustling veteran players, especially high rollers is not for the faint of heart, in fact I rarely do it unless I am sure that he is not the type that is likely to blow up. My usual approach is; “Excuse me, do you think that maybe the dealers could have a pass line bet?” (That’s why they call it begging!) If the player responds; “Do you know how much I’m stuck!” I immediately respond; “I’m sorry Sir, I didn’t know.” It is now of paramount importance to continue to be nice and service the player without acting like I feel guilty. It’s like an unspoken agreement that; “I don’t care if you bet for me as long as you understand what I want and you don’t snitch me off.” I can say that 99% of the time this has happened the player ends up realizing that I’m a nice guy trying to make a living and ends up betting for me.

If you are determined to ask for a bet you certainly don’t want to advertise it to the world but make sure you have the player’s attention and you speak loud enough for him to hear. Nothing is worse than having to stand there and wonder if you were heard and if you repeat yourself you might be taking the unnecessary risk of a supervisor hearing you or the player blowing up.

It is my greatest fear that someone will read this chapter and get themselves fired. Please do not think that any casino tolerates hustling tokes, in fact most don’t tolerate working acorns by the methods I have described. If you hustle in front of a pit manager or higher you deserve to be terminated. This is considered very disrespectful even if they can not hear what you said. If a player complains about you hustling them you deserve to be terminated.

If you want to encourage players to toke by means of “soft hustling” be very careful not to offend them. I have heard dealers make whining statements like; “If you didn’t make money on that hand you must have been a dealer!” I personally wanted to take the dealer out back and beat the shit out of him. His efforts would have been far less offensive (and more effective) if he had just politely asked for a bet. A better method of soft hustling is to say something like; “Here Sir, this is for you.” when handing off large hardway payoff. Or one of my favorite thing things to say when I see a base dealer servicing a player is to say; “He’s taking care of you.” This not only points it out to the player but instills teamwork among your crew.

If called on the carpet for any kind of hustling offense you must follow one basic rule: **DENY IT!** If you admit to hustling you leave your boss with no other recourse than to terminate you. You

might try to claim that you were reminding a player to make a bet for himself and that he must have misunderstood you.

If you are still not convinced that you can make a living from dollar players consider this: if every stickman goes to the toke box with twenty dollars that is sixty dollars an hour. Sixty dollars times eight hours is four hundred-eighty dollars or one hundred-twenty dollars per man. Twenty dollars per stickman is easily made by winning five two dollar line or field bets, two five dollar line or field bets or two hardways.

Before you even think about hustling bets you should not only be dealing your game to a high standard, you should ask yourself if you are doing everything possible to make money in obvious situations. If a player always bets a two-way eleven on the come-out roll, do you have enough sense to advertise the eleven every come-out roll? If he fails to respond and your bosses will permit it, do you ask this player if he wants his eleven bet? The same can be said for coming-out on a point of four, six, eight or ten when a player has bet a two-way hard point in the past. If a player has bet all the hardways (two-way) do you have enough sense to remind him when an easy number is rolled? You would be surprised by the number of dealers working today that would not!

Some Rules to Live by

Nice gets the money!

Keep george in dollars or nickels, if he needs them to bet for you.

Never hustle a natural george.

If a natural george is content to bet proposition bets for you, don't try to get him to make line bets for you.

Get your acorn next to your base, in the last rack, so no one can get in between you and your acorn.

The players next to the stickman (on either side) are the stickman's domain.

Develop signals so your stickman can let you know if the wrong person is behind you.

Decorative mirrors on the wall can be helpful to see the bosses.

Never hustle a bet unless the player understands that he is tipping you, otherwise you are stealing!





Chapter 15

Becoming Part of the Casino Industry

If you graduate from a legitimate dealing school in Las Vegas they will probably place you in your first job. If not you will have to find a job on your own. *Preparation* is your key to success!

Your first step in preparing to job hunt is to *practice*. You should practice at least a little everyday for the first two years that you're a dealer. You should practice before you go job hunting. You should practice handling checks at home and practice computing bets while driving or anytime you have dead time to kill.

