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How to Make **\$25,000 a Week** Playing Craps!



Win a Fortune Using the Take
Down Craps Strategy!

Silverthorne Publications, Inc.

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Introduction

Developed for craps, the Take Down Craps Strategy is a solid winner. This report is a supplement to Take Down Craps Strategy manual. The purpose of this report is to show you how quickly and easily you can use this strategy to set up your own \$25,000 a week income!

The Two Craps Decisions You Have to Make to Win a Fortune With the Take Down Craps Strategy

Beating the craps game using Take Down Craps consists of making just two decisions –

Where to place each bet and

How much to wager each time.

That's it. All you have to do to beat the game is come up with a superior way of determining where to bet and how much to bet and you will have a source of cash that is unending.

Take Down Craps has unique breakthrough solutions to both of these decisions!

Would You Like Some Examples of What You Can Do as Take Down Craps Player?

If you are very cautious you can take a starting bankroll of just \$45 and get started making more money than you ever have before!

I know this sounds crazy, but it is a documented fact –

You can start with a \$60 buy-in (\$30 if you receive a 100% sign on bonus) making 25-cent bets in an online casino. Play for just a few hours and you will win enough to start making \$5 bets online.

As a \$5 online bettor, playing online, you can easily pull in \$250 an hour in pure profits.

And you can do this with great confidence because of this strategy is very consistent and very reliable.

Keep up your online play and you will quickly move up to making \$25 bets. At this level of play you will bring in a mind boggling \$1,248 an hour in profits!

You might be thinking these are theoretical numbers –

Maybe something that came out of some kind of computer simulation.

If you are thinking this you are wrong. These are real amounts, won by players just like you.

How This Report Will Help You

To understand how to use *Take Down Craps*, you will need to read the manual and practice using the strategy.

The goal of this report is simple – to help you set up your own craps money machine using Take Down Craps to make at least \$25,000 every week!



Hourly Winnings

One of the best features about *Take Down Craps* is its predictability. While anything can happen over the next few craps rolls, as you play longer using the strategy, the results become more and more predictable.

After playing thousands of games in casinos as well as playing thousands of simulated games on computers, we determined that the hourly winnings were pretty much dependent on:

- a. **The speed of the game and**
- b. **The size of your bets.**

So long as you apply the strategy correctly, your hourly wins will fall within a narrow average, which is very predictable.

Assuming an average table speed of about 80 dice rolls per hour for play in a land-based craps game and 300 decisions per hour for online play, the amount you can win per hour is strictly dependent on the size of your bets, which is determined by your bankroll.

This is very straightforward and simply means that if you play with black \$100 chips, you should expect to win more than a player betting with green \$25 chips. Likewise, the green chip player will average winning more than the red \$5 chip player.

Table 1 shows the relationship between hourly winnings and the level of bankroll used at a table averaging 80 dice rolls per hour, the average rate of play for land-based games. **These illustrations are based on the actual results obtained in hundreds of games played in real casinos.**

While this table, as well as the ones which follow, show the amounts you can win over different time periods with different amounts "invested" in each game, **there is nothing hypothetical about Take Down Craps' win rates. These amounts are based on actual casino games.**

The top row of the table shows the minimum bet needed for each level of bankroll. This table shows minimum wagers of \$5, \$10, \$15, \$20, \$25, \$50, \$100 and \$200.

The second row matches up the amount you will use for each game with the minimum bet. If you are a \$5 bettor, you will need to buy in for at least \$300. A \$10 bettor will use \$600, and so on.

If you look in the column under \$300 buy-in, you will see the average amounts you can expect to win if you play craps at the levels appropriate for this level of buy-in. ***The Take Down Craps* manual completely explains how to use the strategy, relating the amounts you will win to the levels of bets used.**

The first amount under the bankroll of \$300 is \$83, the amount you will average winning per hour at this level of play. Please note that you will not win this amount per hour every hour you play. If you have only winning games, you will win more. If you have a losing game, you will win less. This is an average. **The longer you play, the closer your results should be to this average.**

Hourly Winnings at 80 Dice Rolls Per Hour (Typical Speed of Land-based Casino)

<i>Minimum Bet</i>	\$5	\$10	\$15	\$20	\$25	\$50	\$100	\$200
Game Bankroll	\$300	\$600	\$900	\$1200	\$1500	\$3000	\$6000	\$12000
Average Winnings Per Hour	\$83	\$166	\$249	\$332	\$416	\$832	\$1248	\$3328
3 Hours Play	\$249	\$498	\$747	\$996	\$1248	\$2496	\$3744	\$9984
4 Hours Play	\$332	\$664	\$996	\$1328	\$1664	\$3328	\$4992	\$13312
5 Hours Play	\$415	\$830	\$1245	\$1660	\$2080	\$4160	\$6240	\$16614

The next amount under a Game Bankroll of \$300 is \$249, the amount you would average for three hours of play. I consider anywhere from three to five hours a day a full day's work in a casino. Before you discount this statement, remember we are talking about risking your money in an atmosphere strictly geared to make the removal of your money as painless as possible. Beating the casino at its own games is never a cakewalk, and the shortest amount of time you take to do so will help you reduce the effect of the many psychological ploys the casino has devised to relieve you of your money.

