

BAR DICE IN THE SAN FRANCISCO BAY AREA

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INTRODUCTION

Games involving the use of dice are among the oldest forms of organized human play. Dice games have been widely reported from many different cultural areas. In the United States, dice games are commonly associated with gambling, and in Nevada, where there is legalized gambling, one may find a variety of such traditional games as craps. Dice are not associated solely with professional gamblers inasmuch as they are employed as an integral part of numerous children's board games, e.g., Parcheesi, Monopoly, etc.

One of the most flourishing groups of dice games in contemporary America consists of those commonly played at bars. The stakes are usually a round of drinks, although bar dice games may be played for lunches, bar snacks (e.g., peanuts), or money. A particular bar dice game may be repeated until one player wins two out of three, or occasionally three out of five, games. Once in a while, the winner may be determined after a single roll of the dice.

Bar dice games are usually played by males who are friends or at least acquaintances. Strangers are virtually never invited to participate and even someone who would like to play would not do so unless he were known to one or more players. Within a group of friends in a bar, certain individuals may elect not to play. Someone who has had the misfortune to lose repeatedly may be reluctant to play or may avoid play altogether. Losing may entail anything from the price of a drink to the cost of meals for the entire party to several hundred dollars. Most players are prepared to lose, but few expect to lose consistently. A player who does lose continually may therefore be a desirable or sought-for opponent.

At some bars, the bartender will "roll" with an individual patron "double or nothing" for the cost of the drink. If the bartender wins—two rolls out of three—the customer is obliged to pay double the

normal price of the drink; if the bartender loses, the customer gets a free drink.) Of the more than 20 bar dice games reported here, Boss Dice—with nothing wild—is by far the most common game between customer and bartender.

Bars which permit dice games normally have multiple sets of dice cups and dice, which are provided to patrons upon request. It is not uncommon for such bars to be sought out by devotees of bar dice games. Even if these bars are not consciously sought out, they may well have achieved the popularity they possess in part because of the ambiance of dice play. On the other hand, the noise of numerous dice cups being banged down on the bar does prove annoying to some customers. Not all bars permit dice games. Generally speaking, bar dice seems to be associated with more informal or neighborhood bars frequented by relatively stable groups of players. More formal bars such as those located in hotels or with restaurants tend not to have dice playing.

Bar dice games are almost always played by two or more males. The games seem to be enjoyed by individuals of diverse economic backgrounds, e.g., businessmen, college students, laborers. The games are passed on from person to person and are rarely if ever learned from print. (There are several small printed collections of bar dice games, e.g., Giesecke [1960], Smith [1971], Frey [1975], and Jacobs [1976], but most bar dice players did not learn to play from these sources.) New games or variations on old ones are frequently exchanged within the group. If there is a newcomer or a visitor, it may be necessary to agree upon the basic rules of known games. Without such initial agreement, regional variations in the rules may produce disputes in the middle of the game. These bar dice games are thus transmitted the same way as are all folk games.

Bars on military stations inevitably offer bar dice facilities. This holds for officers' clubs all over the United States and overseas. The popularity of bar dice games among the military may account in

part for a large body of common games found throughout the country, e.g., games such as Ship, Captain, and Crew, Liars' Dice, and Horse, or Razzle Dazzle. Military bars may have special traditions. For example, if a player rolls five aces (ones) in a single roll, he is required to buy everyone in the bar his choice of a drink. In some cases, there may even be a wooden plaque on the wall where the name of the player will be inscribed. The plaque may be captioned "Five Aces Club." In some military bars, it is also traditional for the roller of five sixes in a single roll to buy drinks for all those in his party (as opposed to everyone in the bar). Obviously such rules increase spectator interest and involvement in bar dice games. (We are reminded of the tradition in which it is required for anyone entering a Navy Officers' Club wearing a cap or hat to buy a round of drinks for the house. It is clearly in the bartender's interest to see such traditions enforced, and in some cases he will even ring a bell kept behind the bar to signal the round of drinks. There may even be a warning placard announcing, "He who covered enters here/shall buy the house a round of cheer.")

The versions of the bar dice games reported here come from bars in Oakland and San Francisco. They were collected between 1973 and 1975. We believe, however, that many of the games are to be found in essentially the same form elsewhere in the United States. Although there is little question of the widespread distribution of individual bar dice games and no doubt whatsoever of their traditionality, it would not appear that these games have hitherto attracted the notice of folklorists and ethnographers (but cf. Tamony [1964]). Yet the vitality of traditional bar dice games makes them worthy of study as well as evidence to be used against those who argue that folklore is dying out in the modern world.

Bar dice games may be played with just one die or with up to six dice in a single dice cup, or dice box, as it is sometimes called. Dice cups are usually heavy brown leather-bound cylindrical cups. (There are less expensive varieties made of rubber, vinyl or other material.) The cups are approximately four inches deep and three-and-one-half inches in diameter. The inside surface of the cup has a series of grooves or rifling similar to that found in gun barrels. Supposedly, the rifling of the cups imparts spin to the dice—depending upon how the dice are thrown. Some players purposely bring the dice cup down straight, perpendicular to the surface of the bar, perhaps to keep the dice hidden from view of the other player, e.g., in Liars' Dice. With such technique, there is relatively little spin. However, with this technique, dice will often be "cocked" (one on top of another) requiring an-

other roll. Dice cups are readily available in game sections of large department stores.

The dice may vary in size and color. They may be one-half-inch cubes with numerals all black, or multicolored, e.g., black, red, and blue. Several bar dice games depend upon the different colors, e.g., Big Red and Red All Day, but the majority do not. Some games involve just one dice cup, while others require that each participant have his own dice cup.

In most games, it may be either an advantage or a disadvantage to go first. Thus there are traditional ways of determining playing order. One of the more common techniques of establishing playing order is called "pee-wee." It may also be called "piddle" or "tiddle" (Smith 1971:11). (In the Milwaukee area, what we call "pee-wee" is better known as "ante out.") Pee-wee consists of tumbling a single die from one's palm. High die has the choice of going first or last, depending upon which is deemed most advantageous. An alternative form of pee-wee entails placing a single die on the bar with a one showing on the top surface of the die. The player pushes down with his index finger on one side or corner of the die, an action which causes the die to spin. Again, high die wins the choice of playing order.

Pee-wee may be used to determine who shall choose the particular bar dice game to be played. The two or more players may of course agree upon a game without recourse to pee-wee, but if there is disagreement about which game to play, pee-wee may be employed. (Or one particular dice game, e.g., Horse or Boss Dice may be agreed upon for the purpose of determining who has the right to select the principal game to be played.) Once the principal game has been chosen, then pee-wee may be used to establish the order of play as discussed above.

Sometimes in order to reduce the number of players to two (from five or six), a series of elimination rounds will occur. Each player rolls five dice once and after all have rolled, the player with the highest poker hand is eliminated from play. The process is repeated until only two players remain. The two losing players then play a bar dice game agreed upon or chosen by pee-wee. The final loser may buy the round of drinks for all the players. If there is a tie in any elimination round with two high hands, that round is played over with the same players for that round participating. This rule is called "High Tie, All Tie" (cf. Jacobs 1976:7).

In order to demonstrate the richness of the tradition of bar dice games, we shall describe a number of some of the more popular ones. Like so many forms of folklore, there are often varying names for these games. The names used in this report are those employed in the Bay Area, though

many, e.g., “Boss Dice,” “Ship, Captain and Crew,” and “Liars’ Dice” appear to be in common use throughout the country (cf. Giesecke, Smith, Scarne, and Frey).

