

# WONG ON DICE

by **Stanford Wong**  
**Pi Yee Press**

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# CHAPTER 1

# INTRODUCTION

I became interested in craps in early 2004 after hearing tales about crapshooters skillful enough to play the game with an edge. I was amazed that there might be people who could influence the dice enough so that the results of their rolls were nonrandom. So I read up on the subject.

Then I looked for good shooters at the crap tables of Las Vegas. Occasionally I found crapshooters who set the dice and threw carefully. I watched them closely, and wrote down the results of their tosses. I recorded the results of 487 in-casino tosses of strangers who were using the hardways set and who I thought were throwing the dice carefully; those 487 tosses included 66 sevens. (A glossary at the end of the book defines such terms as “hardways set.”) That’s a ratio of sevens to tosses of 1:7.4, which was different enough from random to spark my enthusiasm for the game. I became fascinated, and that fascination developed into the book you are reading.

This book is about throwing dice in a manner that achieves outcomes that differ from random. If the dice are tossed in a manner acceptable to the casino, the differences from random will be small. Unless you are as super coordinated as Michael Jordan, you will NOT be able to, for example, throw a 5-6 on demand; even Michael Jordan may not be able to accomplish that feat.

The most you can realistically hope for is to reduce the frequency of certain dice outcomes. You won’t be able to call your shots. But you should

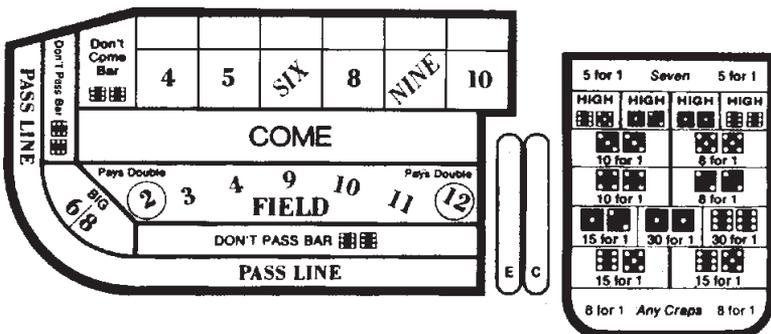
## INTRODUCTION

be able to reduce the frequency of sevens; and if you can do that, you can get an edge at craps.

The strategy for beating craps starts with arranging the dice the way you want; that's called "setting" the dice, and is easy to do. Then you have to throw the dice in such a manner that the result differs from random; that part is difficult, and requires much practice. You also have to learn which bets to make to take advantage of your skill, which is easy. And you have to be able to get away with all of the above in a casino; that part has been easy in the past, but may require more effort in the future if this book inspires large numbers of gamblers to develop crapshooting skill.

Most people are coordinated enough to get an edge on some of the bets on a dice layout, if they learn the proper technique and practice enough. I say that because I have learned how to do it, and nobody ever accused me of being coordinated. I went out for every sport offered in high school, and was among the first cut except for sports involving long-distance running. If I can learn to toss dice well enough to get an edge, you can too. If you are more coordinated than I am, then your potential is to achieve more control over the dice than I have been able to do.

The fun and satisfaction of learning to control the dice is similar to the feeling of accomplishment one gets from doing well in a sport. You start out thinking that making the dice behave is impossible. Then gradually with practice you improve. You have the same feeling of satisfaction after a good session at the crap tables as you do after a good day on the lanes, court, links, gridiron, or diamond. Going to dinner with friends who have just won money on your dice tosses is like celebrating with teammates after hitting a game-winning home run or tossing a game-winning touchdown pass.



# How to Learn to Toss Dice

I recommend personal instruction from a pro. If you want to learn to hit a tennis or golf ball properly, the best plan of action is to get coaching from an expert; and the same is true if you want to learn how to throw dice to produce results that differ from random.

There are several people teaching classes on throwing dice, and more dice schools will pop up. To get feedback from former students, you might ask on one of the Internet dice discussion boards.

I took a weekend class on dice control from Frank Scoblete's Golden Touch Craps. Over two days I tossed the dice hundreds of times, with each toss being closely watched by one or two of several dice experts. The experts suggested a number of improvements in my grip and delivery, and I did my best to follow their recommendations. It was a fun weekend; and by the time it was over, my dice were bouncing around considerably less than before I took the course.