So, at least in my experience, if you bang heads with the casino for three to five hours, lock up your winnings and walk out the front door a winner, you have put in a full day's work.

Anyway, getting back to Table 1, with a \$300 buy-in, you can win \$249 if you play for three hours, \$332 if you play for four hours, and \$415 if you stick it out five hours.

As you increase the size of your buy-ins, your base bets will increase and your hourly winnings will grow.

With a \$3,000 buy-in, you can win \$4,160 day if you play five hours.

Buying in for \$6,000 and playing just three hours a day will put you close to winning \$3,744.

With \$12,000 used as your Game Bankroll, your winnings will average \$3328 an hour. Play three hours a day at this level and your winnings should average \$9,984. And, five hours a day will bring in a cool \$16,614!



Comparison of Winnings In Land-Based and Online Casinos

The rates of play are different in land-based and online casinos. In a land-based game will be dealing with other players and human dealers. These games are played at slower rates. The average speed of a craps table in a land-based casino is about 80 dice decisions per hour.

The speed of the game in online casinos is much faster than the land-based games. Typically in an online game the speed is mostly controlled by how fast the player plays. Skilled players can easily play 350 craps decisions per hour. For our purposes we will use 300 decisions per hour as the online casino rate of play.

The minimum bets in land-based casinos are much higher than those in online casinos. While there are many online craps games accepting \$1 minimum bets, most land-based games have \$5 or higher minimum wagers.

We want to refine our estimates of hourly winnings using the Take Down Caps Strategy in this chapter. To do this we will look at the win rate in land-based and online casinos separately.

Let's start with the land-based game. Table 2 shows hourly winnings at 80 dice rolls per hour. The minimum bets are \$5, \$10, \$15, \$20, \$25, \$50, \$75, \$100 and \$200.

**Table 2. Hourly Winnings at 80 Dice Rolls per Hour
(Assumed Rate of Play in Land-based Casino)**

<i>Min Bet</i>	<i>\$5</i>	<i>\$10</i>	<i>\$15</i>	<i>\$20</i>	<i>\$25</i>	<i>\$50</i>	<i>\$100</i>	<i>\$200</i>
Game Buy-in	\$300	\$600	\$900	\$1200	\$1500	\$3000	\$6000	\$12000
Bankroll Needed	\$900	\$1800	\$2700	\$3600	\$4500	\$9000	\$18000	\$36000
Hourly Winnings	\$83	\$166	\$249	\$332	\$416	\$832	\$1248	\$3328

The interpretation of this table is very simple. Let's take \$5 play for example.

If you are a \$5 player you will need a \$300 buy-in to play at this level. Your win rate, on the average, will be \$83 an hour. Incidentally, when I show hour win rates, I am showing you Net Winnings per hour. These amounts are net of expected losing games. If you have a series of winning games, you very well can have higher winnings per hour. Conversely, if you have a losing game, your hourly win rate for that hour will be lower.

Getting back to the table, as a \$5 player, you can expect to make \$83 for on hour of play, \$249 for three hours play, \$332 for four hours and so on.

Table 3 shows hourly winnings for play in an online casino, with 300 decisions per hour played.

**Table 3. Hourly Winnings at 300 Decisions per Hour
(Assumed Rate of Play in Online Casino)**

<i>Min Bet</i>	\$5	\$10	\$15	\$20	\$25	\$50	\$75	\$100
Game Bankroll	\$300	\$600	\$900	\$1200	\$1500	\$3000	\$6000	\$12000
Bankroll Needed	\$900	\$1800	\$2700	\$3600	\$4500	\$9000	\$18000	\$36000
Hourly Winnings	\$249	\$499	\$748	\$998	\$1248	\$2496	\$3744	\$4992

Let's take a look at what you can expect if you are a \$5 bettor, playing craps online using Take Down Craps.

Several online casinos offer 25-cent craps. If you play in one of these games your buy-in will be just \$60 (\$30 if you receive a 100% sign on bonus).