BAR DICE GAMES

- (1) Boss Dice
- (2) Horse, or Razzle Dazzle
- (3) Liars’ Dice
- (4) Ship, Captain and Crew
- (5) IBM, or Computer Dice, or Engineers, or Mechanics
- (6) Beat It You Bastard, or Beat That (You Dirty Bastard), or Pass the Trash
- (7) Aces Away
- (8) Acey-Sixey
- (9) Qualifying Games
 - (A) Two Dice to Ten
 - (B) Three Dice to Ten
 - (C) Shotgun High or Low
 - (D) Any Two Pair
 - (E) Monterey, or Middle Dice
 - (F) Single Reno
 - (G) Double Reno
- (10) Low Ball
- (11) Threes All Out, or Fours All Out
- (12) Fours and Threes
- (13) Red All Day
- (14) Big Red
- (15) Thirteenth Act
- (16) Queen Bee
- (17) Bears around the Ice Hole
- (18) Pig
- (19) Hi-Low, or 11-24
- (20) Red Dog
- (21) Yacht, or Yahtzee, or Yawkee
- (22) Madu
- (23) 5000, or 15 Hun, or Zilch
- (24) Accept/Refuse
- (25) Medley, or The World Series of Dice
- (26) Four-Five-Six

(1) Boss Dice

Boss Dice is usually a two-player game. Each player has a dice cup with five dice. The game can be played “aces wild” which means that a one can be designated any number the player wishes, but normally it is played with “nothing wild.” Both players roll their dice out on the bar simultaneously with all dice in full view. The goal is to end up with the best combination possible using five dice and using no more than two rolls. The best combination would be five sixes (remembering that if aces are wild, they may be called sixes). The next best would be five fives and so on down to five twos. (Five ones would, if aces are wild, be called five sixes. If aces aren’t wild, then five ones would

rank below five twos.) Any four-of-a-kind ranks below any five-of-a-kind. Any three-of-a-kind or a combination of a three-of-a-kind plus a pair (known as “full house,” as in poker parlance) ranks below any four-of-a-kind. Unlike poker, two pair are not usually counted in Boss Dice. (There is a dice game called Poker Dice in which two pairs are counted. In fact, there are dice sets in which one finds the faces of cards rather than the conventional dice spots. The face cards represented are: ace, king, queen, jack, ten, and nine.) Only the higher of the pairs is used. Full houses are usually counted—that is, three-of-a-kind plus a pair would beat any three-of-a-kind standing alone, but sometimes full houses are not counted. (A roll with no pairs and no wild dice, e.g., a roll of two, three, four, five, six, which results in no scoring combination, is commonly termed a “stiff” [cf. Giesecke 1960:9].)

After the initial simultaneous roll, the player with the highest (ranking) combination is said to be “boss.” The boss player then rolls alone, but he will probably elect to remove part or all of his winning combination before rolling. For example, if his initial roll included one or more wild aces, he would certainly put them aside to be counted in the final round (that is, to be tabulated in the second and last roll). Let us say he had two aces. He would then put the remaining three dice back in his dice cup and roll the three dice. If he had had a six in his first roll, he might well keep it out with the aces, or he might have elected to keep any pairs out with any aces. His decision about what to keep out from the first roll is greatly influenced by what his opponent has showing. Strategy is variable. Some players prefer to save sixes, while others, remembering the phrase. “Six savers never win,” prefer to roll the one or two sixes in the hope of achieving a better combination on the second roll.

The boss player keeps the results of his second (final) roll hidden from his opponent. He may keep the dice cup over the dice (after he himself has seen what he has rolled) or he may block his opponent’s view by placing the dice cup on its side in front of the remaining dice. At this point, the boss player may exercise one of two options. If he believes his combination is not likely to win, he can tell the other player to “pick ’em up” meaning that both players will put all of their dice back into the cups to start over. On the other hand, if the boss player feels that his combination will be better than anything his opponent will roll, he may signal the continuation of play by calling his opponent up, by saying “come up” or by making a “thumbs up” gesture. In this case, the other player would place in the cup whichever of his five dice he con-

siders to be of no value and roll them. The two final “hands” are then compared, with one or the other being declared the winner of the round. In order to win a game of Boss Dice, one must usually win two out of three rounds. (Boss Dice can be three out of five, but it is much more common to have two out of three.) The loser of the first round of Boss Dice (and other games) is said to have a “horse” on him. If each player loses a round, the status of the game is said to be “horsey-horse” or “Horse-horse.” (According to Giesecke [1960:8], Tamony [1964:117], and Smith [1971:24], there are both positive and negative “horses.” What we have described is a negative horse. In games where several throw sequences are required to win, the winner of a throw or a “leg on the game” might also be said to have a horse on him. This would be a positive horse.)

If the boss player calls his opponent up and the opponent’s roll ties the boss player’s roll, e.g., both have four sixes or four fives—the fifth die is ignored then the round may either be played over or a special tie-breaking mechanism termed “flip-flop” may be utilized. (In Milwaukee, flip-flop is sometimes called “Sudden Death.”) Flip-flop which is used to break ties in many bar dice games consists of a single roll of the dice with aces wild. The highest hand wins. Typically, both players roll at the same time.

The loser of the game of bar dice then buys the winner a drink or a bag of peanuts, or whatever the agreed-upon stakes were. If the game is played for money, usually no money changes hands after individual games. Rather, there is a running tally kept either on scratch paper or in the heads of the players. A final settlement occurs after the last game. (For Boss Dice, see Giesecke 1960:12-13; Smith 1971:55-56; and Jacobs 1976:11-16.)

(2) Horse, or Razzle Dazzle

While “Horse” is the more common name for the game described below, there is evidence that the name “Razzle Dazzle” was used for a dice game in southern California at least as early as 1919. (See the California case of *In Re Lowrie*, 43 Cal. App. 565 (1919).) Another name for this game reported from the Spokane, Washington, area is “Quittem,” evidently a shortening of “Quit them.”

In Horse, it is a definite advantage to roll first. The two players pee-wee to determine who will roll first. The object is to achieve a winning hand on one, two, or three rolls. Aces are wild. Only one dice cup with five dice is required. The player going first rolls the dice. If the roll results in a high-ranking combination such as any four-of-a-kind, he may keep this as his hand and pass the dice to his opponent who then has one roll to tie

or beat the first player. If, however, the first player is not satisfied with the combination after one roll, he is free to roll a second time with one to five dice. He might, for example, save two aces from the first roll and roll the other three. After this second roll, he may use this new combination as his hand and pass the dice to his opponent who must then tie or beat the first player in no more than two rolls. Or if the first player is still dissatisfied with his hand, he may elect to roll one or more dice for a third (and final) time. If the first player uses three rolls, the second player has up to three rolls to tie or beat the first player. It is obviously to the first player’s advantage to use as few rolls as possible. Thus, if the first player rolled three sixes or three fives on the first roll, he might well pass the dice to his opponent rather than try to improve his hand with succeeding rolls to four- or five-of-a-kind.

There is an additional restrictive rule which forbids “switching midstream,” meaning that once one has elected to retain the given die (other than an ace), he is obliged to use that die in his final combination. For example, let us say on the first roll, a player elected to keep two aces and a six with the hopes of getting a fourth six on the second roll. If he rolled two fives on the second roll, he would then have two aces, a six, and two fives. Ideally, he would like to forget his six and call “four fives” (the two fives and the two wild aces would in theory equal four fives). But he cannot do this. He cannot switch midstream. He must either stay with three sixes (plus two fives for a full house—if full houses are counted) or he may roll the two fives on his last roll in hopes of getting another six.

After the first player completes his one, two, or three rolls, it is customary to announce to the second player what combination he has to beat. For example, “three sixes on one” means that three sixes have been rolled in just one roll; “four threes on two” means that four threes have been achieved in two rolls. “All day” means that all three rolls have been utilized. (cf. Smith 1971:103). Thus, “four fives all day” means that the first player has employed the maximum three rolls permitted to obtain his combination of four fives. In the event that more than two players are involved, a player announces the highest-ranking combination (not necessarily his own) to the next player to roll.

If a tie develops in a two-player game, either a new game may be initiated, or a flip-flop can be used to break the tie. If, however, there are three or more players, the special “high tie-all tie” (sometimes called “one tie-all tie”) rule goes into effect (cf. Smith 1971:104, Jacobs 1976:7). If the two highest rolls in a round are the same, then the round is to be played over and *everyone* is

given a chance to roll again. Thus, players with a losing roll are hoping that one of the other players will tie the leader so that he will have a second chance. In a game of Horse involving three or more players, the winner's prize, so to speak consists of being eliminated from future rounds. Eventually, everyone is eliminated except for two players who then may play Horse two-out-of-three to determine the loser, or they may play some other game mutually agreed upon or determined by flip-flop. The loser pays the stakes, e.g., a round of drinks for all the players. The first player eliminated (that is, the winner of the first round) is usually expected to order the drinks and to bring them to the table if table service is not available.

A related game played in the Spokane, Washington, area is called "Beatem." As in Horse, each of two players has his own dice cup with five dice. After a pee-wee to determine who plays first, the first player rolls. He may either stop after one roll or continue to roll up to a maximum of three rolls. There is an advantage in stopping as soon as one has obtained a minimal scoring combination, such as any three-of-a-kind. The reason for this is that one has a maximum of three rolls, total, in any round and one should not use them up necessarily. If the second player rolls a higher scoring combination on this first roll, the first player has the opportunity to roll again, provided he has not already used up his total of three rolls. The total rolls of each player cannot exceed three, and of course, at least one of the players—the loser—always uses his three rolls. (For *Razzle Dazzle*, see Giesecke 1960: 15; Smith 1971:57-58; Jacobs 1976:73.)