Some of the instructors at the Golden Touch Craps course were able to toss the dice well enough to get an edge in spite of physical conditions that you might think would hinder them. One instructor succeeds at dice in spite of a painful back condition that makes it impossible for him to stand erect. Another succeeds in spite of short arms and a large belly.

After practicing at home for two months, I got personal coaching from "Dice Coach" Beau Parker. He suggested some fine tuning, and my dice behaved better after I made the changes he suggested.

I practiced at home for two more months before I was willing to test my new skill in a casino. I have been a winner at dice since then.

Could I have learned to throw the dice well enough to have an advantage over the casinos from books only, and without the help of the hands-on assistance of experts? I think not, though I know a couple of skillful crapshooters who are self-taught.

If you were in the slower half of your gym class in learning new skills like I was, you might need six months of practice to get an edge at craps. If you are more coordinated, you can build the necessary skill quicker.

Throwing dice with control requires proper technique and lots of practice of that proper technique. Practicing flawed technique will not give you an edge at casino crap tables; instead it will give you false confidence as you roll random numbers.

# Casino Attitude Toward Dice Control

Most dice setters are obvious about what they are doing, making it easy for casino employees to determine that a customer is setting the dice. As of this writing, setting the dice is more than tolerated; it is ignored by casino personnel.

It's easy for casino employees to determine whether a customer is throwing the dice carefully. How you toss the dice generally is ignored, as long as the dice bounce off the table and then off the back wall. Tosses that don't reach the back wall, or that hit it too gently, are frowned upon and tolerated only if they appear to be accidental and infrequent.

Most crapshooters who set the dice and throw carefully generate results that are indistinguishable from random.

A shooter good enough to influence the dice is not attempting to blend in with the masses of chicken feeders who generate random results; rather, he or she is attempting to blend in with the masses of dice setters who generate random results. The ability of a talented crapshooter to make money at craps depends on the existence of masses of crapshooters who set the dice, throw carefully, and then generate random results.

Controlling dice is legal. Frank Scoblete and Dominator spoke with a member of the Nevada Gaming Commission for a Travel Channel show. The member said that it was not illegal to try to control the dice. Scoblete: "He said there was no way that it was illegal. He said the casinos expected that you would want to win when you rolled and had put the pyramids in to make the game random — but the shooter could try to unrandomize it if he could. You just had to hit the back wall. We had a nice discussion."

Crapshooters are expected to throw the dice; that's part of the game. A stick person who does not like the way someone throws the dice can, before the dice stop moving, call "No roll" to void the roll.

The casino has the right to limit who throws. The concern is whether casinos will allow you to continue to toss the dice, and not whether they will arrest you for doing it. You do not want to hear: "Sorry sir — you are too good for us. You can bet on the other shooters if you wish, but you no longer can shoot the dice."

# The Rest of This Book

This book has the information you need to get an edge over casinos at craps. Chapter 2 explains the rules of craps. Chapter 3 discusses playing craps in a casino. Chapter 4, “Tossing Dice,” explains how to grip and toss the dice, injuries, fatigue, and how to conduct yourself in a casino. Chapter 5 contains tips on practicing dice tossing. Chapter 6 explains how to choose a dice set, explains how you get an edge, and introduces ratios you can use to describe your dice skill. Chapter 7, “Money Management,” explains such things as how much of your bankroll to bet, what bets to make, and how much you can expect to win per hour.

Next are the fun-to-read chapters: chapter 8 on the Dice Challenge of 2004, chapter 9 on Little Joe’s skill test, and chapter 10 with interesting things I have observed at crap tables in casinos.

Then come more technical chapters. Chapter 11 explains how to find the SRRs for both the dice set you are using and for other dice sets. You can, for example, gather a sample of tosses using the hardways set, and then figure out from your hardways data what your SRR would have been had you used the 3-V set instead. (The terms SRR, hardways, and 3-V will be defined later.)

Chapter 12 explains minimal setting of the dice. Use it if you want to set dice in a way that attracts minimal attention.

Chapter 13 explains the mathematics of craps, and probably contains more detail than you care to know.

Also included are a glossary and an index.

All the advice in the book is based on mathematics and logic.

Thanks to Don Schlesinger, Frank Scoblete, Little Joe Green, Al Rogers, and Ray Matthaei for making suggestions that were helpful in improving this book. Thanks also to the participants on the Craps page of BJ21.com; their comments helped me understand why and how craps can be beaten.