



EXPERT TIPS ON CASINO GAMBLING

BY

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Golden Touch™, Expert Tips on Casino Gambling

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Foreword

by Melissa A. Kaplan

We at Golden Touch hope you enjoy this wonderful e-book that Golden Touch has put together. Four of our best writers and gambling experts have contributed to it.

Frank Scoblete is the number one best-selling gambling author with over 20 books. He is a columnist for over 40 newspapers and magazines. He has written several television shows and has appeared on dozens of shows on the Travel Channel, the History Channel, the Discovery Channel, CNN, TBS, the National Geographic Channel, the Biography Channel, A&E and The Learning Channel, among others. He is the host of our DVD – *Golden Touch: Beat Craps by Controlling the Dice*. His two recent books are *Golden Touch Dice Control Revolution* (co-authored with Dominator) and *Golden Touch Blackjack Revolution!* He is the host of the Casino pages on Video Jug: www.videojug.com/interview/gambling-basics-2 . His newest book is *The Virgin Kiss and Other Adventures!* For more information about Frank Scoblete go to: www.goldentouchcraps.com/frankbio.shtml

Dominator is the co-author (with Frank Scoblete) of the best-selling book *Golden Touch Dice Control Revolution!* He is a columnist for several magazines and has appeared on television on the Travel Channel, the National Geographic Channel, the History Channel, A&E, and the Biography Channel. The History Channel did an entire show about Dominator titled *The Dice Dominator* and it recounts his learning a controlled dice throw to beat the casinos at craps and his teaming up with Frank Scoblete. He is featured on our DVD – *Golden Touch: Beat Craps by Controlling the Dice*. For more information about Dominator go to: www.goldentouchcraps.com/dombio.shtml

Bill Burton is the best selling author of *1000 Best Casino Gambling Secrets* and *Get the Edge at Low-Limit Texas Hold'em*. Bill is a poker expert, and a columnist for many magazines and newspapers. He is also the Casino Guide of the About.com casino gambling pages. He is featured on our DVD – *Golden Touch: Beat Craps by Controlling the Dice*. For more information about Bill Burton go to: www.goldentouchcraps.com/instructors.shtml

Stickman is a columnist for several magazines and has taught many advantage play classes for Golden Touch in craps, blackjack, video poker, and slots (yes, there are slots that can, at times, give players an advantage!). He is featured on our DVD – *Golden Touch: Beat Craps by Controlling the Dice*. For more information about Stickman go to: www.goldentouchcraps.com/instructors.shtml

As you can see, Golden Touch has the best writers and the best advantage-play classes in dice control at craps, "Speed" counting in blackjack (the easiest advantage method ever developed for blackjack), advanced video poker, advantage-play slots, casino and Internet poker, and advantage-play Pai Gow poker.

So sit back, relax and enjoy our Golden Touch book!

1 - This Ain't Streaking

by Frank Scoblete

Let's talk about streaks. Every casino gambler, from the best of them to the worst of them, knows that all casino contests are streaky. You win some, you lose some; you win a few in a row; you lose a few in a row. You have good days; you have bad days.

Streaks and gambling go together like a horse and a carriage, love and marriage, Belvedere and a martini. We all know this for a fact.

However, some gambling pundits pontificate that the good and bad streaks even out in the games – which is *not* the case in almost all casino games. Indeed, if you are a betting man or woman (and who else would be reading this?) wager your money on the fact that the casino will have more “good” streaks for them (good meaning they win more decisions) than “bad” streaks against them. The players will face just the opposite situation. They will have more bad streaks and fewer good streaks.

The reason for this is in the nature of the games, which usually means the math of the games. Let's take a look at the casino players' favorite table game, blackjack. It is no secret that blackjack is a very close contest between the player and the casino – if (and this is a big IF) the player knows the correct basic strategy, the computer derived best play of each player hand against every dealer's upcard.

In most traditional blackjack games, the player using correct basic strategy will face an approximately one-half percent house edge, which means a loss of approximately 50 cents for every \$100 the player wagers. That's a good game, pretty close.

However, blackjack is not the equivalent of flipping a coin where the player and the casino win half the hands and lose half the hands respectively. Absolutely not. The house will win approximately 48 percent of the hands; the player will win approximately 44 percent of the hands; and approximately 8 percent of the hands will be pushes (ties).

Clearly the house will have longer winning streaks and shorter losing streaks than the player because of these percentages. If there were no other betting options in a blackjack game, the player would lose \$4 for every \$100 he bet. Yet, the player does not lose this much; in fact, the player loses much less because blackjack has certain playing options that allow the player to get more money on the table in certain hands – he can double down on two cards; he can split; he can sometimes double down on his split hands; he might even be able to surrender his poor hands. A big benefit for the blackjack player is getting that 3 to 2 payout for a blackjack – with blackjacks appearing in about 5 percent of the hands.

These playing options bring the *monetary* edge of the casino down to that approximate one-half percent. Casinos that have instituted the 6-to-5 payout for blackjacks have therefore seriously hurt the players' chances of winning at the game by drastically increasing the house edge.

At roulette the house is a solid favorite to have more winning streaks than losing streaks on the outside even-money proposition bets. On the red/black, odd/even, high/low propositions the house will win 20 decisions and lose 18 decisions. That translates into a 53 percent win rate for the house and a 47 percent win rate for the player. The house therefore is the favorite to have winning streaks, while the player is the favorite to have losing streaks.

On the center "straight up" wagers, the house wins 37 times and loses one time in 38 spins on average. Of course, no one would play the straight up wagers if the payout were one-to-one so the house pays 35 to one on these wagers. That brings the house edge down to 5.26 percent, which is fairly hefty. The only way the player can bring the winning and losing streaks even at roulette is to bet half of the numbers. Unfortunately, while betting 19 numbers at roulette is a 50-50 game in terms of streaks, the house still wins more money since the payoffs are shortened by that 5.26 percent.

Craps puts the house in a favorable streaking situation on its most popular bet, the Pass Line. The house wins 251 decisions, while the player wins 244 decisions on this wager. While this makes it a very close contest you can see the house will have slightly longer winning streaks than losing streaks.

As with roulette's straight up wagers, the proposition bets at craps are all long shots that pay less than their true odds. Take a bet such as the 12, known as boxcars, which has a one in 36 chance of appearing. Obviously, the player who bets the 12 each and every roll will find himself in enormous negative streaks. However when he hits this number, the house doesn't pay the win off at one-to-one as only the truly insane would then make such a bet. Instead, the house usually pays off at 30 to one – much less than the true odds of 35 to one, but far better than one-to-one. The house edge on this bet comes in at almost 14 percent, a huge edge nevertheless. You only have to be somewhat insane to make this particular bet.

All the carnival games such as Caribbean Stud, Three-Card Poker, Four-Card Poker, and Let it Ride also give the house a much better chance of having longer winning streaks than losing streaks against the player.

Let's take Let It Ride as an example. While this game has a loyal following, that following plays a game where the house wins approximately 75 percent of the decisions and the players win approximately 25 percent of the decisions. The player will have much longer losing streaks; the house will have much longer winning streaks. However, to make up for this inadequacy, many winning hands at Let it Ride pay a premium bonus, bringing the house edge down to around three percent.

Information about the casino-favorable nature of streaks is not some arcane but useless knowledge. Knowing this tells you a very important thing – gambling systems based on the erroneous idea that the house and the player will experience the same types of streaks are wrong. Using them to win money at the games is a sure way to disaster.

2 - Craps is Easy to Learn

by Dominator

The game of craps isn't really that hard to learn and play intelligently. Most people new to craps feel that the game is intimidating, but what they find is that it is real simple! The game can really be learned in a few easy steps!

When you look at a craps table layout, the first thought that usually comes to a beginner is that there are many types of bets that can be played and that the layout looks threatening. The usual comment that I hear is "I can't learn to play this game!" But the game is really easy to learn and play. In reality there are only three types of bets - contract bets, one roll bets, and place bets.

In the center of the table, you will see a person called the Boxman, who is usually sitting. The Boxman can be a man or a woman, as can any of the casino personnel that are in charge of the game. The Boxman's job is to control the table and to make sure that winning bets are paid off correctly and there isn't any cheating occurring. The Boxman will also handle any disputes that might arise at the table. The Boxman will also deposit your buy-in at the crap table into the "drop box" when you begin to play.

On either side of the Boxman are two dealers. The dealers are there to place your bets and to make your payoffs on a winning bet, on the side of the table that they are working. The payoffs begin with the person that is to the right or left of the stickman. So don't worry you will get paid, but be aware of the order of payouts. It is your job to know that you should get paid for a winning bet.

The stickman is the person directly opposite the Boxman. His job is to pass the dice to the shooter and take care of the "Crazy Crappers bets" as my good friend and gaming's number #1 author, Frank Scoblete calls them in his book, *Beat the Craps Out of the Casinos*. These Crazy Crapper bets are in the center of the table.

You will notice that to the left and right of the Crazy Crapper bets, the sides of the crap table are the same. These sides have boxes with numbers in them. These numbers are called *Box Numbers*. Right under the *Box Numbers* is an open area with the word *Come* in it and at the upper left or right corner you will see a box with the words *Don't Come*. The section under the *Come* area is called *Field*. Lastly, below the *Field* section is the *Don't Pass* and *Pass* area.

The casino edge is defined as the percentage of money that the casino will make on any bet. The best bets will be bets that have the lowest casino edge against the player. Some disciplined players can then learn to be "careful shooters," (www.goldentouchcraps.com) and they will be able to take this negative expectation game to the positive with practice.

The Stickman will pass five dice to the next shooter and the shooter will pick two dice to use. You can use only one hand to pick up the dice or the Boxman will scold you.

The shooter needs to place a bet on the *Pass Line*, if he thinks he can make the point. This type of shooter is called a *Right Better*. Or the shooter can place a bet on the *Don't Pass*, if the shooter doesn't think he will make the point. This type of shooter is called a *Wrong Bettor*.