(3) Liars' Dice

Liars' Dice is normally played with two or more players, each of whom has his own dice cup with five dice. Aces are usually wild. The player who will go first is determined by pee-wee or by rolling the high hand on a single roll of five dice. After the first player is selected, each of the players rolls his cup but keeps his dice hidden from the view of the other players. The first player then makes a call, such as "a pair of fours." He is thus asserting that there are at least two fours in the total of all the dice of all the players. The two fours need not be among his own five dice. Indeed, it is common for aggressive players to make a call which bears little if any relationship to their own hands. The second player (play proceeds in a clockwise direction from the first player) may either call the first player a liar, or he may make a new and higher call, e.g., "a pair of fives." If he calls the first player a liar (which is unlikely with such a low call), all players reveal their hands. If there are two or more fours (or whatever the first player called) among all the

dice, then the second player is the loser. If there are not two or more fours, then the first player is the loser. Each succeeding player has the right to either make a higher call or call the immediately preceding player a liar.

There are a number of variations and special rules applying to Liars' Dice. For example, in one variation, if the first player—and it is only the very first caller who has this option—calls one or more aces, then aces are not wild for the duration of that round. Since it is more common for the first player to make his call if he has no aces of his own—his intent being to knock potential wild aces among the other players, the second player will sometimes call the first player a liar—if he, the second player, has no aces in his hand. Another option at the discretion of the first caller, assuming the players have agreed before hand that this is a permissible option—is to call "bottoms." The first caller must, however, call bottoms before he looks at the results of his roll. Bottoms means that the bottom rather than the top exposed surface of the dice shall be counted. The dice are never physically turned over since all the players are aware that number of spots on opposite sides of dice always add up to seven.

Another variation in Liars' Dice play is called "Chinese Liars' Dice" or "Push-Away Liars' Dice." In this variation, a player making a call must select one of his dice and expose it to the other players by placing it in front of him. Still another variation of Liars' Dice, especially if there are numerous players and not enough dice cups or dice to go around, entails playing with just one or two dice. Each player shields his die or two dice from view by cupping his hands. (Gamblers or players in games involving strangers frequently prefer to avoid the cupped hands or Chinese Liars' Dice variations because of the opportunity afforded dishonest players to alter their dice.) The first player makes a call, although he has direct knowledge of only his own die or dice. Play proceeds in a clockwise direction to the second player, who may challenge the first player's call (by calling him a liar) or accept the call. If he accepts the call, he must make a higher call which in turn may be challenged or accepted by a third player.

One of the best known variations of Liars' Dice is played with one cup and five dice. Nothing is wild. The leadoff player rolls all five dice on the bar, carefully concealing the results from all other players. He then makes a call which can involve from one to five dice. He might call "three fives." However, in this variant of liars' dice, he may call the remaining dice, e.g., "three fives and a six" or "three fives and a sixty-four." In the former call, the unnamed fifth die is presumed to be a one, that is, the lowest possible number. The first player

then passes the dice (still under the cup) by sliding the cup gingerly on to the second player. The second player, without looking under the cup, may either accept the call or challenge it by calling the first player a liar. If the second player challenges the first player, the cup is removed by the challenger so that the five dice are exposed for all to see. (It is considered poor etiquette for the challenger merely to peek at the dice instead of allowing all the players to see the dice.) The first player is obliged to have at least the combination he called or a higher combination; that is, if the first player called "four deuces" and there were actually four sixes under the cup, he would not be a liar—even though there were no deuces under the cup. Neither would he have been lying if he had called "four threes," "four fours," or "four fives." (In the first version of Liars' Dice, the caller was obliged to have the specific dice combination called. Thus, if "three fives" were called, and there were three sixes and no fives, the caller challenged would be a "liar" and would lose the round. In the present version, the caller may have either what he called or any higher combination.)

If the first player is successfully challenged, that is, he does not have what he called or better, he must pay each of the other players the agreed-upon stakes, e.g., a drink for every player. (A Waupeca, Wisconsin, variant has the loser pay the challenger twice the ante, e.g., he must buy him two drinks while buying all the others a single drink.)

If the second player accepts the first player's call, he may then look at the dice. He then has three distinct options. (1) He can make a higher call and pass the dice (under the cup) without rolling any of them. In other words, the dice are passed on as received originally from the first player. (2) He may expose one or more dice to the view of the other players, and roll the remaining ones, keeping them hidden under the cup. The roller looks at these remaining dice after his roll and makes a call (which must be higher than the preceding call). (3) He may keep one or more dice hidden under the cup and roll the others from his hands onto the bar, after which he makes his call. After the second player exercises one of these options, he passes the dice to the third player, who similarly has the right to accept or challenge the call.

If all five dice remain unexposed under the cup, the third player has exactly the same three options that the second player had when he received the dice from the first player. If, however, one to four dice are exposed in the combination presented to the third player, the third player may choose from the following four options. (1) The third player may pass the dice intact to the fourth player and make a higher call. (2) The third player may roll

one or more of the exposed dice on the bar and make his call. (3) He may roll one or more of the dice under the cup, after exposing those he does not elect to roll and adding them to the dice already in view on the bar. The newly rolled dice remain hidden and are passed under the cup to the next player when the call is made. (4) He may pick up all the dice and roll them, keeping all five dice concealed under the cup. This is a sometimes necessary but risky procedure inasmuch as the player is essentially starting from scratch to produce a relatively high combination. It is normally easier to improve upon a previously passed combination than to take a chance of starting anew. Succeeding players have the same options as earlier players. Play proceeds until a challenge occurs.

It is difficult to convey the various strategies employed in selecting one call rather than another. Generally, one tries to make a higher rather than a lower call hoping that a challenge will take place before the dice pass completely around all the players. A player who calls "three fives and a sixty-four" forces the following player to call either a full house (e.g., three fives plus any pair) or four-of-a-kind. Both of these are high calls likely to be challenged and difficult to achieve by rolling to improve the combination passed to the roller.

In yet another variation of Liars' Dice, each participant shakes a single die in his cupped hands and places it (without looking at it himself) against his forehead, cyclops fashion. The first player to call announces a number representing his estimate of the spot total of all players' dice, including his own, which he cannot see. The next player may either deem the caller a liar or accept the call. If he challenges the caller, the spot total is counted and the challenger loses if the total equals or exceeds the call, or wins if it is less than the call. If a player accepts the call of a previous player, he must himself make a higher call which in turn can be accepted or challenged by the next player in rotation. For example, if the first player showed a six, the second a two, and the third a one, the first player might call "six"—since he can see only a total of three on the two dice exposed to his view, he might assume that his own die had a value of three or four. In this case, the second player, since he could see a total of seven on the exposed dice, would not hesitate to accept the call and announce a higher number. If he called seven, the third player would accept the call and make his own call of eight or nine inasmuch as a spot total of eight would be visible to him. A superior call would be nine, a safe call since his own die must be at least one which would add up to nine (the eight showing plus his assumed one). The first player might well challenge a call of nine since he can see only a spot

total of three and knows he must have a six for the caller not to be lying. Furthermore, he knows that his next call will lose for him if challenged because he cannot have a seven (which would be needed to add up to ten, the next highest call).

An interesting alternative way of playing the popular game of Liars' Dice utilizes dollar bills instead of dice (cf. Jacobs 1976:26). In this variant, each participant takes a dollar bill and uses the green serial number as his hand, looking for pairs. Zeroes are often wild. The caller calls out his estimate of the total number of occurrences of a given digit within the combined dollar serial numbers of all the participants. For example, if there were three players and six eights were the call, the caller would be a liar unless there were in fact a minimum of six eights in the combined serial numbers of the three one dollar bills. Devotees of this variant of Liars' Dice have been known to carry with them at all times a dollar bill with a particularly advantageous serial number. A way of guarding against this gambit is to require all players to deposit their dollars in a hat and allow each player to draw a bill with which he will play the game. A set of dollar bills would normally be used only once, since the serial numbers would be revealed in the course of play. (For Liars' Dice, see Giesecke 1960:18-21; Smith 1971:67; Scarne 1974:386-387; Frey 1975:114-119; and Jacobs 1976:17-26.)

(4) Ship, Captain, and Crew

Ship, Captain, and Crew is played with one cup and five dice. It is best suited for two or three players. In this extremely popular and widely known bar dice game (Giesecke 1960:32-33; Smith 1971:58-59; Scarne 1974:369; Frey 1975:11-14; Jacobs 1976:27-33), a six is equivalent to a ship, a five is a captain, and a four is a prerequisite to counting the number of crew members. The first roller must roll a ship prior to (or at the same time as) he rolls a captain; he must roll a captain before (or at the same time as) he rolls a four. In the most common version, the first player may stop after one, two, or a maximum of three rolls. If the first player rolls a six, he removes his "ship" and places it on the bar. (If no six is rolled, all five dice must be picked up and rolled again.) If he did not roll a five in the same roll, he rolls again hoping to get a five and perhaps also a four. If he rolled a four before obtaining a five, it would not count, inasmuch as the six, five, and four must be obtained sequentially—or simultaneously. Once the six, five, and four have been removed or obtained (within the maximum permitted three rolls), the remaining two dice are totalled to determine the number of crew. Thus the object is to get a six, five, and four and as many spots on the remaining

two dice as possible in the fewest rolls.

