

# TIPSOLOGY 101

Plan Your Attack:  
A Seven-Part Exclusive Series

Part 1—Getting a Leg Up

Part 2—What You'll Encounter

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Part 5—Giving Yourself the  
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What's In It For You?

By signing up for The Insider's Guide to Betting, you have access to:

- **Exclusive** promotions
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## PLAN YOUR ATTACK - DEVELOPING A WINNING STRATEGY FOR SPORTS WAGERING

This Issue – Part 3 –

### Part 1: What to Avoid

There are a number of ways to wager on professional sports, so let's review some of the most common ones. **Over-under** bets, also known as "totals," have the bettor wager against a number representing the total points scored in the game, betting on whether more or fewer total points will be scored. In an NFL game, if the bookmaker's total is 38, an "under" wager will win if fewer than 38 points are scored, and an "over" wager will win if more than 38 points are scored. If exactly 38 points are scored, all bets are considered ties and no money changes hands.

**TIP:** A bettor typically gives the same 11-to-10 odds on over-under bets that I described above, but some bookies will try to charge 6-to-5 (an 8.3 percent edge) on over-unders. Also, watch out for bookies with whom you lose on ties. If you want to be consistently successful betting over-unders, stay away from bookies who have either of these rules.

The usual way to bet sports is in single-game bets at 11-to-10 odds. This can be a bet on one team against the point spread, or an over-under bet on the total points scored in the game. However, there are other types of bets offered by bookies that seem appealing on the surface because they

offer bonuses that don't exist on straight one-game-at-a-time bets. Let's examine a few, and see why you should stay away from these "sucker" bets.

In **parlay** bets, a bettor chooses two or more teams against the point spread and all must win for the bettor to collect. Thus, going 1-1 (one win and one loss) on a two-team parlay produces the same result as going 0-2. In either case, the bettor loses. Two-team parlays usually pay 13-to-5 odds. If someone bets \$50 on such a parlay and both teams win, he collects \$130. If either or both team lose, he loses the original \$50 investment. On a three-team

to-1 against. Thus, the fair payout odds should be 15-to-5, but they aren't, they're 13-to-5. On a two-game \$50 parlay there are three ways the bettor can lose \$50 (Team A loses, Team B loses, or both teams lose) and one way the bettor can win \$130 (both win). On average the bettor will lose \$150 (3 / 4 losses) for each time he wins \$130 (1 / 4 wins). The bettor will in the long run lose \$20 of every \$200 he risks, for a 10% disadvantage—more than *double* the 4.55% disadvantage that a bettor faces betting one game at a time giving 11-to-10 odds! The odds only get worse as the bettor picks more and more teams in the hopes of cashing in on higher

**"Stay away from these sucker bets..."**

parlay, a bettor who wins all three games is usually paid at 6-to-1 odds. Losing *any* of the three games counts as a loss. A winning \$50 bet gives the bettor a \$300 profit. In the rare event of a tie in any of the games (the margin of victory is exactly the spread) the parlay is reduced to the next lower number of games. For instance, a tie and two wins on a three-team parlay makes the bet a two-team parlay (at 13-5 odds).

Because the odds of winning one game are 1 in 2, and the odds of winning the second game are 1 in 2, multiplied together the odds of winning both games in a two-game parlay are 1 in 4, or 3-

payouts.

A variation of parlays is **parlay cards**, or "sheets," where a bettor must pick at least three games from a list, the typical payoff for winning all three being 5-to-1. The payoffs for correctly picking more games get more and more enticing, but the odds of winning are worse. In most instances, any game ending in a tie against the spread results in the whole card being considered a loss. Also, parlay-card bettors are almost always required to put their money upfront before the games are played, and count on the operator to pay if he wins.

Parlay cards feature even

# TIPSOLOGY 101— ONE CLASS YOU **DON'T** WANT TO SKIP!

worse odds because they require *at least* three games picked and the payouts are worse (5-to-1 instead of the usual 6-to-1 on a normal three-game parlay). Millions of people get suckered into playing sheets because the payoffs seem so lucrative. However, what they do not realize is as the payoffs grow, the odds against them skyrocket.