Now the shooter will throw the dice to the opposite end of the table, making sure that both dice hit the back wall. This is called the *Come-Out* roll. If a 7 or an 11 is rolled, the *Pass Line* wager is a winner and the bet is paid off at even money. If a 2, 3, or a 12 is rolled, the *Pass Line* wager is lost and the *Don't Pass* wager is won (the 12 is a tie) and is paid off at even money.

If the shooter doesn't roll one of these numbers, the number that is rolled (4, 5, 6, 8, 9, or 10) is called his point number and the shooter will keep rolling until he either repeats his point number or a 7 is rolled. If the shooter repeats the point number, the *Pass Line* wager is a winner and the *Don't Pass* wager is a loser. If a 7 is rolled before the point number, the *Pass Line* wager is lost and the *Don't Pass* wager is won.

That's the whole game in a nutshell! Not so hard, right? Now let's place some bets and try to win some money!

Place bets are bets that are directly placed on numbers that you think will be rolled. They are easy to bet and make the game interesting. The dealer will place your bet on the number that you think a shooter will hit.

Once the shooter establishes the point, you can now place a bet on any number that you think they will roll. Now some numbers have a better chance of being rolled than others because of the math of the game and the way that these numbers show on the dice. If you want to bet one of these box numbers, throw your money on the layout and say to the dealer on your side of the table, "Place \$6.00 on the 6, please." You bet in multiples of \$6 on the numbers 6 and 8 and in multiples of \$5 on the other four numbers. The 5 and 9 will return \$7 for a \$5 bet. The 4 and 10 will return \$9 for a \$5 bet.

3 - I Hate These Commercials

by Frank Scoblete

I am not a big fan of television commercials. I don't like seeing car companies selling speed with *whooshing* automobiles and sexy women salivating over the vehicle which only leads idiots to conclude that driving fast is a good thing and will get them plenty of sex too. I don't like those drug commercials that sell you on something that has so many side effects it's amazing anyone lives who takes these drugs. I certainly don't like those male erection commercials that warn if you have an erection for several days after taking their powerful drug you better head for the emergency room. Even as a teenager I didn't want an erection that lasted several days!

But in my business as a professional gambling busybody, the commercials that have driven me over the edge are coming not from auto manufacturers, or from the chemistry industry, or from the erector set, but from the casinos and casino venues.

Here are a few:

In Tunica, Mississippi, Fitzgeralds had a radio commercial that promoted itself as the luckiest casino in the area. How do you measure that? How can you say you are the luckiest casino? What is the precise definition of luck and how does a casino have more or less of it than some other casino? Had the casino said it pays back more on its slot machines and proved that, well, that is a statement of fact – but to say your casino contains more luck is a statement of fantasy to be nice, or falsehood to be precise.

The bizarre thing is that another Tunica casino, The Grand, was also billing itself in radio commercials as the luckiest casino too. It even had radio commercials where "players" claim that they have the best luck at the Grand. So which casino is the luckiest? Can there be two luckiest casinos?

The Vegas promotion of "what happens here stays here" has generated a tremendous positive buzz around the country – it's more popular than any quote from Shakespeare. It's also as false as a "dicer's oath."

These commercials are designed to make people think that they can do anything they want in Vegas and no one will ever know. Speak to former education secretary Bill Bennett and you learn his multi-million-dollar slot-play losses didn't stay in Vegas but made front-page news all over the world when "secret" casino files were released. These "what happens here stays here" commercials are recommending that people lie and cheat on their spouses and fiancées. They recommend giving fake names to people you meet so you can have "carefree" pickups. In short, they recommend the type of behavior you were taught from childhood to avoid – the type that is ultimately not healthy for your mind, body or spirit.

Now the massive Foxwoods, Connecticut casino came up with a truly nauseating commercial. It was a takeoff of *The Wizard of Oz* and had several weird looking people cavorting on the grounds of and in the casino. "Dorothy" looked as if she was seriously strung out. The others look worse. What is the point of the commercial? That people who look like crack addicts have fun at Foxwoods?

Foxwoods competitor, Mohegan Sun, had its own strange television commercials. One highlighted a middle aged woman using her "psychic powers" to find a hot machine - as if such mysticism actually was the way to winning slot play. It isn't of course. But it fuels the poor deluded slot player into thinking they too can find a fabulous machine just by using their psychic powers.

Perhaps the commercial that drives me to yelling at the television was Mohegan Sun's "Nick Felder: I Am An Idiot!" commercial. Yes, I have named it that based on its content.

The commercial opens with a crowded craps table where everyone is madly cheering. A somewhat disheveled young man who has been shooting the dice turns and then walks towards the camera: "I don't even know how to play this game," he laughs. "But I've got them all fooled. It's all in the game face, something I call 'attack force delta.' So tonight Nick Felder is the deadly green felt ninja. And tonight I'm faking it until I'm making it and no one is going to know the difference." He then turns and goes back to the table where he shoots the dice and everybody cheers like maniacs even before the dice stop moving.

This commercial was not subtle in getting its points across. It explained that the casino prefers its players to be complete dolts at the tables. Certainly if an idiot such as Nick Felder, *the green felt ninja*, can play craps than you certainly can too. You don't have to know anything. Just throw the dice and win! This commercial recommends stupidity as a primary criterion for playing its games, not knowledge of the odds, not knowing which are the best bets.

You have no idea of whether the craps game being shown in this commercial is a good one or a bad one or one in between. Because none of that matters. The casino isn't selling a good game – it's selling a mind set for the player or a mindless set to be exact. Just pretend, that's all you have to do, and you can have "them" all fooled too.

Now to be fair, there are many good casino commercials – showing people enjoying the games, the restaurants, the shows and athletic events, the spas – none of them attempting to promote a mindset that is seriously absent the mind part.

In truth, casino games are tough enough to beat when you know what you are doing. "Faking it until you are making it," is a sure way to economic disaster.

4 - TV Educated Poker Players

by Bill Burton

The recent popularity of poker is due in part by all the TV broadcasts of major poker tournaments. Many viewers decide to try live poker in the casino card rooms after watching it played on TV. Only to find out what they think they learned from TV is not really what they need to know to win in a live game.

TV Educated Poker Players (TVEPPs) who have gained all their poker knowledge by watching broadcasts of the World Poker Tour or other televised tournaments are not going to be very successful if they do not get some additional education from other sources. These can include reading books, magazines, and articles on the Internet about poker strategy.

Watching a one or two hour television broadcast of a poker tournament is akin to watching the highlight films of a championship boxing event. You get to see the knockout but you fail to see the grueling sparring that led up to the final blow. The TV tournaments have been edited down to the most entertaining and exciting hands. You will see the hands where a player bluffs another player out of a big pot or one where an all in player catches a miracle card on the river to knock out his opponent after shoving all their chips into the pot. These types of spectacular plays are great entertainment but can lead to the impression that winning a poker tournament is all about bluffing and getting lucky. The types of plays you see on TV at the final table when the game is short handed are not the plays that got most of these players to the final table.

No Limit Strategy in a Limit game

Many viewers who watch the TV tournaments decide to give live poker a try. They head on down to the card room and sit in at a low limit game. They then try to play the TV no limit strategy in a limit game and meet with disastrous results. Limit Texas Hold'em has structured betting rounds. For example in a \$2/4 game which is popular in many card rooms the first two betting rounds are two dollars and the betting on the last two rounds is four dollars. You must bet and raise in these increments. There is no going all in unless you happen to be out of chips and can't afford the two or four dollar bet.

Bluffing in a low limit game is an exercise in futility at best. You are not going to be able to bluff out many players out of the pot. There will usually be someone at the table who will try to "keep you honest" or call out of curiosity to see what you have.

The TVEEPs also try playing any two cards from any position because they have seen it done on TV. Playing any two starting cards is a quick way to go broke especially from early position. You have to learn to be selective if you want to be a winner.

Skill Comes with Education

Poker is one of the games where a player can have an advantage based on their skill level. It takes studying and practicing to learn and improve that skill. It takes work and is not something you can learn completely by watching others play it on television. If you want to be a winning player you have to get your education from other sources as well. There are plenty of books, magazine and website articles available to anyone who wants to take the time to study the game correctly. If you read just one book about the game you will be ahead of about 80 percent of the other players at the table. Spending the money for a good poker book is a lot cheaper than trying to get your education at the tables in a live game.

5 - What It Costs You to Play Craps

by Dominator

Every casino player knows about the house edge but many have no idea how much the house edge really costs them bet after bet after bet. Craps players make notoriously bad bets because most of them have no idea of what the casino nails them for with each and every wager. To them a bad bet is the same as a good bet.

They make no distinctions whatsoever.

Even some so-called “experts” make notoriously bad bets falling for mistaken beliefs such as “trends will continue” or “trends won’t continue,” or “see a horn bet a horn.” The fact of the matter is that in a random game each time you place your bet, the casino extracts its money from you – whether you win the bet or lose the bet.

Let’s take a look at some of the bets of craps and see exactly what each bet costs you each and every time you make it against a random roller. We’ll start with the very best bet at the game and go to the very worst bets. We are at a \$10 minimum table.

Bet	Amount Wagered	House Edge as percent	You Lose on Each Bet
Don't Pass, Don't Come	\$10	1.4	14 cents
Pass, Come	\$10	1.41	14 cents
Place 6 or 8	\$12	1.52	18 cents
Field (3X on 12 and 2X on 2)	\$10	2.78	28 cents
Place 5 or 9	\$10	4	40 cents
Field (2X on 12 and 2)	\$10	5.56	56 cents
Place 4 or 10	\$10	6.67	67 cents
Hard 6 or 8	\$10	9.09	91 cents
Place 3 or 11; Any Craps, Hard 4 or Hard 10; Hop Bet Pair	\$10	11.11	\$1.11
Horn	\$10	12.5	\$1.25

World/Whirl	\$10	13.33	\$1.33
2 or 12; hop no pair	\$10	13.89	\$1.39
Any Seven or Big Red	\$10	16.67	\$1.67

This chart plainly shows you just how costly the worst bets at craps can be. If you are one of the poor suckers who bets the “horn” when you see a “horn,” that bet will cost you \$1.25 every time you make it for \$10. In the course of a craps session of four hours, you’ll see it 32 times for a loss of \$39.38. If you bet it after you see it, you’ll lose 63 bets X \$1.25 for a total loss of \$78.75. Betting the horn when you see the horn is a sure way to throw away your money.