If a player on his first roll were fortunate enough to roll a six, five, four, plus a six and a three, he would be said to have a ship, captain and crew of nine. He could in theory roll the two crew members (the six and the three) in the hopes of attaining a larger crew (i.e., any combination equaling ten, eleven, or twelve). However, inasmuch as the second player is normally obliged to equal or better the first player's tally using no more rolls than the number of rolls made by the first player, the first player would almost certainly pass the dice after a first roll of ship, captain and crew of nine or comparable score.

If the second player is able to better the first player's score in the same or fewer number of rolls, he wins the agreed-upon stakes. If he equals the first player's score, it is a tie. If he fails to equal the score, he has lost. It may happen that the first player fails to achieve a complete ship, captain, and crew. He might succeed only in rolling a ship, ship and captain within his allotted three rolls. In such an instance, he is said to have a ship or a ship, captain "all day" (meaning that he has used all of his three rolls).

In one variant, a second player is always entitled to a maximum of three rolls, regardless of whether the first player has stopped after just one or two rolls. In another variation, the players may agree to count one, two, and three as a ship, captain, and crew either in addition to or instead of the far more common six, five, and four. Similarly, it may be agreed that the lowest number of crew rather than the highest wins. Another name for Ship, Captain, and Crew, occasionally encountered is "Up & Down Stop."

(5) IBM, or Computer Dice, or Engineers, or Mechanics

This game involves one cup and five dice. Each player will have the opportunity of attaining the highest possible score with five successive rolls, setting aside one die after each roll. The highest die is selected as a base die from the initial roll of five dice. This base die is then set aside. In the following four rolls, the player must perform each of the four functions of addition, subtraction, multiplication and division (in any order he wishes). The division function is the most critical, and the astute player will always perform the division function as soon as he has obtained a roll including a one. If a six were included in his initial roll, he would select it as the base die and removed from play. If a one turned up in the second roll, the player would elect division as the operation for that roll. The one die would be set aside and the player would have a score of six at that point (the base number six,

divided by one, would be six). If a one did not turn up in the second roll, the player might elect to add the highest die to his base number. Assuming a one is rolled on the second roll, then on the third roll (of three dice), the player might select the highest die to be used in addition. If it were six, the total would be twelve (six + six). If the player had a high die on the fourth roll (of two dice), a six, for example, he might elect multiplication. His total would then be 72 (six × twelve). The last die, of necessity, would be rolled and then subtracted from the total. If it were one, the player would have achieved the highest possible score obtainable, namely, 71. (The theoretical lowest score possible is -4, in the unlikely event that one rolled nothing but ones for the first four rolls, and a six on the last roll.)

The second and succeeding players seek to equal or better the score obtained by the players rolling earlier. The individual with the lowest score may be the only loser and may be required to pay for the round of drinks or lunches. On the other hand, the individual with the highest score may collect a penalty (e.g., a penny a point) from all the other players. The payment to be made by each individual would be calculated on the basis of the difference between his and the winner's score. (For versions of this bar dice game, see Giesecke 1960:17, and Smith 1971:59-60. The latter lists such alternative names of the game as "Actuaries," "Architects," and "Math Dice.")

(6) **Beat It You Bastard, or Beat That (You Dirty Bastard), or Pass the Trash**

The name of this game suggests the aura of male conviviality which surrounds bar dice play. As bar dice is typically played among friends and acquaintances, the name suggests a mock challenge rather than a serious insult. The game is played with one cup and five dice. Going first is advantageous, so the order of play is determined by pee-wee. Nothing is wild and, as in poker, there are a number of possible scoring combinations. In ascending order, these combinations are as follows: a pair, two pair, three-of-a-kind, full house, four-of-a-kind, five-of-a-kind. (Straights, that is, a sequence of one through five, or two through six, do not count in this bar dice game.)

The first player rolls the dice out in plain view. He may elect to stop after one roll or he may choose to roll again. For the second roll, he may use from one to all five dice. The only requirement is that he beat or improve upon his previous roll. If he fails to do so, he loses. There is no limit to the number of rolls one may attempt other than the restriction of having to better one's previous roll.

If the first player passes the dice after his initial

roll (or after having improved upon a previous roll), the second player is obliged to roll one or more of the dice to achieve a higher ranking combination than the first player. If he fails to do so, he loses. Normally the spots on dice not employed in poker combinations (pairs, three-of-a-kind, etc.) are totalled and the total becomes part of a player's score. For example, if a player on his first roll had a pair of fives, a six, a two, and a one, he would have a pair of fives and a total of nine. If he passed the dice, the second player would most likely elect to leave the pair of fives intact, and probably the six as well. He would thus attempt to roll just the one and two in hopes of rolling another five (to make three-of-a-kind), a six (to make two pair: two fives and two sixes), or a higher number of spots than three (the number he started with). The secret to success in this game is said to consist of passing the dice as soon as possible, never trying to improve upon one's own roll (which could result in the roller "beating himself"). (For other versions, see Giesecke 1960:34; Smith 1971:57; Jacobs 1976:24-25.)

(7) **Aces Away, or Aceway**

This game requires two dice cups, one for each player. In this game, sometimes called "Low-Ball", it is considered to be an advantage not to play first. After pee-wee to determine who goes first, both players roll their five dice, keeping the results of the roll hidden. The loser of the pee-wee roll, that is, the first player, selects his lowest die, ideally an ace, exposes it to his opponent's view and pushes it out in the center of the playing area. The second player must then select his lowest die and do likewise. The first player then has an option. He may simply select another die from his remaining four to expose or he may elect to roll these four hoping for at least one ace or low dice. If he had an ace left over from his initial roll, he would expose it rather than roll. If his lowest die were a two or three, he might have to consider carefully whether to roll or not. If he does roll on his second turn, he is obliged to expose a second die no matter what the results of the roll were. The second player then has the same options. Play passes back and forth until all the dice have been exposed. The player with the lowest total of dots or spots is the winner.

(8) **Ace-Sixey**

In this bar dice game reported from the Spokane, Washington, area, two or more players, each with his own dice cup and five dice, pee-wee for first. It is an advantage to go first. In this unusual game, the object is to eliminate all dice from one's possession. First player rolls and sets all aces aside out of play. Sixes are passed to one's opponent (or

to the left if there are more than two players). Remaining dice are retained. Second player rolls and likewise puts any aces aside and passes sixes. The first player to have no dice remaining is the winner. The losing player or players then roll their remaining dice and pay the agreed-upon stakes, e.g. five cents per spot, multiplied by the total number of spots rolled. (This game is reportedly played in the Bay Area under the name "Mafia" [cf. Jacobs 1976:81-82].)

(9) Qualifying Games

There is a whole series of similar bar dice games employing the principle of rolling a special qualifying combination of dice before scores are permitted to be counted. (In this respect, these games are similar to Ship, Captain, and Crew.) Each player has a dice cup with five dice. It is an advantage not to go first. Each player rolls his dice in full view.

(A) Two Dice to ten. In two dice to ten, the player must have two dice whose spots total ten before he can roll the remaining three dice for score. If he fails, he must roll all five dice again. Once he has rolled two dice whose total is ten, the total of the other three dice constitute his score. The game may be played with low score winning or high score winning, whatever the players have agreed to prior to starting play. There is a maximum of three rolls in all, including qualifying rolls. Let us say that the first player rolls two sixes, a five, a two, and a one. He has failed to qualify, since no combination of any two dice totals ten. He rolls again and this time he has two sixes, a five, a four, and a three. Since a six and a four total ten, he has qualified. The qualifying two dice are set aside and he has a score showing of fourteen (six + five + three). However, he has one more roll of the three dice if he wishes to try to improve his score. If low score were the object, the player almost certainly would roll the six, the five, and the three hoping for a lower score. If high score were the object, he might well elect to stand pat with a score of fourteen—unless his opponent had already rolled a higher total. A player is entitled to the maximum of three rolls even if his opponent has not used all three rolls to achieve his score. (For a version of this game, see Smith 1971:77.)