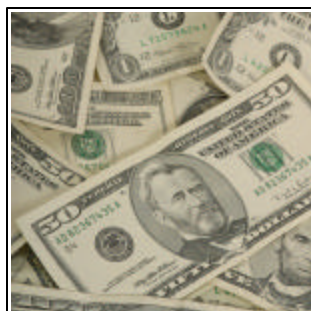
**Reverses** are almost always bet with illegal bookies. The most common reverse is the two-team reverse, where the bettor picks two teams against a spread, and both must win. Although the bettor is paid 4-to-1 odds if both teams cover the spread, the same bettor is penalized if he goes 1-and-1 on the bets. Using a \$100 reverse as an example, here are the potential outcomes:

- **Both picks win** – the bettor wins \$400 – 1 in 4 chance
  - **One pick wins, one pick loses** – the bettor wins \$100 on the first game but loses \$220 on the second for a total loss of \$120 – 2 in 4 chance
  - **Both picks lose** – the bettor loses \$220 – 1 in 4 chance
- Reverses** are another sucker bet but continue to

attract people hoping to cash in on 4-to-1 odds. Like two-team parlays, there are four possible outcomes with a \$100 reverse, illustrated above. For every \$880 risked, (\$220 risked for each of the four possible outcomes) the bettor in the long term will lose \$460 for every \$400 won. The \$60 loss on a total of \$880 risked means the odds against you are 6.8%; nearly 50% greater than a standard one-game bet.

**Teasers** offer the bettor a certain number of extra points to adjust a spread to his liking, but he must pick more than one team against the spread. The most common teaser is the six-point teaser in which the bettor can adjust the point spread by six points in each of two different games. The better usually must give 6-to-5 odds on this bet, and both teams must win to collect. There are other types of teasers, including 6.5-point teasers, seven-point teasers, and ten-point teasers.

The fact that these bets are called “teasers” should say it all. While people remember the games they’ve bet on and lost by “just a point or two,” the fact that you must cor-



**Rich payouts online make Tipsology 101 worth studying!**

rectly pick two games and buck 6-to-5 odds really hurts your chances of succeeding. Because of this, the house’s advantage is well over double what it would be with ordinary bets.

**TIP:** The best bet is betting the point spread or over-under on individual games. 11-to-10 odds is almost always the cheapest price you can give. As a savvy bettor, resist the urge to spring for appealing payoffs in the hopes of bucking serious odds against you. This leads us to the Second Rule of sports wagering:

**Rule 2: “Going for Broke” will almost always get you there: BROKE!**

## EVEN WHEN ONLINE, USE PROTECTION!

*This is the second part of an article on Online Security that began in the last issue.*

(continued)

Here’s why you shouldn’t lose sleep over your credit card number being online: sportsbooks have a **lot** more to lose than you do. If someone has the technology to hack the SSL protocol (doubtful) and access your information, then they can access the same information *for the sportsbook!* Why drain your account when an entire sportsbook’s account is there for the taking? The sportsbooks trust their security, and so should you.

In general though, it is a good policy to question these things and create contingency plans. I recommend opening a new bank account specifically for online transactions, including online shopping, sports wagering, or any other instance you need to give a credit card number online. Although I stress that it is **HIGHLY UNLIKELY** anything will ever happen, put no more money in the account than you are willing to lose. Keep this account topped up as necessary.

In addition to their being a limit of how much you can lose to fraud, this kind of system gives you an effective way to control your losses as well. If you know you only have a limited amount in your “betting” account, you won’t wake up one day to find your house being dragged away by the IRS and realize you’ve drained your only bank account. Because money management is such an important issue, we will devote an entire article to it in the near future.

More **Insider Info** Next Issue!

## EXTRA! EXTRA! EXCLUSIVE OFFER FOR TIPSOLOGY 101 READERS!

**Tipsology 101 is picking up the tab for one of your bets!**  
Last Issue we introduced a special deal we’ve negotiated with leading sportsbook **GoSportsBet.com** that allows you to put what you’ve learned into action by trying it out online **AT NO COST TO YOU!** We want to make sure you understand every facet of

the bet before you put your money on the line, even if it means **paying for your first one ourselves!**

This issue, the first five readers to go to **GoSportsBet.com**, register for FREE, and enter the promotion code **5INSIDERS** will be given a \$5 free play.

Please see [www.gosportsbet.com/insiders\\_guide/](http://www.gosportsbet.com/insiders_guide/) for more information.