As stupid as the “see a horn, bet a horn” philosophy of betting can be, there are even worse bets at the game. Just look at world/whirl, which will cost you \$1.33 for every \$10 you bet on it. Now look at the absolutely worst bet at craps, the Any Seven or Big Red, which can dunk you for \$1.67 every time you make it for \$10. You have to be insane to make a bet with such a whopping house edge but go to any craps table that is packed with players and there are always some poor souls making this bet.

Okay, switch focus now and let’s look at the good bets of craps. The very best bets are the Pass, Don’t Pass, Come or Don’t Come. Note that you only lose about 14 cents for every \$10 you bet on these particular wagers. That is a very close game. Make these bets and you have a decent chance of coming home with a win on any given night. You only need a little luck to overcome the house edge on these wagers, whereas you need a lot of luck to overcome the high house-edge bets.

Indeed, if you are at a \$5 minimum table, the best way to play these bets is to make a \$5 wager and when a number is established, take another \$5 in Odds or lay odds. The casino has no edge on the Odds bets, but you can only make that bet after you have a Pass, Come, Don’t Pass or Don’t Come bet working.

Some players don’t like to get on numbers by using Come betting – they prefer to Place their numbers. As you can see, except for the Placing of the 6 and 8, which will cost you \$18 cents for every \$12 so wagered, the other Place bets of the 4, 5, 9 and 10 come in with much too heavy edges against you.

For savvy craps players, your good choices are clear as a bell – make the bets with house edges under 2 percent and you have a chance to win some bread. Make the mediocre bets and you’ll probably lose some dough. Make the very worst bets and your bankroll will be toast.

6 - Act It If You Don't Feel It

by Frank Scoblete

There is something in the human heart that needs to be appreciated and liked and maybe even loved. Many men and women would love to be worshipped as well. Short of all that, most of us will take a pleasant friendliness in the people we must deal with, especially in our leisure time pursuits.

I remember one particularly horrid meal I had in New York City's theatre district. My wife, the beautiful AP and I, along with gambling's maverick author Walter Thomason and his wife, best-selling romance novelist Cynthia Thomason, were going to see the delightful hit *The Music Man* and we selected a restaurant near the theatre and we made an early reservation – 5:30PM – so we could make the 8PM curtain. This restaurant had come highly recommended by someone I will never talk to again!

The waiters were the nastiest people I have ever met. Poor Walter ordered a drink before dinner, then during dinner, then after dinner – the same drink, because they never brought it to the table. Yet the drink appeared three times on the check. The service was slow. The food was cold when it was brought to the table and when we left we told the maitre d' that the service and the food left a lot to be desired.

He looked at us and said disdainfully, "This is New York if you haven't noticed." I have no idea what he meant since I have been living in New York for more than half a century. Was he saying that nastiness is something we New Yorkers should be proud of? Most New York restaurants have very friendly waiters by the way. So did he think we were tourists who had to be mistreated to get his version of the New York flavor? Beats me.

Almost topping this dining disaster was one I had in Memphis, Tennessee at a restaurant everyone told me had the best barbecued ribs on the planet. I was staying at the delightful Peabody Hotel and I went nearby to enjoy this world famous barbecue. Aside from the fact that the ribs went down like bricks, the waiters at this restaurant were frothing cousins to their New York City counterparts. Even worse, I found the restaurant greasy, the plates smudgy, the drinking glasses smeared. I had a hard enough time starting my meal, much less finishing. I don't care how famous a restaurant is – filth is filth. The surly waiters almost threw the plates on the table and when I ordered a glass of wine – the glass looked like those jelly glasses that Welch's used to sell so when you finished your jelly you had a cheap glass. The wine at this dump did not taste as good as the Welch's jelly either.

These two events brought home the fact that not everyone belongs in the "service industry." When I was a young man I worked in a fancy restaurant where I wore a tuxedo and spoke with a slight French accent (this restaurant only hired people with foreign accents so all of us Americans pretended to be from somewhere else) and I know that many nights I had to act friendly even though I didn't feel friendly. That's the

nature of the job – you must be professional and friendly if you want to be a good waiter or waitress. In a real sense you are the servant of those whom you are serving and no one wants a surly servant.

Now is it easy to be a servant? No, many times it is difficult because the people you are serving, over the course of a day, a night, a week, a career can sometimes be tough to deal with. That one nasty person can make an otherwise great day turn somewhat sour. But a professional is a professional. Actors in a bad mood must still show delight if the scene in the play calls for it. A waiter must show the same friendly face even if inside he is steaming because of this or that event or patron. If a servant can't do that he or she should seriously consider another job.

The casino industry is no different than any other service industry. From the moment you drive onto a property you are meeting service people – valet parkers, bellhops, reservation clerks, dealers, pit personnel, waiters, waitresses, spa attendants and more – all of them working jobs where your satisfaction is the key to their performance. The casino-hotel has made a commitment to making your stay enjoyable.

Players who play at tables with surly dealers certainly have diminished pleasure. The dealers can't make you win or lose, of course, but they can present you with a winning attitude, a friendly disposition, and a professional demeanor. So how come some dealers seem like fire-breathing dragons, ready to incinerate you for daring to talk to them? Because they haven't learned the most important aspect of the service industry – acting.

I learned from being a waiter that it didn't matter what I was actually feeling. The patrons at the restaurant weren't interested in my internal state. They were there for a gourmet meal served by a professional waiter. So that is the role I played. I showed the same disposition whether my internal state was happy or glum.

Dealers, pit personnel and others you encounter in the casino environment must *perform* their roles regardless of their inner states. What's inside is irrelevant to the job.

Let me close with a great moment from the lives of two of the world's greatest actors, Laurence Olivier and Dustin Hoffman. They were filming *Marathon Man* and the scene to be shot was supposed to be about Hoffman's character having stayed awake for 24 hours. Hoffman, being a *method* actor, wanted to do the scene for real – so he stayed up for 24 hours before the filming. Of course, he could not remember his lines and he was screwing up left and right. Olivier, to be helpful, said to him, "My dear boy, if you had learned how to act you wouldn't have had to stay up all night!"

Great advice.

7 - What About Crapless Craps?

by Stickman

It seems to be a law of the gambling universe. If a casino promotes a game as better than the standard game, it is always worse – for the player, not the casino.

In craps a few casinos are offering "Crapless Craps" or "Never Ever Craps." The casinos proclaim, "Never lose your pass line bet due to a craps number being thrown." I don't know about you, but I just hate it when my pass line bet is scooped up because a 2, 3, or 12 shows on a come-out roll. So this is a good thing, right?

The answer, as expected, is no. Instead of losing your pass line bet when a craps number is thrown, it becomes a point number. However the 11 – normally a pass line win on come-out – also becomes a point in crapless craps. The probability of making a point of 2 or 12 is 1 in 7. The probability of making a 3 or 11 is 1 in 4. Because you still only get even money for your pass line bet, the house edge for a pass line bet in crapless craps is 5.38 percent. The house edge for a pass line bet in the standard game is 1.41 percent. Now you know why casinos push crapless craps.

Golden Touch teaches that you should only play the games where you have an advantage. Whether or not you have an advantage in craps is determined by your skill in controlling the dice. The amount you can expect to earn because of your advantage not only depends on your skill, but also the bets you make at the craps table. For example, if you have diligently practiced over several months and your documentation shows you have avoided enough 7's to garner a 5 percent edge, you will have nearly a 3.6 percent edge on a pass line bet in a standard craps game (5% minus 1.4%). In crapless craps, however, the house still has an edge of 0.38% (5% minus 5.38%).

Compared to the difference in pass line bets, the additional place bets on a crapless craps layout are even more heavily tilted to the house. Placing the 3 or 11 carries a house edge between 6.25 percent and 10 percent depending on the casino. The 2 or 12 place bets make between 7.14 percent and a whopping 14.29 percent for the house.

Based on this information, common sense dictates you should play the standard game. But what if the regular tables are full or your spots are taken? What if crapless craps is the only game open?

The GTC preferred betting method for random rollers is a pass line and one or two come bets with odds after the *5-count*. If you are a controlled shooter you want to minimize what you bet on random shooters and bet considerably more on your own rolls. With this in mind, a pass or come bet with double odds in standard craps has a 0.61 percent house edge. The same bet with double odds in crapless craps has a 2.02 percent edge making in a much less desirable bet. It makes placing the 6 and/or 8 a

less costly option as that bet carries a house edge of only 1.52 percent, and has a hit frequency second only to the 7.

Okay, for random rollers in a crapless craps game it is better to place a 6 and/or 8 instead of making pass line and come bets. What about betting on your own rolls?

If you are a controlled thrower (and you are throwing well), the GTC preferred method is to make place bets. The 6 and 8 are preferred for their low house edge (1.52%). Since you are betting more on your own throws, buying the 4 and/or 10 (with the vig paid only on a win) is also a reasonable bet at about a 1.67% house edge. This edge can be lowered if you can "push" the vig from \$1 on a \$20 bet (1.67%) to \$1 on a \$25 bet (1.33%) to \$1 on a \$30 bet (1.11%) possible even to \$1 on a \$35 bet (0.95%).

But what about those extra place bets available in a crapless craps game? What about betting on the 2/12 or the 3/11?

As you might expect, the house edge on a place bet for these numbers is abysmal. The true odds against making a 3 or 11 are 3-to-1. For making a 2 or 12 they are 6-to-1. The games I looked at in Las Vegas and Tunica paid 13-to-5 on the 3/11. This translates to a hefty 10.00% house edge. In Las Vegas placing the 2/12 pays 5-to-1 amounting to a 14.29% windfall for the casino. In Tunica it was a little better, paying 27-to-5 amounting to "only" an 8.57% casino advantage. By contrast, placing the 4/10 – with true odds of 2-to-1 – gets paid at 9-to-5 for a house edge of 6.67%.