(B) Three Dice to ten. This game is almost identical to the preceding game except that three dice totalling ten are required to qualify with the remaining two dice counted for high or low score, again with a maximum of three rolls permitted. The game is sometimes called "Ten and ten" or "Chinese." (Giesecke [1960:30] calls it "Chinese Dice" while Smith [1971:77] discusses it under the labels of "Three-Ten High" and "Three-Ten Low.")

(C) Shotgun High or Low. In this game, one must use four dice to make the qualifying total of ten. The spot total of the fifth die determines the score (cf. Smith 1971:78).

(D) Any Two Pair. This game requires a qualifying roll of two pairs with just the fifth die being counted for high or low score. Note that if a player rolls only one pair, he does not qualify and he is obliged to roll all five dice again. (He cannot, in other words, set aside or "save" a single pair.) (Smith 1971:78-79 terms this game "Two-Pair High" or "Two-Pair Low".)

(E) Monterey, or Middle Dice. In this game, a player must have a two-three-four or three-four-five sequence to qualify. The spots on the remaining two dice are counted for high or low score. Either sequence is sometimes called a "Monterey." It is not clear what the origin of this designation might be. Possibly it is an allusion to the fact that the city of Monterey, California, is approximately halfway between the northern and southern boundaries of the state (cf. Smith 1971:78).

(F) Single Reno. A player rolls all five dice. He qualifies if two of the dice total either seven or eleven. (Either a seven or an eleven is called a "Reno," presumably because of the desirability of these numbers in the "come-out" roll in the game of craps as played in Reno and elsewhere.) The total of the remaining three dice represents the player's high or low score. He has a maximum of three rolls to qualify and to improve his score. (For a version called "Reno/Keno," see Jacobs 1976:78-80.)

(G) Double Reno. In this game, a player needs two separate combinations of two dice, each combination totalling 7 or 11. (One can have two combinations of seven, two combinations of eleven, plus one seven.) The fifth die is used to determine the high or low score (cf. Smith 1971:79).

(10) Low Ball

This game is derived from poker. The object is to put together the lowest-ranking poker hand. This means that pairs and three-of-a-kind are undesirable inasmuch as they are relatively high-ranking combinations. There are six possible combinations (assuming that one does not have a pair). These are as follows: one-two-three-four-five, two-three-four-five-six, one-two-three-four-six, one-two-four-five-six, one-three-four-five-six, and one-two-three-five-six. The best low hand is one-two-three-four-five. (This is *not* counted as a straight in most Low Ball dice games, but occasionally local rules may require that it and the combination two-three-four-five-six be counted as a straight. In such an event, a six-four-three-two-one

would be the lowest possible hand.) Note that five aces are *not* low but count as five-of-a-kind.

The player who goes first—it is an advantage to go second—has a maximum of three rolls to put together his hand. Normally, if the first roll is not satisfactory, the player is required to roll all five dice on any subsequent rolls. In some versions, a player may select one or more dice to be set aside from his first roll. He then rolls the remaining dice hoping to avoid pairing. On the second roll, he is free to roll all the remaining dice again if necessary, or he may take out one or more. He is, however, bound to use the combination rolled on this third and last roll to determine his overall score (cf. Smith 1971:79; Jacobs 1976:48-49).

(11) Threes All Out, or Fours All Out

In this game, threes (or fours in Fours All Out) are removed from play, if rolled, and counted as zero. The remaining dice, if any, may be rolled again in the hope of turning up additional threes (or fours) to be eliminated, or if not threes, then a low score. A player has a maximum of three rolls to achieve the lowest possible score. A player normally takes his three rolls and then passes the cup and five dice to the next player. (Both Giesecke [1960:25-26], and Smith [1971:75-76] refer to the game as “Threes Away” and indicate an alternative name for “Fours Away” is “Alaska”.)

(12) Fours and Threes

In this game, fours count four, threes count nothing, and all other dice count minus their face value. The object of the game is to achieve the highest possible score. (Maximum score is 20, that is, five fours.) Each player has his own dice cup and five dice. He rolls the dice and keeps them hidden from view. First player must expose one or more (his option) dice. The other player must put at least one die out in front of him. If the first player has put out two or more dice, the second player is not required to put out more than one die (though he may put out one to five dice). If the second player puts out only one, he may either keep the remaining four intact or he may elect to roll the four dice to await his next turn. The first player must also put out at least one additional die either from those remaining under the cup from his previous turn or after a new roll of his remaining dice. After one of the players has exposed all five dice, the other player has one final turn in which he puts out his remaining dice or rolls and exposes his remaining dice. High score wins. A variant of this game is called “Threes and Fours”. In this variant threes count three, fours count zero, and all other dice count minus their face value. The same rules apply as for Fours and Threes.

(13) Red All Day

This game and the following game of Big Red are played only with multi-colored dice. While the spots on some dice are all black, many dice sets use three colors for the dots: blue, black and red. Sixes and ones are black; fours and threes are blue; and fives and twos are red. In Red All Day, red dice are counted as zero and all other dice are counted at face value. The object is to get the lowest possible score (the ideal would be zero). A player may continue to roll so long as he has rolled at least one red die on the previous roll. After each roll, he can select one or more dice to be set aside to count for his score. (Normally, one would set aside fives and twos since they are red and count zero. One might also elect to set aside ones.) If no red die turns up on the first roll, the player's score is computed by totalling the face value of the dice. (Smith [1971:76] calls the game “All Red”.)

(14) Bed Red

In this game, only fives and twos are counted at face value, that is, only the value of the red dice counts. All other dice count zero. The object is to achieve the highest possible score (the ideal would be twenty-five, that is, five fives). A player keeps rolling so long as he gets at least one red die. Fives are usually set aside to count for score, but a player might elect to roll a two again to improve his chances of rolling a five on the next roll. After a player completes his turn (either by setting aside five red dice or by having failed to turn up at least one red die), the second player rolls. The second player tries to beat the total achieved by the first player (cf. Smith 1971:76).

(15) Thirteenth Ace

This game is primarily used to pick one or more persons in a large group to pay for a round of drinks. A single dice cup and five dice is passed along the bar from one player to another. The lead-off player rolls the dice and sets aside any aces. The remaining dice are rolled again by the same player and if one or more aces are rolled, they are added to those already removed. If five aces are set aside, the player picks all the dice up and continues rolling. He rolls until he fails to turn up one or more aces. He then passes the cup with five dice to the next player, announcing as he does so the cumulative total of aces rolled thus far. The player who has the misfortune to roll the thirteenth (or eleventh or twenty-first or any other designated number) ace buys the round of drinks. (In a large crowd, there may be two numbers selected in advance to split the cost of the round.)

In a variation of this game, a special rule goes into effect after the sixteenth ace has been rolled

(in a game where the twenty-first ace buys the drinks). After the sixteenth ace, each subsequent ace rolled is permanently set aside for the duration of the game. This means that after the twentieth ace, there is only one die left in the cup. If an ace is not rolled by a player, he passes the cup and one die to the next player. This often results in the cup moving quickly down the line of players at the end of the game creating added excitement for all participants.

In still another variation of this bar dice game, sometimes called "Seven-Eleven-Twenty-one," the roller of the seventh ace names a drink—it may be a conventional drink or it may be a spontaneous concoction which may take wild and strange forms. The roller of the eleventh ace is obliged to pay for the drink. The roller of the twenty-first ace must drink the concoction. It is said that more often than not the person who rolls the seventh ace also rolls the twenty-first. This tends to slightly control the drink named by the roller of the seventh ace. (For versions, see Giesecke 1960:31; Smith 1971:60-61; Frey 1975:124-126; Jacobs 1976:75-76.)

(16) Queen Bee

The individual who has been selected (usually by a previous bar dice game) to buy the round of drinks or lunches for the group assembled is called the "Queen Bee." Most commonly, the Queen Bee is the "loser" of Thirteenth Ace (but it could be Liars' Dice or some other appropriate game). The game of Queen Bee affords such an individual a chance to recoup his losses and in fact an opportunity to become a "winner." The Queen Bee rolls *each* of the other players for the total cost of the round of drinks or lunches. Queen Bee, for example, may play any two-player bar dice game separately with each member of the party. If he wins one such game, he has recouped the cost of the round of drinks. In theory, if he were fortunate enough to beat each of the other players, he could win several times the cost of the round. The most the other players can gain by beating the Queen Bee is to avoid the obligation of paying for the round. The more players there are, the more desirable it is to be the Queen Bee.

(17) Bears around the Ice Hole, or Polar Bears around the Icecaps, or Hair Around or Hairs Around, or Hairs around the Hole, or Petals around the Roses

This game is known by a variety of traditional names, the names themselves demonstrating the folkloristic nature of bar dice games. (Smith [1971:76-77] refers to the game as "Center Spots" and "Bears around the Flag Pole," while Frey [1975:35-37] calls it "Round the Spot.")