For \$5 bets you will only need \$300 (\$150 if you receive a 100% sign on bonus) as your game buy-in. With many online casinos offering 100% match bonuses, you could deposit just \$150 and use the matching bonus of \$150 for a game bankroll of \$300 (required Game Bankroll is \$300).

As a \$5 bettor you can expect to win \$249 an hour in *Net Winnings*. For one hour of play you will win \$249, two hours, \$498, three hours, \$747 and so on.

Winnings by the Hour

Tables 4 and 5 are set up to help you make a decision on how you want to accomplish the goal of making a set amount of money each week, every month, or any other time period you want to use.

Let's assume that you have practiced Take Down Craps, seen how effective it is, and now want to use it to supplement your income. These tables show some options on how you might decide to meet your goal.

Table 4. Winnings Based on Time Played and Bankroll Used for Play in a Land-based Casino

<i>Min Bet</i>	\$5	\$10	\$15	\$20	\$25	\$50	\$100	\$200
Game Buy-in	\$300	\$600	\$900	\$1200	\$1500	\$3000	\$6000	\$12000
Bankroll Needed	\$900	\$1800	\$2700	\$3600	\$4500	\$9000	\$18000	\$36000
Hourly Winnings	\$83	\$166	\$249	\$332	\$416	\$832	\$1248	\$3328
10 Hours a Week	\$830	\$1660	\$2490	\$3320	\$4160	\$8320	\$12,480	\$33,280
20 Hours a Week	\$1660	\$3320	\$4980	\$6,640	\$8,320	\$16,640	\$24,960	\$66,560
30 Hours a Week	\$2490	\$4980	\$7470	\$9,960	\$12,480	\$24,960	\$37,440	\$99,840

Table 5. Winnings Based on Time Played and Bankroll Used for Play in an Online Casino

<i>Min Bet</i>	<i>\$5</i>	<i>\$10</i>	<i>\$15</i>	<i>\$20</i>	<i>\$25</i>	<i>\$50</i>	<i>\$75</i>	<i>\$100</i>
Game Bankroll	\$5	\$10	\$15	\$20	\$25	\$50	\$75	\$100
Bankroll Needed	\$300	\$600	\$900	\$1200	\$1500	\$3000	\$6000	\$12000
Hourly Winnings	\$249	\$499	\$748	\$998	\$1248	\$2496	\$3744	\$4992
10 Hours a Week	\$2490	\$4990	\$7480	\$9980	\$12480	\$24960	\$37440	\$49920
20 Hours a Week	\$4980	\$9980	\$14960	\$19960	\$24960	\$49800	\$74880	\$99840
30 Hours a Week	\$7470	\$14970	\$22,440	\$29940	\$37440	\$74700	\$112320	\$149976

You can easily determine the relationship between the size of your bets and your weekly earnings using these tables.

Let's assume that you prefer playing in a local casino. You decide to play making \$25 bets.

Table 4 shows you that if you play craps 30 hours a week you will make \$12,480

You probably don't want to spend that much time playing craps. Looking at the same table, you see that making \$50 bets you will make \$16,640 for 20 hours play.

While this sounds better than playing for 30 hours, looking at the column for \$100 play, you can see that this offers a much better return for your time –

Ten hours a week of making \$100 minimum wagers will bring in \$33,280 on the average!

Since online craps is a much faster game, the hourly winnings are much higher than for comparable levels of play in a land-based casino.

Looking at Table 5, you can see that playing 30 hours a week, making \$5 bets online will bring you \$7,470 a week for your efforts.

However, you probably won't want to play 30 hours a week online. That's why you will want to move up in play as quickly as possible.

Once you move up to making \$25 minimum bets online, just ten hours a week will make you \$12,480 in net profits.



What Does It Take to Make \$25,000 a Week?

As we have seen, we need to look at different rates of play and betting levels in comparing online play and play in a land-based casino.

If your goal is to make \$25,000 it can be accomplished in different ways. Table 6 below shows the time requirement, at different levels of play, to win \$25,000 a week playing craps in a land-based casino.

Table 6. Time Required to Win \$25,000 a Week in a Land-based Casino

<i>Min Bet</i>	\$5	\$10	\$15	\$20	\$25	\$50	\$100	\$200
Game Buy-in	\$300	\$600	\$900	\$1200	\$1500	\$3000	\$6000	\$12000
Hourly Winnings	\$83	\$166	\$249	\$332	\$416	\$832	\$1248	\$3328
Hours of Play to Make \$25,000 a Week	301	151	100	75	60	30	20	7.5

Table 7 below show the time required to win \$25,000 a week in an online casino.