The message is clear and simple; avoid place bets on the outside numbers, especially the very outside numbers. However, buying these numbers can minimize the tax on your wins by the casino.

Tunica allows buying the 3/11 for \$10 with a \$1 vig. This amounts to a 2.5% house edge. However if you buy the 3/11 for \$25 as is allowed in Las Vegas as well as Tunica, the house edge plummets to 1.00%. If this isn't enough to get excited about, consider buying the 2/12. In Tunica buying the 2/12 for \$10 with a \$1 commission puts the house edge at a decent 1.43% - just about the same as a pass line bet. But, if you buy it for \$25, you still only pay a \$1 vig on a win and the house edge is now a mere 0.57% - almost the same as a blackjack game that has decent rules.

Now that is something to get excited about. A controlled thrower does not need very much control to overcome about a half percent house edge. On top of that, hitting the 2 or 12 with a \$25 buy bet pays \$149. Heck, that is almost as much fun as hitting a Hardway bet. It makes it very tempting to change your set to make hitting these far outside numbers a bit more likely.

So, the next time the only open table is a crapless game, you don't need to walk past it, you just need to be selective with the numbers you bet on and the type of bets you make. As an added bonus, hitting the extreme outside numbers can quickly increase your bankroll with very little taken by the house as a vig.

8 - Playing Online Poker

by Bill Burton

When I started learning to play Texas Hold'em many years ago, there were only a couple online sites that were offering free poker games. There were no poker sites where you could play for money. I used to log on with a few of my friends and we would play a serious game treating our cyber chips as if they were real money. It was a good learning experience but couldn't take the place of playing for real in the card room. Now however, with the increased popularity of poker there are hundreds of online poker rooms offering free games, money games and some great tournaments with serious prize money. The last two winners of the World Series of Poker won their entry into the event by winning a satellite from an online poker site.

Online poker has grown and there are actually many advantages to playing poker online. Whether you are a brand new player trying the game for the first time, a seasoned pro or a player somewhere in between you can find a game to your liking online. I would like to go over some of the advantages to playing poker online. In future articles I will explore some of the other aspects of online play.

No Traveling

You can play online poker from your home without having to travel to the card room. I live an hour away from the card room and can't always take the time to drive down to play for a few hours. Many players live in states with no card rooms and can only play when they go away on vacation or spend hours getting to a gaming destination. Online poker sites are open 24/7 and the games are only a mouse click away. You are not bound by any time constraints. If you only have a half hour to play, you can still jump into a game.

Wider Game Selection

Online card rooms can offer a wider game selection because they are not limited by space required to accommodate the poker tables. They also don't have to staff them with live dealers. Game selection is an important factor and often makes the difference between winning and losing. There is an old saying that you don't have to be the best player in the world, just be better than the other players at the table. Because online rooms offer many games at the same limits you can pick one that you can beat. In a brick and mortar casino they may only be offering one game for the limit you want to play and changing tables becomes impossible. Online you can change tables very easily or even play in two games at the same time.

Lower Limits

You can play games for lower limits online. Since there are no dealers, rent or utilities to pay, the online sites can offer games and tournaments at very low limits. In a brick and mortar room, spreading a poker game with limits of a dollar or less would not be practical or profitable but it can be done online.

Most poker sites also offer free games for players who want to learn the mechanics of the game before they risk real money. Playing low limit tournaments online can be a great way to gain experience and many sites offer free-roll tournaments where you can play for free and win real money. Many online poker sites offer satellites for a few dollars that can win you into a tournament paying thousands of dollars.

Lower Rakes and No tipping

In poker you are playing against the other players not the house. Most card rooms make their money by raking a percentage of the each pot (some require the player to pay per hour). One of the reasons it is difficult to beat the low limit games is because you have to win enough to cover the rake. In a low limit \$2/4 Texas Hold'em game the card room may have a maximum rake of \$4 it will take out of the pot. This same game online may have a maximum rake of \$1. This reduction of the rake adds three dollars to your profit. It is also customary to tip the dealer when you win a pot in the card room. Many players will throw the dealer 50 cents or a dollar. This also cuts into your profits when you play in a card room but there is no tipping online so you keep more of you win play online.

No Intimidation

Sitting down at a table with nine strangers can be very intimidating to the newer player. Playing online is like sitting down at a video game because you are looking at a monitor instead of into the face of your opponents. You can interact with the other players via the chat box or choose to just play your own game without having to talk or socialize. Nobody can see you and if your hands are shaking because of nerves nobody can tell.

Keeping Notes

In a live game you may not know another player's name, but online each player's user name is displayed on the screen. It's easy to keep accurate notes about the players you meet online. In fact most winning players keep a notebook by their computer and make notations about the types of hands played by their opponents and whether the player is passive, aggressive, tight or loose. Nobody can see you writing so you can be as detailed as you want to be. If you meet a player a week or even months later you can just look them up in your book. Some sites even offer a way for you to take notes online while you play.

Pot Odds Displayed

Making your decision to continue with a hand based on the pot odds you are getting is very important concept of poker. In a card room you will have to keep track of the bets and figure out the amount of money in the pot to use in making your decision. When you play online the amount of money in the pot is displayed on the screen. You can even have a chart showing the percentages for making a hand sitting next to you so you can easily figure if you are getting the correct pot odds to call a hand.

Free Money

One of the best reasons to play online is the fact that most poker sites offer you free money in the way of a sign up bonus. This can be somewhere between ten and fifty percent, depending on the site you choose. This sign up bonus can cover your rake for quite awhile allowing the skilled player to make more money.

Bad Players

There are probably more bad players playing online because of the lower limits and sheer volume of players trying online poker for the first time. This presents a good opportunity for the skilled player who takes the time to study and learns to play the game correctly. For the skilled players online poker can be fun and profitable.

9 - The Best, the Worst, and the In-Between

by Frank Scoblete

In casino gambling there are good players and bad players and every type of player in between. Sadly, most players have no idea of the house edges on the games that they play and most don't care to know these edges – such knowledge might diminish their fun. How fast is a game? Is it important to know how many decisions a game has per hour in order to understand the impact of the house edge on your bankroll? Not to them.

Knowledge to the unknowledgeable is a waste of their time.

Strange as it may seem, many casino players have actually bought a bill of goods that proclaims casino gambling to be an activity that is best engaged in with no knowledge whatsoever. Others have bought into the flawed concept that they are going to lose anyway so why play perfectly – it ultimately doesn't help you win anything, does it? That's a true but very limiting way to look at the casino gambling experience since the better you play the less you lose over time. The less you lose the more you can go to the casinos. The "you're only going to lose anyway" philosophy results in greater losses and fewer possible trips to the casino.

Let's look at someone who bets the worst bets at craps – say, the horn bet, one that is only made by the most foolish craps players. The house has a 12.5 percent house edge on this bet. Let us say you bet \$12 every time the dice roll. In 36 rolls of the dice, our horn bettor loses \$54.

Now let's look at a player who places the 6 for \$12. He can win the bet five times being paid \$14 for his each win (total \$70), but lose it six times (total \$72) for every 36 rolls on average. In those 36 rolls our 6-place bettor loses just two dollars.

So a good player loses \$2 per 36 rolls and our poor player loses \$54. That's a big difference. Which of these players would be able to enjoy his casino pastime more? Obviously our good player. He could go to the casinos many more times than our poor player because his losses are relatively small.

Three criteria would have to be applied to casino gamblers to ascertain where they fit in the continuum of good to awful players – the games they play, the strategies they use at these games, and their emotional control while playing. Even the very best players can do foolish things if they lose control – just ask any card counter who over bets his bankroll and goes bust, despite his small edge.

So who are the best casino gamblers? And who are the worst casino gamblers?

The best casino gamblers are the "advantage players," those players who have developed skills such as Speed counting at blackjack (*Golden Touch Blackjack Revolution!*), dice control at craps (*Golden Touch Dice Control Revolution!*), perfect

strategies at video poker, and expert poker play. These players know how to beat the games they play by getting small edges, betting appropriately so losing streaks don't cream them – yes, advantage players can have losing streaks, some of them quite long – and by always betting into their edge and not into their emotions. Of the 54 million American casino gamblers, maybe 4,000 are advantage players.

Just under the advantage player are those casino gamblers who play strong strategies at the games. They use basic strategy in blackjack, keeping the house edge around one-half percent; they only make the best bets at craps, generally the Pass, Don't Pass, Come, Don't Come, utilizing the odds bet to get their money on the table, and placing the 6 and 8. If our good players like roulette, they strictly bet outside "even-money" propositions at the roulette games where the 0 or 00 loses them only half their bet. In video poker they only play the strongest strategies at high return games such as 9/6 Jacks or Better. They never play slot machines. Based strictly on my observations of casino gamblers for the past 20 years I'd say the good players in this second category make up maybe two million casino players.

Thus, the two types of "best players" are in a distinct minority because they are overwhelmed by the legions of "worst" players. The worst players use their "instincts" at blackjack, giving the house edges of one to four percent. The worst players make all the ridiculously poor bets at craps, subscribing to idiot notions such as "see a horn, bet a horn," which can lead to disastrous results. The worst players bet the inside numbers at roulette and play all the carnival games such as Let it Ride, Three Card Poker, Caribbean Stud, Four Card Poker – without even knowing the correct strategies for these games. They love the slot machines, especially the mega-jackpot machines that have house edges around 15 percent. Losing \$15 for every \$100 they wager doesn't seem to have any impact on their gambling choices.

The poor players play with real money – that is to say, they don't have a special gambling account but rather they use household money to fuel their usually ill-fated adventures. They play for too much, for too long, and too poorly to ever have a chance of coming out ahead – except on rare occasions where Lady Luck pities them and gives them a winning session. But this or that winning session can't make up for the horrid fact that they are way behind in their casino gambling careers – so far behind that short of a mega-jackpot they have no chance to ever catch up.