Two players, each with his own dice cup with five dice, roll simultaneously. Only threes and fives count because they are the only dice with spots surrounding a center spot. The surrounding spots may be called hairs or bears, or some such term. A five die would count as four hairs (the center spot or metaphorical hole does not count in the scoring); a three die would count as two hairs. A perfect roll would be five fives, which would yield a total of twenty (five times four) hairs. The player with the most hair can, if he thinks his score high enough, call up the other player without rolling, or he can elect to roll some or all of his dice and either call the other player up (as in Boss Dice) or cancel the round (because of his failure to improve his score).

This game often functions as a catch with either a bartender or experienced bar dice player tricking a novice. The bartender (or the novice) rolls the dice, and the bartender asks, "How many bears around the ice hole?" Unless the novice knows the rules for counting bears or hairs, or petals, he is unlikely to be able to guess the correct total. Sometimes there may be a bet involved, or the bartender may disclose the secret in return for the dupe's buying him a drink. In one version called "Petals around the Roses," the participant is given two dubious clues and an admonition: (1) Children get it first; (2) The ship sinks in the Norwegian fjords; (3) Once you get it, you cannot tell anyone.

In a similar catch called "Asshole" or "Hole," only the center spot is counted. Thus, ones, threes, and fives each count as a single hole. In yet another catch game, the trickster takes advantage of the fact that the spot total of opposite sides of the five dice always equals thirty-five. With this knowledge, one can count the total spots showing on a roll of five dice and subtract this total from thirty-five. The difference will be the total spots on the undersides of the five dice. A bartender may boast that he can tell the total spots on the sides of the dice opposite the sides in view, or he may challenge the dupe to do so. The game is sometimes referred to as "Reciprocals," although the name is rarely mentioned to prospective dupes because it could give away the secret.

(18) Pig

Pig is played with a dice cup and just two dice. The object of the game is to score 100 points in a minimum number of rolls. The first player rolls the dice and if no ace appears, the total of the spots showing constitutes his score up to that point. The player may stop after one roll and have the score entered on a scoresheet (usually a bar napkin) or he may elect to continue rolling. His score cumula-

tively increases so long as no ace is rolled. If a single ace is rolled, the score accumulated in that player's series of rolls is completely lost, and the dice must be passed to the next player. If a player rolls an ace-deuce (a one-two combination), he not only loses all of his score accumulated in the series, but his entire recorded score is halved. If two aces are rolled, the entire recorded score is reduced to zero.

While the winner of the game may collect a drink from each of the losers, Pig is normally played for money, e.g., a penny a point. The winner subtracts each loser's score from his winning score and collects that number of pennies from each loser. If a loser has zero, the agreed-upon stakes may be doubled. In addition, tally is also kept of the number of aces rolled by each player. The player (not necessarily the winner) who has rolled the fewest aces collects an agreed-upon penalty times the difference between his total number of aces and those of each of the other players. (For versions of Pig, see Giesecke 1960:40-41; Smith 1971:100, Scarne 1974:362-363; Frey 1975:19-21, and Jacobs 1976:67-68.)

(19) Hi-Low or 11-24

This game is always played for money. There is one dice cup with five dice and any number of players. One player (there is no advantage to any particular order of play) rolls the dice. After the roll is exposed, the player must elect to go high or low. If high is elected, the player's goal is to roll a spot total of at least twenty-four within the permitted number of rolls. If low is elected, the player seeks to roll a spot total not greater than eleven. In the most common version of the game, players are permitted between one and five rolls to achieve their high or low. The player must keep at least one die out after each roll, such die counting towards the total. There is no restriction as to the maximum number of dice a player may keep out. For example, if a player rolled three twos and two aces on his first roll, he would elect to go low and could remove all five dice to stand on his total of eight which would be three under the prescribed target of eleven. The lower the player's total under the target of eleven, the more he stands to win. If his total were ten, he would be one under the target. This means that he would roll again with all ones to be set aside and counted for him. So long as one ace is rolled, the player removes the ace or aces and continues to roll. If he is fortunate enough to roll five aces, he has succeeded in "turning the corner" and he may pick up all five dice and continue rolling until he fails to roll an ace. All aces he has accumulated in this latter series of rolls are multiplied by the agreed-upon unit stakes,

e.g., a nickel, a dime, a quarter, and he receives this amount from *each* of the other players in the game. If his "low" total were seven, he would be four under and he would roll with all fours counting for him. If, on the other hand, having elected to go low, the player exceeds the target, the differential becomes a number to be used against him. For example, if he rolled a total of sixteen, that would be five over. The player would then roll and set aside all fives. He would keep rolling as long as at least one five appeared. The spot total of all the fives rolled would be multiplied by the unit stakes. Thus if four fives were rolled, and the stakes were a nickel a point, the player would have to pay each of the other players one dollar.

If after the initial roll, the player elects to go high, he tries to get above twenty-four. If he achieves twenty-seven, then he rolls for threes, each three rolled to be multiplied by the unit stakes. For example, if a total of four threes were rolled and the stakes were a dime, the player would collect \$1.20 ($4 \times 3 \times 10$ cents) from each of the other players. If a player going high falls short of the twenty-four target, he must roll again and count each instance of the differential. For example, if he rolled a total of eighteen, he would be six under. He would roll and set aside all sixes. The number of sixes times six times the unit stakes must then be paid to each of the other players.

If a player elects low and rolls eleven or if he elects high and rolls twenty-four, he passes the dice and no money changes hands. Rolling a total of either eleven or twenty-four is called a "push," "wash," or "tie." In a variation of Hi-Low, ten dice rather than five are used with a single cup. The target totals becomes twenty-two and forty-eight instead of eleven and twenty-four. (cf. Smith 1971:85-86. According to Jacobs 1976:68-72, the game in Sacramento is known as "Scrod.")

(20) Red Dog

This game is also played for money. Two or more can play, but in general the more players the better. Two cups, each with a single die, are used. The game starts with each player contributing an agreed-upon ante (e.g., a dime or a dollar) to a pot. A single die is shaken in one of the cups and placed unexposed in the center of the table or bar. Then the player going first takes the other cup and die and rolls it, exposed to everyone's view. He then has the option of betting any amount up to the total contained in the pot that the number of his die is higher than that hidden under the other cup. If he has rolled a low number, he may elect not to bet but rather to pass the dice to the next player in rotation. He may lose his original ante—in the event the pot is won by one of the other players.

In some versions of Red Dog, there is a pass penalty equal to half or the full amount of the ante. If he elects to bet that he can beat the hidden die, then the other die is exposed. Ties count as losses. Therefore, if the number on his die is the same as or less than the number of the exposed die, the bettor must pay the amount of his bet into the pot. If the bettor's die is four, he might bet a small fraction of the pot, whereas if he has a five or six, he might choose to bet all or a substantial part of the pot. If the pot is won, the players ante once again, and play resumes. (For versions, see Giesecke 1960:28-29, Smith 1971:89-90; Jacobs 1976:76.)

(21) Yacht or Yahtzee or Yawkee

This bar dice game is one of the best known to the general public, perhaps in part because there is a commercialized version of it (cf. Giesecke 1960:38-39; Smith 1971:96-98; Scame 1974:372-373; Frey 1975:95-99). It is also one of the more complex games and it requires keeping score on a napkin or on one of the commercially printed (and copyrighted) scoreboards. The object is to achieve the highest score possible. Score is determined by rolling one and only one example of each of twelve (or some other number of) different combinations. The combinations are as follows: aces, twos, threes, fours, fives, sixes, three-of-a-kind, four-of-a-kind, full house, small straight (one, two, three, four, five), large straight (two, three, four, five, six) and a yacht, which is any five-of-a-kind.

The game is played with one dice cup and five dice. Each player has a maximum of three rolls in which to achieve one of the twelve combinations. For example, if he rolled a pair of fours on the first roll, he might elect to take out the two fours and roll the remaining three dice. If he rolled a third four on the second roll, he would remove it and roll the remaining two dice. If he rolled a fourth four on the third roll, he would score a total of sixteen in the fours category. (If he had been lucky enough to have rolled two fours on his final roll, he would have elected to score his combination as five-of-a-kind or Yacht rather than counting fours. A Yacht counts fifty points. If he had rolled two sixes or any other pair on his final roll, he would have elected to score a full house which may count either a flat number of points, e.g., 25, or the spot total of the five dice (or the spot total plus an agreed-upon number, e.g., fifteen).