Prepare a resume. Not that you will ever show it to anyone, but if you take the time at home to prepare a resume, you can carry it in your wallet or purse. You can copy from it to fill out the countless job applications you will fill out in your career. Copying is much easier than thinking. Some of the things you will want on your resume are:

- 1.) Work history. Every job you ever had in your life. The month, day and year you started and left. The names of your supervisors. Your job description. The complete address, including zip code and phone number with area code. If you can't remember some of the details, then make them up. From now on every time you start and leave a job write the dates and supervisors names on your resume so you won't have to make them up anymore.
- 2.) Education background. the complete names, addresses, phone numbers and dates attended of all schools you attended, including dealing school.
- 3.) Relatives. Complete addresses and phone numbers.
- 4.) References. Complete addresses and phone numbers.
- 5.) Previous addresses. Complete addresses and dates.

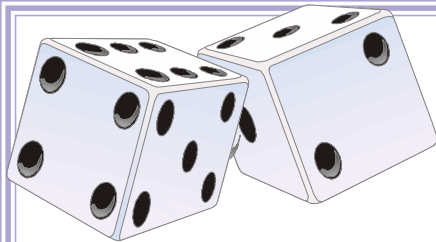
Your appearance should be neat, clean and conservative. Many people have not been given auditions over something like shoes that aren't shined or men wearing earrings. Buy conservative black slacks and white shirts with a pocket for tokens.

Map out a strategy. Decide which casinos you have the best chance to get hired. Take along a pocket sized notebook to write down the name and phone number of casinos and the names of people you contacted. Also write down the date you filled out applications.

The first place I go to in a casino to ask about a job is the crap pit. More often than not they will ask me if I have been to the personnel office to fill out an application. Sometimes however, a pit boss may be impressed with me enough to tell me to come back and see him after I have filled out the application. If he wants you to come back and see him or call him every few days or so, you should develop a routine where you contact him on a regular basis, depending on what he tells you. For instance, if the boss tells me to call him every three days or so at about eight in the evening, I will call him every seventy-two hours at exactly eight o'clock. This way if a dealer quits or is fired he knows when I will be contacting him again.

If you are lucky enough to get an audition it can be a frightening experience, to say the least. You should keep in mind that it will give you valuable experience at working under pressure. While you don't want to look bad, you should keep in mind that they can't fire you if you don't work there. On an audition you should:

- 1.) Repeat all bets!
- 2.) Don't bird dog the dice!
- 3.) Don't think that because you are on an audition that you should pay all bets color for color! Use larger denomination checks when it is appropriate.
- 4.) If on the stick make sure you watch your end and call the dice loud enough for everyone to hear.



Glossary

Ace-deuce:

A roll or a bet on a dice total of three.

Aces:

A roll or a bet on a dice total of two.

Acorn:

A beginner craps player that a dealer intends to gently teach how to tip, as well as how to play.

Agent:

A cheat who is partners with a dealer.

All day hardway:

A regular hardway bet, as opposed to a turning hardway bet.

Apron:

1.) The garment worn by dealers to protect their clothes and to cover their pockets to make it harder for them to steal. 2.) The blank area on the perimeter of a layout.

Bang into:

1.) To size into a stack of checks. 2.) To ask a player for a tip in a direct and sometimes crude fashion.

Bankroll:

The collection of casino checks used on a table game to pay winning bets and make change.

Barber pole:

A bet that isn't correctly stacked with the large denomination checks on the bottom and the smaller denomination checks on the top.

Beef:

A disagreement.

Big dick:

A roll or a bet on hard ten.



Big red:

A one-roll bet on the seven.

Bird:

A twenty-five cent check.

Bird dog:

When the base dealer, on the same end of the table as the shooter, turns his head to watch the roll. Also called “hawking.”

Bleed:

Same as sweat.

Boxcars:

A roll or a bet on a dice total of twelve.

Boxes:

The procedure used to change the drop boxes at the end of each shift.