I think the majority of casino players probably fit into this last category – and they account for the overwhelming amount of money made by the casino industry. Advantage players will sometimes say that all the poor players make it possible for them to keep winning because without the poor players the casinos wouldn't exist. That is probably true.

However, why should that be true for you? Let the other players play foolishly. There's plenty of room for you in the first two categories of players. The Captain of Craps once told me, "There's always room at the top." He was right. You should join that top tier.

10 - Common Texas Hold'em Mistakes

by Bill Burton

Let us start off with a quick quiz. Don't worry it will only be two statements requiring only a true or false answer.

Question 1: Mistakes in Texas Hold'em are costly – true or false

Question 2: Mistakes are profitable - true or false.

If you answered “true” to both statement you are correct. Mistakes in Hold'em are costly when you are the one making them. Mistakes are profitable when your opponents make them. You will make more money from your opponent's mistake that you will from your own fancy play. Conversely your mistakes will cost you more money when you make them. Your goal should be to avoid mistakes on your part and capitalize on the mistakes of the other players.

What makes poker a game of skill and separates it from most other casino games is that your decisions matter. In poker your decision to bet, call, raise or fold will have an affect on the outcome. Although your objective is to make money, your main concern when you play poker is to always make the correct decisions and avoid making mistakes. You won't win every time you make the correct decision and you won't lose every time you make a bad decision. However, the player who makes the best decisions (fewer mistakes) will win the most money in the long run.

Mistakes are not always due to bad play. In *The Theory of Poker* author David Sklansky defines the Fundamental Theorem of Poker as follows:

Every time you play a hand differently than the way you would play it if you could see all of your opponent's cards, they gain. Every time you play your hand the same way you would if you could see your opponent's hand you gain. The same principle applies to your opponents.

Unfortunately there is no way to know exactly what cards all of your opponents are holding. Although with experience you can gain some knowledge in reading the other players but that is the subject of a future article. For now we will just focus on a mistake as playing a hand differently than if you knew what cards the other players have. Some of the mistakes a player makes are:

1. Calling when you should fold.
2. Folding when you should call.
3. Calling when you should raise.
4. Raising when you should call or fold.

While some mistakes are unforeseeable due to insufficient information concerning your opponent's hand other mistakes do fall into the bad play category. The biggest mistake a player makes is calling when they should fold. In Texas Hold'em when you decide to play a hand you have to call the blind bet. Playing too many hands is the downfall of many players.

Some starting hands have a positive expectation and others are negative expectation hands. The two biggest mistakes that many low-limit players make is playing any two suited cards (I refer to this as ASAP) from any position and playing a single ace from any position. (I call this SAP.)

ASAP is the number one mistake made by many players. Getting two suited cards as a starting hand is fairly common. The probability of being dealt two suited cards is 23.58% which means those who like to play ASAP will have plenty of chances to enter the pot. Completing your flush is a lot more difficult. If you start suited and stay to see all seven cards (your two and the five board cards) the probability that you will make a flush is 5.77%. The odds against you are 16.3:1

Simply put for every time you play two suited cards you will only make your flush about once in 16 tries. If you play low suited cards you still have to worry about a bigger flush beating you.

The second mistake is playing a single ace from any position. You will be dealt at least one Ace about 15 percent of the time before the flop which means that 85 percent of the time you won't have an ace. Maybe that is the reason that players get so excited when they see an ace.

If you are playing at a full table with ten players and hold a single ace the probability that there is no other player also holding an ace is 25.31 percent. That means that when you have an ace one of the nine other players will have an ace 75 percent of the time. This is why you need to consider your other card known as your kicker to go with that single ace.

Playing an ace with a small kicker is referred to as playing a "weak ace." When you do this, you are setting yourself up to be beaten by a player who holds an ace with a higher kicker.

You don't need to know what the other players are holding or have a crystal ball to know it is a mistake to play these types of hands, yet many players will do it over and over again. If you are guilty of making these two mistakes you can improve your game immediately by refraining from playing these hands.

11 - An Advantage Craps Player's Expectation

by Stickman

I was talking with a fairly seasoned craps player recently. As we talked, the conversation turned toward what could be done to improve performance at the tables.

Now this player has a very nice toss. The dice travel together while floating through the air; they land together, bounce together, gently hit the back wall and come to rest near the back wall. It is the kind of toss that most of us would be ecstatic with.

"What do you mean by improved performance?" I asked.

"Well," the response began, "I do fairly well now. I have several rolls in the teens and twenties, but every now and then I have some short rolls. I want to be able to consistently throw twenty to thirty numbers."

"Wouldn't we all," I replied, "wouldn't we all!"

Those who are serious about dice control and practice religiously are able to put together a series of rolls in the twenties and thirties from time to time. The Dominator had his back-to-back rolls of 30, 33, and 38 numbers before sevening out. But is even the great Dominator capable of throwing twenty, thirty, or forty numbers time after time? Frank Scoblete had six hands over 50 in one year with one being 89. The greatest craps player of all time, the Captain had a 100-roll and a 147-roll hand and many over-50 hands. I've had many hands over 50 and some over 60.

Golden Touch often uses the game of baseball to draw analogies to throwing dice. A dice thrower is really an athlete just like a pitcher. He practices his sport (throwing dice) daily attempting to gain just a little more edge, just like a professional pitcher.

But even the best pitcher in professional baseball will have base hits and even home runs hit off the pitches he delivers. No amount of practice will produce a skill level so high that no one will get a hit off his pitches.

A pitcher holds the baseball a certain way, delivers it a certain way, and attempts to deliver the baseball at a very precise spot and a very precise speed. The dice thrower sets the dice a certain way, delivers them a certain way, and attempts to deliver the dice at a very precise spot and speed.

But even the best pitchers and dice controllers are human. Any number of very minute aberrations in the grip or delivery can cause less than perfect throws; not enough spin, too much spin, too fast, too slow, too high, too low – you get the idea.

Even when an absolutely perfect throw is delivered, once the baseball (or dice) leaves their hand, it is literally out of their hands – out of their control. In baseball, a sudden gust of wind can cause a slight change that can be the difference between a

ground out and an extra-base hit. In craps, table surfaces are not perfect by any means. If the dice hit the table just a few micrometers differently, it can cause dramatically different results.

So, repeating the question; is a very skilled dice controller capable of throwing twenty, thirty, or forty throws time after time? I submit this is an unrealistic expectation. There are just too many other influences on the dice to allow for results so consistent.

We sometimes use SRR (sevens-to-rolls-ratio) to indicate how well we are controlling the dice. Having an SRR of 6.5 (actually 1 seven in 6.5 throws of the dice) is good enough to have an advantage over the casino. Some of the very best controllers have SRR's around 9 or 10.

To get a feel for what type of hand lengths to expect with different SRR's, I ran some simulations in the Smart Craps software that GTC sells. All of the simulations used flat passline bets with no odds. Therefore in order to make any money, you need to have at least a 1.43% advantage on your throw to offset the 1.42% house edge for a passline bet. The simulation results are based on 10,000,000 rounds so there could have been some major fluctuations to the bankroll before obtaining the final statistics.

I found the results quite interesting.

With an SRR of 6.5 you have a 1.39% advantage – meaning you had an edge of 2.81% that was offset by the house edge of 1.42%. At this level:

- 50% of the hands were 7.32 or less
- 5% of the hands were 25 or more and only
- 1% of the hands were 37 or more.

Looking at a couple of other statistics, over 10% of the hands were two (meaning point – 7), and almost 11% of the hands were three (point – number – 7). Over one fifth of the hands were three or less. That's a lot of very short hands.

Okay, how about a god-like SRR of 11?

At this skill level, you have a 14% advantage – very impressive, but somewhat expected. However, even at this stratospheric level of play: 50% of the hands were 10.9 or less. Only 5% of the hands were 40 or more. And, almost 14% of the hands were point – 7 or point – number – 7. That amounts to about one hand in seven. Still a very large number for such a high degree of skill.

From these numbers we can see that even though you have obtained the extremely rare dice god status, you still get your fair share of extremely short hands. And even more surprising to me, almost half your hands don't even make it to double digits.

Clearly, expecting to achieve consistent hands of twenty, thirty and forty is virtually out of reach. Having such a goal or expectation can only lead to frustration at the tables. Instead of trying to achieve long hands time after time, focus on the increasing advantage you can achieve and measure your progress in dollars taken off the tables rather than length of hands.

After all, taking money from casinos by playing their game is where the real fun is.

12 - To Chart or Not to Chart?

by Frank Scoblete

One of the biggest debates in the world of casino gambling has to do with charting tables to see if they are hot or cold or in between. Some gaming writers are firm believers that what has happened in the recent past at a table is a good indicator of what will happen in the immediate future at that table. Unfortunately, some of these writers believe that you must bet the opposite of what happened because that trend is about to change and other writers, equally as fervently, think you should bet with what has just happened because that trend will continue.

Both are right.

And both are wrong.

In some sessions the trend continues and in some sessions the trend doesn't continue.

On the Golden Touch Craps private web site we've had long and serious debates with some of our members who believe that certain systems of betting can find a trend and capitalize on it. These proponents usually cite the fact that so-and-so was seen winning money on several occasions playing this trend-finding system. However, on the nights when so-and-so lost, the person who won the money was using the opposite system or, in fact, no system at all except whim in order to beat the house. Whim is as good a system as any on certain nights.

The charting debate raged and even took into account controlled shooters, with trend advocates stressing that even with controlled shooters if one shooter was hitting certain numbers, the next controlled shooter either would or wouldn't hit those same numbers.

The debate was lively, heated, and all over the map. So what is the truth of charting? Let's take a look at craps – with and without controlled shooting factored in.

In controlled shooting a force, the skill of the shooter, is changing the normal random outcomes of the dice. If you see the 7 being reduced and the 6 appearing more than normal over many thousands of rolls, you can be safe to assume that this controlled shooter is changing the nature of the game by his skill. If that shooter has passed the software program *Smartcraps* (which judges axis control) and SRR (seven to rolls ratio) tests of his skill this is also proof that the shooter has some control over the outcome of his dice rolls.