After a player has scored what he can for a particular category, the dice are passed to the next player who tries one of the twelve categories. Categories may be scored only once in each complete game. Some of the categories are extremely difficult to achieve. Especially difficult are straights, full house, and Yacht. The scoring consists of the face value or spot total of the dice thrown in the

category chosen. Four fives would score twenty in the five category; three fours would be twelve in the four category or twelve in the three-of-a-kind category, depending upon which category was chosen. Straights are normally scored at an agreed-upon amount, e.g., thirty. In some cases, a small straight scores less than a large straight, e.g., small straight, thirty; large straight, forty. A player may fail to get any kind of good scoring combination. Assume, for example, that after a third roll, a player has achieved a combination of one-two-three-five-six. He would then elect to count this combination in the lowest number category not yet filled, e.g. in the one category, so as to minimize the effect of his unsuccessful roll. A player must put something in one of the remaining twelve categories after each roll even if it is zero. After each player has made an entry in each of the categories included in the game, the entries are totalled and high score wins.

(22) Madu

This game has been described as Yacht played upside down and backwards, but with ten dice. As in Yacht, the number and types of categories can vary. In a common version, the ten categories are as follows: aces, twos, threes, fours, fives, sixes, low straight, high straight, full house, and "madu," which is five-of-a-kind. However, unlike Yacht, it is low score in Madu which wins. Moreover, with ten dice, two categories rather than one category must be scored in each turn. Players have a maximum of three rolls per turn to score their two categories.

In the one through six categories, the ideal is to achieve five-of-a-kind. Thus, in the threes, one would in theory seek to have five threes. If one rolled only three threes for that category, a penalty of six, that is, the maximum score (15) minus what was scored (9) would be incurred. A six would be entered on the scoresheet in the threes category. If a player rolls a straight, he earns a zero for that category. If he fails to roll and score a low or high straight at some point in the game, he is penalized twenty or thirty points respectively. Since the ideal full house consists of three sixes and a pair of fives (for a spot total of twenty-eight), the spot total of any other full house is subtracted from twenty-eight and the difference is entered as a penalty in the full house category. If one rolled three sixes and a pair of fives, he would earn a zero in that category. Similarly, a perfect madu is five sixes, or a spot total of thirty. Any lesser five-of-a-kind results in a penalty consisting of the difference between its spot total and thirty. Thus, if five fives were selected to fill the madu category, a penalty of five would be assessed. If five threes were rolled, the penalty would be fifteen. After entries have been made in all ten categories, that is, after each

player has rolled five times, the scores are added and the winner (low score) determined. (Madu is similar to what other writers have called "Double Cameroon" but both Scarne [1974:373] and Frey [1975:100-103] indicate that high score wins. Only Smith [1971:98-99] describes "Double Cameroun" as a game in which low score wins. Jacobs [1976:60-67] refers to the game as "Back Yahtzee".)

(23) 5000, or 15 Hun, or Zilch

"Five thousand" is a gambling game, usually played for money, but sometimes with additional stakes such as a round of drinks. It is widely known in the Bay Area. The score is kept on a napkin or piece of scrap paper. The game is played with one cup, six dice, and any number of players. (The use of six dice is somewhat unusual in bar dice games.) The object of the game is to score a minimum of five thousand points. The scoring combinations are as follows: a single five is 50 points; a single ace, 100; three-of-a-kind (but it must be obtained on a single roll) depends upon the "kind". Twos are 200; threes, 300; fours, 400; fives, 500; sixes, 600; and aces, 1000. On any roll in which all six dice are rolled, there are two other possible scoring combinations: a straight (one, two, three, four, five, six) is worth 1500 points (from which the alternative name of 15 hun is derived); three pairs is worth one quarter of the spot total of all six dice multiplied by 100 (i.e., pairs of sixes, fives and fours would score one fourth of $30 (7\frac{1}{2}) \times 100$, or 750 points).

It is a decided advantage in this game to be the last to play. Accordingly, pee-wee is used to determine who plays last. The player in this position is said to have or to be "the hammer." Since play always proceeds in a clockwise direction, the person immediately to the left of "the hammer" goes first. The first player rolls the six dice. If no scoring dice or combinations are achieved, the player loses his turn and passes on the dice. He scores a "box" or a "zip" or "zilch," which is usually indicated by drawing a short line under his name on the scoresheet. (Smith [1971:95-96] gives "Zilch" as the preferred name of the game. Alternative names listed are "5000" and "Holland Hash." See also Jacobs 1976:51-58.)

To begin scoring at all, a player must accumulate on one series of rolls a minimum of five hundred points. After this minimum has been scored, the rules change for that player on succeeding rounds. On the second round and thereafter, a minimum of only three hundred fifty is required for the score to count. If a scoring die or combination is rolled, a player can elect to end his turn and score that amount (provided it equals or exceeds the required minimum) or he may elect to remove at least one

scoring die or combination out of the six dice and roll the remaining dice once again. On the second and each succeeding roll, at least one scoring die or combination must appear, or all score accumulated in that round is lost and a "box" is recorded. If all six dice are used in scoring, the player is said to have "turned the corner" and he is permitted to pick up all six dice and continue rolling. Of course, he must continue with each roll to get at least one scoring die or combination to protect the score he has accumulated in that round up to that point. (If he were to lose the score accumulated in the round, he would receive a box for the round. However, the score earned on previous rounds would be unaffected.)

The game is five thousand, but score over that amount in the last round of the game is recorded. Furthermore, each player is entitled to exactly the same number of rolls per game. So even though a player scores over five thousand, other players are permitted to finish rolling and it is theoretically possible for these other rollers to achieve a higher score than the first player to exceed five thousand. The player with the highest score over five thousand points wins the game.

The stakes for the game vary. There may be a specified amount for winning the game, a specified amount the difference in boxes between the winner and each losing player, and an agreed-upon amount for the difference in numerical score between the winner and each losing player. Typical stakes might be as follows: \$3.00 or \$4.00 for game; \$.50 per box; \$.01 for each point difference in score. Reduced or more nominal stakes might be: \$.25 for game; \$.10 per box; \$.02 per hundred points difference in score. Sometimes a round of drinks may be the stakes for the game, but the financial stakes for boxes and differences in numerical score would probably remain the same. If a winning player goes out before one of the other players scores anything, all the stakes with respect to that losing player are doubled. (This is similar to being "schneidered" or "shut out" in Gin Rummy.)

It should be noted that the principal scoring combinations are varieties of three-of-a-kind. If a player rolls four-of-a-kind or five-of-a-kind on one roll, he receives no bonus or score for the fourth or fifth (unless it is a one or a five). Thus a roll of four threes would count only three of the threes, that is, as 300 points. However, a roll of five fives would count 500 points for three of the fives and fifty each for the remaining two fives for a total score of 600 points. Five aces would count as 1200 points (1000 for three aces plus 100 for each of the additional aces). If a player rolls four-of-a-kind and a pair on a single roll, he has the option of either using the three-of-a-kind rule plus any addi-

tional unit's values or considering the combination as an instance of the three pair rule. For example, if four aces and a pair of sixes were rolled, it could be scored as 1100 under the three-of-a-kind rule (three aces is 1000, plus 100 for the fourth ace) or as 400 under the three-pairs rule. Clearly, it would be more advantageous to use the three-of-a-kind rule. However, if four sixes and a pair of twos were rolled, it could be scored as 600 under the three-of-a-kind rule, or 700 under the three-pairs rule. In this case, the three-pairs rule would be the logical option to elect. One key factor in the decision would be the opportunity to roll again in the event that all six dice are involved in the scoring option selected.

(24) Accept/Refuse

This is a special game which depends upon a combination of some of the bar dice games previously described. Usually there is a matrix or agreed-upon set of games such as Boss Dice (Aces Wild); Boss Dice (Nothing Wild); Ship, Captain, and Crew; Liars' Dice; and perhaps Monterey. (The set of basic games will vary depending upon the knowledge and inclination of the players. Some sets may include a dozen or more games.) Accept/Refuse is played by two players for drinks, money, or both.

Each of the players rolls his dice, keeping them hidden from the view of the other player. The player who has previously won the pee-wee has the right to name a game of his choice within the agreed-upon matrix. The player making the first call, that is, selecting the game to be played, will make his decision in part on the basis of what he has rolled. After he has named the game, e.g., Boss Dice (Aces Wild), the other player must either accept or refuse the game. If he refuses the game called, he is obligated to accept the next game called by the first player. (No new roll is made, so that the second game called is played with the initial dice rolled.) The strategy is frequently such that the first player may refrain from naming his most preferred game so that in the event his opponent rejects the first game called, he will be forced to accept the first player's real preference. After the call is made and accepted, both players expose their dice and the game is played. The games are played according to the rules described in this report except that there may be minor modifications to tailor the games to the Accept/Refuse format. For example, in Ship, Captain, and Crew, the player calling the game may elect to stand with the roll revealed or roll once or twice more (for a maximum of three rolls) in order to improve his hand. The second player has the option of using up to three rolls regardless of the

number of rolls used by the first player. (If the first player has stopped after one or two rolls and the second player produces a winning combination on his third roll, the first player ordinarily is not permitted a third roll and he has lost that game.)