Breakage:

The difference between what a bet should pay and what the player will get paid. E.g., A three dollar place bet on the five should pay \$4.20. Since few modern casinos use dimes, the player will only be paid \$4.00. The player suffered twenty-cent “breakage.”

Bridge:

When a dealer positions checks on top of two equal stacks of checks. In craps this should only be done when positioning odds laid on a don't pass or don't come bet and:

- 1.) When the payoff for the lay is the same amount as the flat bet.
- 2.) By bridging the dealer can pay the odds and the flat bet by sizing into one of the bottom stacks of checks twice, with the same color checks.

Boot bet:

Same as a “put bet.”

Bottom cut:

The check handling technique where the dealer removes one, two, three, four or five checks from the bottom of a working stack or bet by using the thumb to pivot the desired amount on his middle and ring finger.

Break-in:

A novice dealer.

Buffalo:

Bets on all the hardways (all day) and eleven. Can also be used to refer to bets on all the hardways and seven.

Bust-out joint:

1.) Same as “clip joint.” 2.) A low paying casino that hires dealers that could not be hired elsewhere because of their work history.

Buzz:

To quietly remind a player to bet for the dealers.

Cage:

The casino cashier.

Call bet:

When a dealer or supervisor books a bet from a player who doesn't have checks or cash in his hand or the check rack.

Can:

1.) To fire an employee. 2.) The chair the boxman sits on. 3.) The drop box under each game.

Cap:

1.) To pay a bet by placing the payoff on top of the bet. 2.) When a player illegally increases a bet by placing checks on top of it.

Carpet joint:

A plush Las Vegas strip type casino.

Cash register:

The name given to the point number boxes. It is referred to as this because it is considered a secure area where player's hands should not be.

Case:

To observe the bets on the layout with the intention of protecting the game and anticipating payoffs.

Case bet:

A bet consisting of a player's last money.

Casino host:

A person hired to greet and see to the needs of patrons, especially hotel guests.

Check:

A casino chip that can be played at any table game or redeemed at the casino cashier for cash.

Check run:

A procedure followed by security guards to redeem other casinos checks played at a casino.

Clerk:

A competent but relatively inexperienced dealer.

Clip joint:

A casino that cheats and steals from the players.

Color change:

A procedure followed when a player exchanges his checks at a table for larger denomination checks.

Come-out roll:

The first roll for the shooter, when he doesn't have a point.

Comp:

Short for complimentary. A room, show ticket, meal or drink ticket given to a player.

Count:

1.) When the floorman computes how many checks have left a table game since the beginning of the shift. 2.) The process used by the outgoing and incoming shift bosses which involves counting the bankrolls and changing the drop boxes.

Crew captain:

A dealer of questionable talents who is under the mistaken impression he has authority over his fellow dealers.

Crossfire:

The act of talking or arguing between two dealers on a live table.

Crossroader:

A professional gambling cheat.

Credit:

The procedure used for the casino to remove checks from a table game and send them to the cashier cage.

DC:

The don't come.

Dead money:

Checks (usually losing bets) that belong to the casino and that should be collected by a dealer.

Dirty stack:

A working stack that contains one or more incorrect denomination checks.

Don't side:

1.) Bets made on the don't pass or don't come. 2.) A woman's posterior.

Downtown:

1.) The area of Las Vegas that contains all casinos on or near Fremont street.
2.) A term used to describe placing all point numbers lower than the point.

Drop:

The total amount of money in the drop box.

Drop box:

The metal box under each table game used to collect cash that players buy-in with.

Drop cut:

To remove checks from the bottom of a working stack or bet by merely making an indentation with the index finger and allowing the desired number of checks fall from the bottom of the stack.

Dummy up:

To quit talking.

Eighty-six:

To temporarily or permanently ban a player from an establishment.

EO:

An early out. When you get to go home before the scheduled end of your shift.

ET:

Bets on eleven and twelve.

Eye in the sky:

Surveillance.

