

Chuck-A-Luck

Also known as Bird Cage, Chuck Luck, Chucker Luck, Chuck, originally in England as Sweat Cloth and many other names. This is a banking game related to Grand Hazard. The operator usually rolls the dice in a special chuck cage (an hourglass-shaped wire cage that rotates) and provides a layout with the numbers 1 to 6 on it for players to place their bets.

An old game known as Crown and Anchor was played by sailors in the British Navy and became popular with the Army during the First World War. It is identical to Chuck-A-Luck in every way other than it is played with dice that are marked with symbols (a heart, a diamond, a spade, a club, a crown and an anchor) not spots. Crown and Anchor was also very popular in Australia and some believe that this is where the game originated.

Play:

Players bet on any number from 1 to 6. The operator rolls the dice and pays out according to the numbers thrown and keeps all other stakes. Some operators or gambling establishments only allow one bettor per number and spread the bets out.

If a player's number comes up on one die they are paid at odds of 1 to 1 (evens).

If a player's number comes up on two dice they are paid at odds of 2 to 1.

If a player's number comes up on all three dice they are paid at odds of 3 to 1.

This game is so simple yet the odds are so deceiving. An operator has the odds in his favour and will consistently make money. With three dice the odds of any number coming up are 50 - 50 which pays (correctly) even money. The trick is in doubles and triples which are what the operator wants as much as the suckers who play. Work out how much you would win and lose if you bet an equal amount on every number and a double or triple came up. A double would occur 90 out of 216 ($6 \times 6 \times 6$) rolls and a triple would occur 6. The overall house edge is 7.8703%.