After the initial game called and accepted is completed, the two players roll their dice, and this time, the second player names a game and the first player must accept or refuse. The second player could elect to play the same game again, as there is usually no rule prohibiting selecting a game more than once. The player who succeeds in winning two separate games is considered to have won a round of Accept/Refuse. The stakes may be paid or simply tallied. Then a new round of Accept/Refuse may be initiated.

We might note that while many of the individual bar dice games previously described in our investigation can be played as independent games, they are most commonly played as part of Accept/Refuse. Examples include (8) the Qualifying Games, (10) Threes All Out, (11) Fours and Threes, (12) Red All Day, and (13) Bid Red. (Smith 1971:73 does not mention the name "Accept/Refuse" but does list a number of names including "Selection-Rejection," "All Games", "Refusal", "Pee-Wee Challenge" and "Razzle". Jacobs 1976:83-89 in his extensive discussion calls the game "Acceptance/Rejection" or "Refusals.")

(25) Medley or Around the World or The World Series of Dice

This is a fixed sequence of seven different games played by two players until one has won four games. In one version of the Medley, the seven games, in the order played, are: (1) Boss Dice (two rolls maximum in this version); (2) Ship, Captain, and Crew; (3) Liars' Dice (with aces wild unless the first player to call decides to call an ace in which case aces are not wild; (4) Razzle Dazzle (with either the loser of Liars' Dice going first or a pee-wee to determine who goes first and with play continuing until one player has won two games of Razzle Dazzle); (5) Aces Away; (6) Beat That You Bastard; and (7) IBM.

In playing the Medley, the loser of any game is entitled to go first in the next game. (Or the players may simply alternate with respect to going first.) In a variation of the Medley, there is a special requirement in those cases where one player has won the first four games, which is called an automatic press. Although winning four games would normally end play, in this variation play must continue. If the player with the advantage goes on to win the next three games (which would make seven straight), the loser would be obliged to pay quintuple stakes (five cups of coffee instead of

one, for example). If, however, the player who is behind wins any one of the last three games, the Medley is counted as a tie and a new Medley begins. In another variation, the press (on to seven games) is not automatic. When one player has won the first four games in a row, the second player has the option of either paying the stakes or requiring the first player to press with the stakes being quintupled as mentioned above. Frequently, if the press is automatic, the player behind three games to none may intentionally try to lose the fourth game in order to force a press. The odds are greatly in favor of the player who is behind winning one of the last three games, which would thereby eliminate an almost certain loss. (For a version of this game called "Alternates" involving an agreed-upon sequence of three different games, see Jacobs 1976: 89-90.)

(26) 4-5-6

This game is different from previous games in two respects. First, it employs a single cup with only three dice. Second, it is a banking game. Banking games played with dice are the one kind of bar dice game specifically prohibited by section 330 of the California Penal Code. (Nonbanking bar dice games while not unlawful under California state law are subject to regulation by county and local authorities.)

Scarne (1974:350) reports that "Four Five Six or the Three-Dice Game" is so popular throughout the northwestern United States, Canada, and Alaska that it has replaced craps among servicemen. The game is also reported by Giesecke (1960:47); Smith (1971:86-87); and Frey (1975:51-54), who claims the game is sometimes called "See-Low" and is derived from a Chinese dice game called "Strung Flowers." Jacobs (1976:76-78) calls the game "Casino." Chemist Edward X. Anderson, writing under a nom de plume, has made a probability analysis of "Four-Five-Six" (Payne 1947: 213-225).

First a banker must be selected. This is accomplished either by playing an initial round of the game or by resorting to pee-wee. After a banker has been designated, he announces a sum of money (of his own) which is available in the bank. He might say the bank is one hundred dollars. Each player in turn (moving clockwise from the banker) elects to bet a portion or all of the bank or pot not already "covered" or spoken for by a previous player. When the entire bank is covered, or when each player has had an opportunity to bet, play commences. (If the pot is spoken for by the first several players, the remaining players must sit out that round.)

The banker always rolls first, and this is a decided advantage. The following combinations are

automatic winners: (1) four, five, and six; (2) any pair and a six; (3) any three-of-a-kind. If the banker rolls any of these, the round is over and he collects all bets. The following combinations are automatic losers: (1) one, two, and three; (2) any pair and a one. If the banker rolls either of these, the round is over and he must pay all bets against the bank.

If the banker does not roll an automatic winning or losing roll, he may establish what is called a "point" by having rolled any pair plus a two, or a three, or a four, or a five. The value of the pair is not material, but the higher the number of the third die, the higher the point. If the banker fails to roll an automatic winner or loser, or to establish a point, he rolls again until he does so. If the banker establishes a point, he passes the dice to the player on his left. This player rolls the dice until he beats, ties, or loses to the banker. If he rolls an automatic winning combination, he collects the amount of his bet from the banker. If he rolls an automatic losing combination, he pays the banker the amount of his bet. If he rolls a point, which is higher than the banker's point, he also wins and collects his bet. If his point is lower than the banker's, he loses and must pay the banker the amount of his bet. If his point is the same as the banker's point, a tie has occurred and no money changes hands. When the player has completed his roll, he passes the dice to the next player to the left.

A player other than the banker who rolls a four-five-six winning combination also wins the right to be the banker on the next round. There are other means of becoming banker. The bank can simply pass to each player successively in a clockwise rotation. Or the first player (other than the banker) to roll an automatic winner is the next banker. An interesting technique reported by Smith (1971: 87) is more complex. After the bank or a pot is announced by the banker, each player has the right to bet all of the pot still available (i.e., that part which has not previously been bet by other players) if he wishes. A player who has closed out the pot by betting the full amount remaining in the bank is said to have "tapped" the pot. If when the banker rolls, he rolls an automatic loser, the player who had tapped the pot becomes the banker in the next round.

As can be surmised from the above description, each player is pitted against the banker and not against other players. The banker, however, plays against all the other players.

CONCLUSION

From this consideration of more than twenty bar dice games, we hope it is clear that these games represent an active tradition in urban folklore. The

wide variation in the names and rules of the games attests to the inevitable results of folk transmission. In addition, the extensive lexicon of specialized argot (cf. Giesecke 1960:7-9; Smith 1971:103-105; Frey 1975:7-9; Jacobs 1976:115-121) surrounding the play of bar dice also points to the richness of this hitherto unnoticed type of folklore. The games are normally not learned from print, but rather from a fellow player in a bar. We know that bar dice games are played in U.S. military establishments across the country and abroad. They are also widely known in the San Francisco Bay Area as well as in other regions of the country. Without the benefit of reportings by other folklorists, it is somewhat difficult to ascertain the overall distribution of individual bar dice games. Each game has its own history and it is quite likely that many of the games can be shown to be related to dice game traditions of Europe and Asia.

Bar dice games are also potential data for sociologists and psychologists. Bar dice is almost always played by men. The games tend to provide an occasion for comradeship and fellowship. They are clearly competitive and they emphasize the values of winning and financial reward. In view of bar dice being primarily a male activity, one is reminded of the conventional Freudian interpretation of gambling as being in part a sublimated form of masturbation (Freud 1959:240-241). Both masturbation and gambling can be considered compulsive, repetitive acts (Lindner 1953:212). Although the etymology of masturbation is disputed, it is apparently derived from *manu stuprare*, to defile oneself with the hand, or *manu turbare*, to agitate or disturb with the hand (Klein 1967:946). Certainly there is a possible parallel between shaking a dice cup with dice and male masturbation. Greenson remarked (1947:64) on the probable symbolic significance of referring to the rolling of dice as "coming," a slang expression for orgasm. In the present context, we might suggest that the term "pee-wee" or "piddle" does tend to suggest urination which would obviously involve touching the organ in question. The bar dice game typically starts with a pee-wee which also implies smallness. The phrase "rolling a stiff" or the admonition that one should not "beat oneself" may also reflect a possible onanistic symbolic component of bar dice play. In one game, Bears around the Ice Hole, the winner is the one with the most hair. The repeated shaking of the dice and the constant play upon concealing and exposing one's strength would also not be inconsistent with a Freudian point of view.

In any case, regardless of the possible unconscious symbolic meaning of bar dice idioms and play, there can be no question that bar dice in the Bay Area and elsewhere is an active ongoing tradi-

tion which has ancient roots. Bar dice is a form of folklore which has been and continues to be extremely popular among groups of adult males. As a viable part of American culture, it deserves to be documented and studied.

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