Fill:

A procedure for replenishing the bankroll with checks from the casino cashier.

Flea:

A cheap or otherwise undesirable player.

Floor:

1.) The floorman supervisor. 2.) To take the first break.

Four and a post hole:

A roll of five with the combination 4-1.

Four bits:

Fifty cents.

Friday:

The last day of one's workweek, regardless of what day it is.

Gate:

To hit the dice after they are thrown, but before they stop. This is done with the intention of nullifying the roll.

George:

A player that takes the dealers.

Grinder:

A player that constantly makes minimum bets.

Hand-in:

When a player gives the dealers a tip without betting it for them.

Hawking:

Same as bird dog.

Heel:

To set up a stack of checks by dropping the bottom check on the layout and positioning the remaining checks in a single stack, cocked on the perimeter of the bottom check.

High-low:

Two separate one-roll bets, one on two and one on twelve.

Highway:

The strip.

Hop bet:

Same as a turning bet.

Hustle:

To solicit a token from a player.

Iron cross:

A betting system that involves making place bets on the five, six and eight in order to cover a field bet.

Jackpot:

A situation that allowed a player a chance to win on two bets for the same money or the player had a chance to win, but not lose.

Juice:

1.) Someone of importance that can be used to get hired. 2.) The commission paid on a buy or lay bet.

Key:

A mathematical formula used to compute payoffs.

Lammer:

A quarter sized plastic button. Lammers usually are labeled either: “off”, “on”, “buy”, “lay” or numerical amounts.

Last come bet:

A new come bet that wins because of a seven-out for the pass line.

Layoff:

Bribe money paid to supervisors that allow dealers to hustle.

Layout:

The felt covering for a table game that is marked with places for players to make bets.

Leak:

To cheat on one's spouse.

Loading ramp:

The area to the inside of a base dealer's highest denomination working stack. Its primary function is a place to temporarily keep dead money and player's checks for check change.

Lock up:

To collect checks and put them on the working stacks.

Lump:

An unskilled dealer that requires constant supervision.

Marker:

A player acquiring casino checks on credit.

Marker down:

An expression which means that a player has paid money owed to a table from a call bet or checks obtained by a marker.

Martingale:

A betting system where a gambler doubles his bet after each loss.

Miss-out:

A roll that causes bets on the pass line to lose.

Mop:

The stickman position on a crap table.

Mortuary technician:

The stickman.

Move:

An attempt to cheat or steal money.

Moving bet:

A term that is used to describe come and don't come bets because they have to be picked up and moved to the point number boxes.

Natural:

1.) A dice total that causes bets on the pass line to win or lose on the come-out roll. 2.) A player that bets for the dealers without being hustled.

Nina Ross:

A roll of nine.

Nut:

The minimum amount of tokes a dealer expects to make on a given night, generally one hundred dollars.

Outside man:

A surveillance man in civilian clothes or a floorman that monitors games from the area outside of the pit.

Overlay:

A term used to describe a lay bet that is made after the player has laid full odds on a don't pass or don't come bet.

Ozzie and Harriet:

Same as "pair of squares."

Pair of squares:

A bet or a roll of hard eight.

Parlay:

When a player increases his winning bet by the amount of the payoff.

Pass:

A roll which causes bets on the pass line to win.

Past post:

When a player makes or increases a don't pass bet after the shooter has come-out on a point.

Pencil:

The floorman in charge of giving the dealers their table assignments.

Pick:

The check handling technique where the dealer removes one, two, three, four or five checks from the stop of a working stack or bet.

Picture frames:

A bet or roll of hard eight.

Pinch:

When a player illegally reduces a bet. E.g., Reducing a pass line bet after the shooter has come-out on a point.

Pit:

A group of table games.

Pocket rocket:

Same as a hand-in.

Press:

1.) To double a bet. 2.) To increase a bet.

Prove:

To stack a bet, change or payoff in stacks of five or less, so the players and employees can tell how much it is.

Puck:

The three inch white circle used to indicate the shooter's current point for the pass line.