Therefore, an outside force, the shooter's skill, is working on the dice to change the game of craps from a random game into a controlled game - controlled to a small extent obviously. The outside force changing the nature of the game is controlled shooting. Few on the Golden Touch Craps private board would argue against that since

many of them are such skilled shooters. More info on this can be obtained from my book *Golden Touch Dice Control Revolution!*

However what force is controlling the outcome of a random game? No force. The numbers are appearing randomly based on probability. There is no way to predict what is coming next – you may be right, you may be wrong, it doesn't matter. No causatic force is acting on the dice to change the long-range probabilities. Some gaming writers actually believe that some unknown force is working on the random dice. They are wrong.

In a random game, trends will appear and disappear and what happened just now is not necessarily what will happen next. The past is not a predictor of the future.

Now some trend-finders have indeed postulated that maybe the game of craps is not really random. I'll buy that – to an extent. The Captain, my gambling mentor, speculated the exact same thing obviously and he came up with a way to beat the game, controlled shooting, which he called “rhythmic rolling” in the late 1970s. He also came up with a way to deal with random rollers, the *5-Count*. We know both these methods work to do what they are intended to do. Controlled shooting gives us the edge; the *5-Count* reduces our losses to the random rollers who happen to be at our tables.

But I have a big problem with the idea that the non-randomness of craps allows for a *cross-shooter* charting strategy that actually works and here is why:

If you have 10 shooters at a table and shooter #1 has been hitting everything but a 5 and then sevens out, is the 5 more or less likely with the next shooter or the shooter after that or after that? Remember these are controlled shooters too. Let's pretend that everyone controls the dice to a greater or lesser extent at a craps table (obviously our eyes tell us this is definitely not the case but let's pretend). Okay, fine. Why is shooter #2 more or less likely to hit the 5? What outside force is making his controlled shot make up for the non-appearance of a number from someone else's controlled shot? Or is some “other” force causing him to miss the 5 as well?

If everyone at a table is a controlled shooter, then how is it that the appearance or non-appearance of certain numbers is so correlated among them all? How can a bunch of controlled shooters be charted – *across shooters* – based on what numbers this one or that one hits when they are all different in their talents?

Now you go through all 10 shooters and what FORCE is causing certain numbers to appear and certain numbers not to appear *across* shooters? There is no force causing such charting through different shooters to work. Each shooter can be charted individually (if he or she is controlling the dice) but one shooter does not relate and cannot relate to another shooter. Controlled shooting is non-transferable in terms of results. Each shooter is different and their results are not correlated.

So that's the BIG problem with all this talk about charting, even if the charting of shooters is actually the charting of controlled shooters.

What is the correlative factor existing that could cause such synchronicity? There is none. Charting doesn't work on random rollers, or across random rollers, and it doesn't work across controlled shooters either. Charting is an idea with no validity but a heck of a lot of adherents.

13 - Practice Makes Competent

by Dominator

I just received a funny as in stupid email quoting a writer who recently took up dice control. Now this writer never built or bought a practice station or craps table and he rarely practiced. He would on rare occasions throw the dice on his bed. His SRR hovered around 1 to 6.3 – which is slightly enough to beat the game of craps if you make very low house edge bets.

Now this writer was complaining that getting an edge at craps by controlled shooting is not easy to do and that he didn't think anyone was really beating the game based on his experiences. He had also written that he didn't need to practice, as he saw no difference in his skill level in the casinos after practicing a few days at home on his bed.

So now he is down about dice control.

If he were a baseball player who never went to spring training, who never took batting practice or fielding practice or warmed up before a game and then he wondered why he wasn't putting up strong statistics – or even competent statistics – we would think the guy was nuts.

You can't get good at dice control without serious practice. That is an unarguable fact. Practice may not make you a perfect dice controller but it will make you a competent one. You cannot become competent if you don't practice.

The GTC instructors, all of those who have had many 40-plus and 50-plus rolls practice almost every day. I practice almost every day. That's how you maintain your edge. Dice control is not like riding a bicycle. It's more like hitting a baseball. If you don't practice whatever skills you have will erode.

I feel sorry for this writer because he has unfortunately sold himself a bill of goods that you can achieve something without effort. He can't. You can't. I can't. To be good at anything takes practice.

14 - Why I Am Not an Expert on Everything

by Frank Scoblete

When my kids, Greg and Mike, were growing up, they looked up to me. As little kids they thought Dad knew everything – at least Dad knew everything that they asked about which is all the important stuff in a little kid's life. Yes, I strode through their little lives as a god among mere mortals.

Somewhere in their early teenage years it started to dawn on them that Dad didn't actually know everything, in fact, Dad *didn't* know a hell of a lot about everything. Like the American education system, Dad became "dumbed down." I lost the entire aura I had when I was that striding god. It was a long tumble. I went from knowing everything to knowing almost nothing. It was remarkable that I even knew how to feed myself – so low I had fallen in their esteem.

Now both Greg and Mike are adults. Yes, I am smarter now in their eyes than I was when they were teenagers but I will never be as smart as I was when they were little kids. That's the way of the world, specifically the way of parenting. Start off big; fall a long way; then slowly climb as your children age until you aren't dumb but you aren't a god either. At some point your kids look at you as a human being, which is, frankly, only what you are. There are no humans who are gods.

I do have a shot at being in the divine intellectual category again – for a few years anyway – as my little grandson, John Charles, looks up to Grandpa Scobe and seems to listen to everything I say with rapt attention. Of course, I know that when he gets older he too will realize that Grandpa Scobe doesn't know everything about everything.

That is all a prelude, dear readers, to my gambling confession, which is – I don't know everything about gambling either. Yes, I know the casino table games and the slot machines and I have decent knowledge about poker. But my gambling "genius" does not extend to horse racing or to most of the sports bets that are available to the gamer.

In short, I am in a thick fog in some gambling areas.

Early in my gaming career I thought I would tackle horse racing – but do it in a smart way by getting inside information. A certain individual who had "inside knowledge" started me off with a great pick for one of the Triple Crown races. "This horse can't lose. He'll blow away the field," said my source. I was convinced I would win a lot of money if I bet on this horse so I bet a lot of money on this horse – with my wife, the beautiful A.P. saying, "I don't think you should bet that much on a horse. You don't know anything about horse racing."

"Honey," I said confidently, "this horse is going to blow away the field."

My horse did not blow away the field. Instead he broke his leg midway through the race and had to be put to sleep. He had been a superb animal but a miserable betting choice.

My inside source gave me two more “can’t lose” tips, upon both of which I bet heavily. I explained to my wife, the beautiful A.P., “Don’t worry, these horses can’t lose!” when she fretted about how much I was putting on my horses’ heads.

In the first of the two races my horse came bolting out of the starting gates and looked like he would destroy the field. However at the first turn he decided he didn’t want to continue the race and he headed for the stables. All the other horses went around the track but my “can’t lose” horse just ran to the right and into the barns. The jockey was whipping him, yelling at him; the fans were jeering him merrily – and I lost the first of two very big bets.

Okay, two races, two horses that didn’t finish, so my third horse had to at least make it around the track, didn’t he?

Don’t bet on that.

My third horse looked a little weird – if horses can actually look weird – as he walked to the starting gate. He didn’t want to go into the starting gate but that is not unusual, as many horses don’t like to go into the starting gate.

But when the race started, my horse leaped out of the starting gate and ran in a small circle, around and around as if chasing his tail, foaming at the mouth, bucking and kicking, and trying to throw the jockey who was hanging on for dear life. The horse looked as if he had taken a massive dose of LSD. It took a whole bunch of people to settle the horse down and save the jockey. The horse then walked meekly back to the stables while the race proceeded without him.

Three horses, three non-finishes, three losses.

My horseracing career was now over. It is one thing to lose a race but my horses couldn’t even finish a race. That had to be God telling me, “Scobe, no more betting on horse racing for you.”

I am not sure anyone can beat the horses in the long run, although I have heard tales of some long-term winners, but I remain skeptical. Too much is involved in horses running around the track, not the least of which is the enormous vig you have to pay when you win those races. You also have no idea if the race is fixed, to put it bluntly. Obviously my horses didn’t need to be “fixed” because they couldn’t even get around the track, but horse players always talk about how the smaller races might actually be more like professional wrestling than real competition.

I have no idea really. I don’t want to have any idea, really. Because I really know that while horses are really the most beautiful of animals, betting on them racing around a track is not really in my cards. When it comes to horse racing I am the father of teenagers – I have no glory, no glow, no godliness. I am really a dumb loser.

15 - Blackjack Is Not Slots

by Frank Scoblete

Blackjack has been the most popular table game since the early 1960s when it became known that card counting could beat the game. Of the tens of millions of blackjack players since that time period only a few thousand ever got good enough to beat the casinos at blackjack but that didn't stop the casinos from panicking in the first blush of the card counting revolution.

The first step the casinos took was to change the game drastically. Not only were more than one deck instituted but the rules were changed to make the game far less attractive.

So what happened? Players started to reduce their time at the tables and many gave up the game completely. The casinos soon realized that a game that made them a lot of money was about to go down the tubes. So they brought back the good rules and even continued offering excellent single- and double-deck games. The crowds returned and blackjack sailed off into the sunset heavy-laden with players' gold.

Those of you with long memories can recall the wealth of excellent blackjack games in the 1980s in Las Vegas. Just about every casino had them. My first trip to Vegas, after years of playing in Atlantic City, saw my jaw drop open when I saw all those great single and double-deck games.

True some excellent blackjack players did win money over the years, and a small fraction of those excellent players won a lot of money, but no one player and no one team won even a tiny nano-percentage of the heaping mountains of money the casinos were harvesting daily from the game. Blackjack profits soared, year after year after year... and then something happened.