Table 7. Time Required to Win \$10,000 a Week in an Online Casino

<i>Min Bet</i>	\$5	\$10	\$15	\$20	\$25	\$50	\$75	\$100
Game Bankroll	\$300	\$600	\$900	\$1200	\$1500	\$3000	\$6000	\$12000
Average Winnings Per Hour	\$249	\$499	\$748	\$998	\$1248	\$2496	\$3744	\$4992
Hours of Play to Make \$25,000 a Week	100	50	33	25	20	10	6.6	5

If you want to make \$25,000 a week it is far easier to do if you increase the size of your base bets. For instance, a \$100 bettor, playing in a land-based game can win \$25,000 a week in about 20 hours of play. As a \$25 bettor it would take 60 hours of play to win \$25,000.

In online play, the same relationship applies. Here a \$100 bettor can win \$25,000 a week with just five hours of play.

The key to winning \$25,000 a week is to start small and build your bankroll out of winnings. It may take several weeks to do this but it is far easier to win large amounts when you start with a larger bankroll and larger wagers.



Rules to Help You Keep Your Winnings

There is no question that if you follow the Take Down Craps Strategy you will generate wins. I have even given you the average wins per hour achieved in actual play. Does this mean you can relax? Unfortunately no. While there is no question that you will win using this system of play, there is still the issue of leaving the casino with your profits in hand.

One of our most important rules to help you leave a winner is the 90% Rule. This rule says very simply that if you are close to hitting a target profit or a daily profit, that sometimes 90% or so is close enough.

Martin Silverthorne is a very experienced craps player. His experience is a good example of how important the 90% rule can be:

I recall very well an acquaintance of mine who had a monster roll at a craps table. When I walked up to the table, Joe was rolling the dice and playing with \$500 chips scattered all over the layout. By the time he sevens out, he was up over \$48,000. This is not bad considering he bought in less than an hour earlier for a grand. I strongly urged him to come with me and take a break. I reminded him how badly he needed this score and how good he would feel walking out with his winnings intact. He nodded and smiled and then gave some lame excuse about wanting to bet with just a couple more shooters.

I had more than made my nut for that day. In fact, catching the last ten minutes of his hot craps roll had put me way ahead. I decided to take a break in the coffee shop and try some of the coconut cream pie which was reputed to be the best in town.

I ran into another friend and talked for over an hour. When I came back out, Joe was still at the same table. I walked up and noticed his pitiful little pile of green chips. Joe gave me a lame look and continued to play. I saw him the next day and asked him how he ended up. "Tapped out," were his words. "You didn't drop the whole 50 grand did you?" I asked.

"It was only 48 thousand," he responded. "The reason I kept playing is because I wanted to hit 50 thousand."

As I walked away, I wondered to myself what in the hell is the difference between 48 thousand and 50 thousand when you are that much ahead?

I think 48 thousand should have been close enough, don't you?

Any time you are struggling to hit a target profit, are playing on a short time schedule or just start to hear that little nagging voice somewhere in the back of your skull telling you to watch out, you can remember Joe. He should have known that 48 grand was close enough. Don't ever get hung up on exact amounts. If you are trying to win \$50 and hit \$48, you can call it close enough and take a break. Remember that you will never go broke by taking a break early and walking off with your profits intact.

Whenever you are somewhere near your target profit for a game, you will want to think about quitting. Obviously you can just call the game over and quit. If you decide to quit playing, remember that you can always quit right after hitting any Strike Win.



Living a Life of Ease

When you go to the casino, you need to remember that your one purpose is to win. You can drink, party, visit, flirt and relax on your own time after you have locked up your daily win. After becoming a proficient craps player and increasing the size of your minimum wagers, you will be able to travel a good part of the year, courtesy of your favorite casinos. This may become an important part of your retirement plan. You can use your new skills at craps to pay for your vacations and pocket a good deal of change as well.

You may consider becoming a full time pro. Before you make this step, I want you to think about it very carefully. Whereas playing several times a month and winning can bring you a great deal of pleasure, having to play every day to make your daily nut is very difficult.

Casinos can be glamorous and exciting if you don't have to be in one every day. On a daily basis, I can think of many things I had rather do than go through the repetitive grind of play needed to hit my daily win goal. Everyone is different. If you think you would like to turn pro, I suggest you take a two week vacation and spend at least ten of the days in a casino playing craps four hours a day. If, after two weeks of this, you are still game for more, then maybe you have what it takes to become a full time player.



I hope you find the *Take Down Craps Strategy* to be a lifetime source of income and satisfaction. I would like to hear about your experiences. You may write me in care of the publisher. I wish you the best in all of your life endeavors.