Put bet:

When a player has the dealer put a come bet on a number and take odds on it, without the flat bet having had the advantage of the first roll in the come. Also called a "boot bet."

Rats:

Dice.

Right bettor:

Someone with a bet on the pass line.

Rim:

The total amount of markers issued at a table game.

Road map:

A daily schedule that shows the dealers table assignment.

Rounder:

1.) Same as "crossroader." 2.) A player that "makes the rounds" from casino to casino. 3.) Same as "george."

Run down:

1.) Same as prove. 2.) Same as count.

Sawbuck:

Ten dollars.

Sawdust joint:

The description given to the type of small casinos that once flourished in downtown Las Vegas. Called "sawdust joints" because they would spread sawdust on the floors.

Scoot:

To cheat by sliding one of the dice, usually on a six.

Shill:

An employee that poses as a player to attract players to a table game.

Short stick:

A technique used by the stickman that involves not pushing the dice all the

way to a lady shooter for the purpose of seeing down her blouse.

Signal:

A pre-established system of code phrases a stickman uses to warn a base dealer that a boss is behind him.

Six bits:

Seventy-five cents.

Six and eights:

A woman's breasts.

Skinny Duggan:

1.) A person regarded as a loser or unlucky in general. 2.) A seven-out.

Sleeper:

1.) A winning bet that a player has forgotten is his. 2.) A casino where dealers make more money than one would expect.

Society checks:

Large denomination checks.

Soft hundred:

A one hundred dollar buy-in, consisting of denominations smaller than a one hundred dollar bill.

Soft hustle:

An attempt to get a player to take by use of hints, rather than come right out and ask.

Squirrel:

A non-derogatory term used to describe a player whose betting patterns are unpredictable.

Stiff:

A person that doesn't take.

String bet:

To make bets (especially place bets) one at a time instead of making them all at one time.

Stroker:

A player who is irritating because he makes unusual bets or takes them down

and bets them again frequently.

Sub:

A hidden pocket sewn into a dealer's pants for the purpose of stealing.

Super Friday:

The last workday before one's vacation.

Sweat:

To worry about how much a table game is losing.

Sympathy call:

When the stickman calls a seven-out in a manner which suggests that he is overly saddened by the fact that players have lost.

Texas sunflowers:

Same as "big dick."

Three-way:

1.) Three separate turning bets on all three combinations of six, eight or seven. 2.) Three bets, one for the player, one for the dealers and one for the boxman or shooter.

Ticket:

A written warning notice given to an employee for misconduct.

Toke:

Tip.

Trespass:

An action taken by security to legally and permanently ban a person from a casino.

Turning bet:

A one-roll bet on a specific dice combination. Also called "hop bet."

Two bits:

Twenty-five cents.

Two rows of rabbit shit:

A bet or a roll of hard six.

Two-way:

1.) Two bets, one for the player and one for the dealers. 2.) Two turning bets, one on each combination. E.g., "Two-way five turning." or "Two-way easy six hopping."

Uptown:

1.) The strip. 2.) An expression used to describe placing all point numbers higher than the point.

Wheel:

A type of hop bet when the player wants all combinations beginning with a certain number. It will always be bet in units of six. E.g., “Wheel the five” the player wants 5-1, 5-2, 5-3, 5-4, 5-5 and 5-6.

Whirl bet:

Same as world bet.

Workbench:

The name given to the area of the come where it is marked C-O-M-E. It is referred to this because it is the area where a base dealer prepares some payoffs and proves checks for change transactions.

Working stacks:

Stacks of checks a dealer is allowed to keep outside of the bankroll, for the purpose of paying bets.

World bet:

A one-roll combination bet consisting of bets on seven, eleven, two, three and twelve. Also called a “whirl bet.”

Wrong bettor:

Someone with a bet on the don't pass.

Yard:

One hundred dollars.

Yo-eleven:

The word used to replace “eleven” in a stick call, since “seven” and “eleven” sound so much alike.

Zuke:

Same as toke. Also called “zuken.”

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