Somewhere, on some desolate shore, a casino executive stumbled over a bottle, rubbed it and released an evil genie. This genie told him in strictest confidence, "Change the nature of the game. Give players only a 6-to-5 payment on their blackjacks; hit all soft 17s; create continuous shuffle machines that make the players play 20 percent more hands; limit doubling and splitting options and don't penetrate too deeply into the decks. The casinos will win much more money if you do all these things. You will start to make the kind of money you make at the slot machines."

Logically this sounded right. Today's casinos need to always make more and more money each and every year. To do so they either have to get people to play more; or get more people to play; or reduce the returns of their games so they take ever more money from the same people for the same amount of play. The hat trick would be to do all three. That's the way to being crowned casino executive of the year.

Unfortunately, logic and profit don't always work out in the real world. Instead of increasing the profits from blackjack, even the dumbest blackjack players could see they were losing more money and, as they did in the late 1960s, they decreased their play and some of them even quit. Blackjack has flattened out as a moneymaker – you can look it up. Sadly, the casinos have not yet figured out that blackjack is losing its hold on the table-game world since the games have gotten far, far worse. In the past year Atlantic City, in the face of Las Vegas' blackjack blues, decided to do what Vegas did – offer inferior games where the casino hits a soft 17. The casino motto seems to be – “if it doesn't work, just do more of it and then it will work!”

Blackjack is still the most popular table game – it will be some time before it is replaced – but it is not the mega-monster it once was. Making the game hold more for the casino might have seemed like a noble and brilliant idea when discussed in the boardrooms by various MBAs but in truth the new rules/new games are a disaster – for the players and for the casinos.

The true irony of this situation is that the casinos have as many misconceptions about blackjack as the players do. The players think they can win more money at blackjack by becoming either positive or negative progression players; or clumping proponents, or trend seekers. The casinos think they can make good money by offering bad games.

Perhaps what has blinded the casino thinking are the slot machines. There doesn't seem to be any end to the numbers of players willing to spend their money on those one-armed bandits. All slot machines are bad games – except those rare progressives that get into the positive zone on even rarer occasions and on certain “banking” machines. Slot players face very large house edges ranging from 2 percent down to a monstrous 17 percent on some mega-moola progressives.

Slot players have been trained to accept the fact that they will lose time and time again and once in a while get a “big one” to keep the juices flowing. This “big one” rarely brings them into the black and the losing just continues again into the future.

Blackjack players are not like slot players. They expect to have a close contest with the house – win some, lose slightly more. Yes, the typical *traditional* blackjack player is a loser but the pattern of his losses is radically different than the pattern of the slot players' losses. To try to make blackjack win the kind of money the slot machines do – in the way the slot machines do it – is to change the nature of the game and make it the type of game that will put off a lot of players.

Slot machines and blackjack are indeed moneymaking animals for the casinos but they are animals from different species. Trying to force one to become like the other will ultimately kill that one.

Blackjack facts are tough to digest – they are tough for the players, who wish to use idiosyncratic methods that don't actually work to beat the game; and they are tough for the casinos, who wish to see blackjack win the kind of money the slots win.

Blackjack players love the game and many play it exclusively. They wish to get the type of game that gives them that “blackjack feel” and they don't want to play a

game that is closer to slots in its house edge. That's the nature of blackjack and blackjack players.

Casinos should learn from the lines of that old commercial, "It's not nice to fool Mother Nature!"

16 - What is Your Gambling Flaw?

by Frank Scoblete

Nobody's perfect. You might be the best of the best in some field or other yet you know that on some day or other you just aren't at your peak. Hopefully if you are a brain surgeon those non-peak times are outside of the operating room but my guess is that even with Mrs. Landis's head wide open, her brain visibly pulsating there in front of you, you might not be functioning at the top-top-top of your game every second in your journey through her gray matter.

Casino gambling is no different. You might be the world's greatest advantage player and on some nights you bet too much for your bankroll, drink too much for your liver, and fall prey to whatever weakness always lurks just around the corner for you.

Some of the best casino gamblers I know have Achilles Heels of some type or another. Let's take a little stroll through the gamut of possible casino flaws – and see if you share any of these in your own nature. Knowing where your personal danger lies is a good thing for casino gamblers.

The remarkable Dominator, the world's greatest dice controller, an expert blackjack and poker player as well, has one major flaw in his gambling personality – he can get emotional, as in he can get very angry. And when his short fuse gets lit, the explosion usually doesn't help his playing or his winning potential. He will sometimes push his dice shooting by playing too long when he is upset and he will also push his betting levels in an attempt to make a killing here and now “to show them!” He has to watch himself very closely because an angry advantage player could very well be giving up some of his advantage or all of his advantage if the anger affects the purity of his dice throws.

Negative emotions are generally quite dangerous – unless they help you to quit playing and take a break from the casino wars.

Going “on tilt” is a common complaint of many casino gamblers. That means you are losing your bearings – generally because of losses. No casino gambler, be he or she an advantage player or a good player or a bad player, is going to win all the time. Losses are in the cards, the dice, the wheel, the machines – and that is an undeniable fact. But sometimes the losses cause us to lose our bearing and we start to play foolishly. Our anger, our despair, our disbelief will all contribute to even more losses.

Let's hear from Lorraine, an inveterate slot player. “Usually I give myself a certain amount to play with each day and if I should lose that then I quit for the day. But sometimes if I lose a lot very fast I just dig into the ATM machine and start playing like a maniac. This hasn't happened often but when it does – I have lost more times than I have won and I feel terrible.”

Lester G. has the opposite flaw. “When I am winning I tend to increase my bets by going to machines that are higher denominations thinking I can win a whole lot more and usually I don’t.” His problem is the belief that you can take a slot machine and make it into a positive expectation “when things are going well.” He’s wrong, you can’t.

The great Howard “Rock ‘n Roller” – a powerful shooter at craps – once had five straight days of one-hour rolls each day, culminating in a whopping 74-roll hand on day five (www.goldentouchcraps.com/worldrecords.php4). You would think such a shooter would own a casino by now. You would be wrong. While “Rock ‘n Roller” does have the edge over the house, he sometimes doesn’t have an edge over himself and that can be costly. I’ll let him speak for himself.

“I love to play craps and even when I am tired I find I just hate to stop playing. I will have great rolls and I know I should take a break but I just can’t seem to leave the tables. I will give back a lot of my wins because I play too much. If I just took the dice three, maybe four times each session and then took a break or a nap and came back I would be much better off. But I find I can overcome the casino edge but I just can’t overcome my love of playing.”

His love of playing, a positive emotion certainly, just whittles away at his winnings, a negative result. If the goal is to win money then whatever prevents you from winning money is obviously not a good thing.

The incredibly skillful “Stickman,” an advantage player at blackjack, poker, video poker and craps, has an interesting flaw. “I bet too little,” he says. “I find that certain levels of betting freeze me, they make me uncomfortable. Even with a decent bankroll, money has an absolute value to me and when I get to certain figures it interferes with my pleasure and it tends to make me nervous. I do not perform as well when this happens.”

While this might not seem like a flaw, it is. When a player has an edge at a game and has the bankroll to exploit that edge looking at money in “absolute” terms can be a trait that holds back your winning potential.

You don’t have to be an advantage player for negative emotions to whittle away at your bankroll. Many casino players find that when they are losing they want to jack up their bets to make all the money they lost back in short order. More often than not such a decision leads only to greater losses that are faster than the previous losses. For average casino gamblers even positive emotions can be crippling if they lead our players to bet more because they now “feel lucky.” In games where the casinos have the edge on almost every bet, you don’t want those nice feelings you have to push you off the cliff.

Keeping your “flaw” contained is a good thing but some of you will have flaws that are based on positive moments (“I am winning let me jack up my bets!”) and some of you have flaws based on negative emotions (“I am losing let me jack up my bets!”). Both can be dangerous to your gambling life.

17 - My First Time on TV

by Dominator

For a couple of months I had planned a three-day gambling trip down south, not knowing when the television show *Dice Dominator* would air on the History Channel. The *Dice Dominator* was going to be a show about my adventures in the world of dice control and would co-star my partner, Frank Scoblete. In fact Frank came up with the idea for the show and sold it to the heads of the History Channel. However, another writer wrote the show – which is a shame – because he took a lot of liberties with the facts.

As luck would have it, the show aired on the Tuesday of the same week that I had planned to travel south.

The show went well, although parts were fictionalized as I mentioned. I was portrayed by a character actor who did a good job. Frank Scoblete, on the other hand, was portrayed completely incorrectly. Frank has three masters' degrees and is a very intelligent guy but the actor who portrayed him made Frank appear to be a low-life criminal type. Frank's sister said, "He made Frank look like a crack dealer."

The reenactment scene that stands out in my mind was a time that Frank and I were playing together at a casino in Vegas. The writers got the story right, but the dialogue put in our mouths was not like anything we ever said. In the script the writers had the actor who portrayed Frank say to a stickman, "*You're a dead man!*" after the stickman hassled us. For those of you who know Frank, he would never have said something like this.

Actually neither Frank nor I said this, although I did say something in an angry voice to the stickman. This scene made me laugh, because if anyone usually gets angry it is me, not Frank. It will be a while before he lives down that scene. People who don't know him will think that Frank is a hit man.

So here I am on a plane heading to the southern part of our beautiful country, to play craps and blackjack for the first time after the show, wondering if I will be hassled or told that I can't play. I was concerned.

The start of the first night didn't do anything to alleviate my fears. At the restaurant, everything went wrong. First, the appetizer that was brought to me belonged to the couple next to me. Next the dinner that was brought to me belonged to the couple three tables away. The manager came over to apologize, and instead of being upset, I just said, "Worse things could happen to me tonight besides getting my dinner wrong." Was I getting a premonition or was my imagination getting the best of me?

After dinner I called Frank and asked him what I should say if I was recognized, and someone said, "*Aren't you the Dominator?*" Should I say, "*What, that's not my*

name.” Or should I say, “*I have been getting that all day,*” or maybe just say, “*Yea, I am.*” I settled on just saying it was I.

My first stop was the high limit blackjack pit. “*OK Dom, no problem. You know what you are going to say.*” So I hand the pit lady my player’s card and ask for a marker, and low and behold, she didn’t say anything to me. Great! I played the Golden Touch Blackjack Speed Count for about one hour, had a good run, went to the cashier to pay off my marker and cash in my win. I decided that I was too tired to play craps that evening, so off I went to bed to get a good night’s sleep and be rested to play craps in the morning.

It is now Thursday morning and I am off to the casino to play craps and see what happens. Again I give the boxman my player’s card and ask for a marker, and again, no problem. Wow, this was great. All the worries that I had and all the naysayers that told me that I would never be able to play again were wrong. My casino career was not over.

It stayed that way until my final night at the casino. It all started at dinner. At the steak house the couple next to me struck up a conversation about gambling. The husband began to tell me about a good friend of his that has a craps table in his basement. He tells me that this friend practices a craps throw everyday and that if you set the dice and throw them in a careful way, you can beat the game.

As he is telling the story I had a smile on my face and all of a sudden he says to me, “Aren’t you the guy that was just on TV?” I said I was. I say my goodbyes and head to the craps tables.

Again I took out a marker, no one seemed to notice or care about me, and waited for my turn. Earlier in the day, I had run into a student of Golden Touch Craps, Roger B. He asked me where I would be playing that evening and I told him.

As I was waiting for my turn, Roger came to the table and stood next to me. I got the dice. My first roll wasn’t great, but it was a moneymaker, two points, maybe a roll in the high teens, but I notice that the box is looking intensely at me.

After my roll, he says to me, “Good Roll Dom.” I look at his name tag and say, “Thank-you Gary.” I didn’t know this boxman from Adam, never saw him before in my life, but he knew me. A lot of 7-outs by chicken feeders (“Thank-you Captain for the *5-Count*, and for saving my bankroll again!”) I get the dice for my second turn.

I tell Roger that this will be my last for the night as I am tired and want to play BJ again before I leave. I set for the 7 and throw a 7. That was the first of my seven Come-Out 7s in a row, all being 4-3 or 5-2, exactly what I was setting.

The box is really watching me now and calls over the suit. They whisper something and Roger tells me that he hears the word “Dominator.” Well after those seven Come-Out 7s I am really feeling good. I missed the back wall once with one die and nothing was said. After making one of my points, a 4 the hard way, I give my little scream, and the stick says, “We have a shooter here boys!” When the roll was over, the table exploded and Roger who was counting the rolls said it was a 43-roll hand. I color

up and the boxman and all the suits present say to me that it was great having me at their table.

I hope it always stays that way.

18 - Winner! Winner! We have a Winner!

by Frank Scoblete

I am on every systems seller's mailing list. I get emails, letters, flyers, and even some video promotions for "can't miss" systems of play at whatever game I choose. Some of these systems are just for craps, some just for blackjack, some just for poker, video poker, slots, horse racing, sports betting and some, the really "incredible" ones, can be used for everything because they are – in the words of their inventors – that "powerful."

Now there are some gambling "systems" that actually work – first because they aren't systems by definition. Card counting at blackjack works, dice control works, optimum strategies at video poker work. I rarely get information shoveled to me about these "systems" because they all require certain levels of real work and the one thing a systems seller knows is this – most casino players do not want to work in order to get an edge. They want the edge handed to them. These types of casino gamblers are the welfare recipients of Lady Luck.

Systems buyers want a system that is so easy to use a complete fool could use it. Even the supremely easy Speed Count, which I write about in my book *Golden Touch Blackjack Revolution*, does require some modicum of effort. You have to add 1 plus 1 plus 1 and then occasionally subtract a small number from the total. For the system buyers this is just too much work. They don't want to add; they don't want to subtract; they don't want to do anything but use a magic formula to win copious amounts of money – the kind of money the systems seller claims he has won over the past few years using this miraculous system.

The system seller knows how to get people to buy his or her stuff. He will write copious amounts of copy praising his product – liberally thrown in will be anecdotes and testimonials from people who have played the system and won hundreds, thousands, or hundreds of thousands of dollars. These people may or may not actually exist but who cares? The idea is to bombard the reader with so many words and so much positive information that the reader's defenses are ultimately shattered and he will open his checkbook or pull out her credit card and buy the product.

Obviously, I am not opposed to people selling or buying products about gambling. After all, I sell my own books, DVDs, and some very expensive Golden Touch advantage-play seminars. You are reading a magazine with contributions from many established gambling authorities, many of which are also selling books and other products. There is a gambling-writing industry after all and I am a part of it.

So how can you tell the difference between a legitimate seller of gambling information and a systems seller of bogus information? First the legitimate seller doesn't make any outrageous promises. There might be such a thing as card counting at blackjack but there is no guarantee that you will become any good at it if you try it. Dice

control is real but it is not an easy thing to master. No systems seller is going to tout his system by telling you that it is not guaranteed; that you might not learn it or that your talent could be lacking. That would be economic suicide.

The systems seller needs to sell vast quantities of his system in order to make money. He doesn't care that his system doesn't work because once you have bought it you are stuck – you have a worthless system and he has your money.

When I first started my foray in the world of casino gambling I did buy a lot of systems – to see what they were like and, to be honest, praying that they would work. Except for books on blackjack, every system I bought left me scratching my head and asking this question, “How can he sell this junk?”

I bought the “Magic Wand,” a device that would allow me to locate hot slot machines the way a dowser supposedly finds hidden water – or gold. I used it in Atlantic City and the only thing it found me were stares from people who thought I was crazy as I walked through the casino with such a strange looking cheap cardboard *thingy*.

I bought several systems for blackjack. One had me look for clumps of high cards and then bet heavily on the next few hands because “high cards follow high cards.” One had me upping my bet after three losses because “blackjack is an even game and once you have lost a few nature brings everything back into alignment.” Well, as most of you know, high cards don't follow high cards and nature is darn fickle about righting things in a run short enough to be understood by me.

The craps system that most impressed me in its ad promised that I would win 83 percent of my decisions. “You Can Win All the Time!” the ad proclaimed. The system was the old “Iron Cross,” where you bet the Field and the 5, 6 and 8. You have 30 ways to win and a mere six ways to lose when the 7 showed. The 7 shows about 17 percent of the time – thus your winning percentage was about 83 percent. Wow!

The problem came in right away – that 7 blasted all your bets into losers, while your winning was always curtailed by concomitant losing. You could win on the 6, for example, but you would then lose the Field bet. You could not win enough to make a profit with this “fool-proof” system because that 7 was just too powerful on the “mere” 17 percent of the times it showed its ugly head.

The system seller knew what he was doing, of course. He was not lying in the traditional sense. His system did win 83 percent of the time. But it was not a winning system. This systems seller was the master of equivocation – he just made you think what he meant was that the system would give you long-term wins; he never actually said it. He never told you that the house edge on the “Iron Cross” was about four percent – which is a pretty hefty edge indeed.

Today the Internet is host to hundreds, maybe thousands, of systems sellers. You can read long, drawn out advertisements for their systems. Many of them claim that they are retiring from gambling life and want to share with you their miraculous system before they go to the fancy island they just bought. Personally I think the only island they should be allowed to inhabit is Alcatraz.

19 - More to Explore!

Want to learn more about advantage gambling from Golden Touch and our trusted partners? Check out these great web sites and learn how to maximize your edge at the casino.

www.GoldenTouchCraps.com

Are you a winner in business, in your chosen career or profession but a long-term loser at craps? If your answer is yes, it doesn't have to be, because craps can be beaten! It isn't easy and not everyone can do it, but then again, not everyone can be successful in business and life. If you are interested in beating the game of craps, then visit the Golden Touch Craps web site for course dates, forums, books, practice rigs, and much more.

www.Scoblete.com

Frank Scoblete has been an advantage gambler for over 20 years. He is the #1 gaming writer in America today. He has written over 30 best-selling gambling books and tapes, appeared on dozens of television shows, and writes for over 40 magazines and newspapers. Frank also teaches Golden Touch advantage-play classes in blackjack and craps.

www.GoldenTouchBlackjack.com

Do you enjoy blackjack? Would you like to get the edge at blackjack? Introducing the Revolutionary SPEED COUNT The easiest advantage blackjack method ever developed! In our two day course, we teach you not only everything about Speed Count, but go into much more depth into practical and important generic blackjack areas such as camouflage, bankroll management, leveraging comps, and much more. Visit our web site for course dates and more information.

www.bjinsider.com

The *Blackjack Insider Newsletter* has been published since 2001. The newsletter is published monthly for beginning and experienced blackjack players who want to take their game to the next level. The e-newsletter is edited by Henry Tamburin and distributed electronically each month to subscribers.

www.SmartGaming.com

Henry Tamburin has been a successful advantage blackjack player for some 30+ years. During this time he also has taught more players how to be successful at card counting in his courses and seminars than any other instructor living or deceased. He currently teaches Speed Count in Golden Touch classes, publishes the *Blackjack Insider* newsletter, runs a book publishing company with his wife Linda, and writes the Total 21 column and Blackjack Magic columns for *Casino Player* and *Midwest Gaming*

& *Travel Magazines* respectively. He is a prolific writer with over 700 published articles. He also lectures around the country, and teaches advantage video poker classes in Las Vegas. Visit his company store and web site for more information.

www.DeepNetTech.com

Dan Pronovost is the owner and president of [DeepNet Technologies](http://DeepNetTechnologies.com), makers of a wide range of advantage gambling training products and software (blackjack, poker, craps). All of their products are available for free trial download. Dan is also the creator of the easy-to-use card counting system Speed Count, taught in the Golden Touch Blackjack courses and now available in the Frank Scoblete's new book, "Golden Touch Blackjack Revolution!": www.GoldenTouchBlackjack.com/scbook.shtml.

www.qscobe.blogspot.com

Like father like son! Frank Scoblete's little boy Greg is all grown up, (check out Frank's chapter "Why I am not an Expert on Everything!") and a regular contributor to TWICE, a national magazine. He is also a blogger of note. Check out his political thoughts on his blog.