

Chapter 1 : Table of contents for Library of Congress control number

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How Bill Miner learned to rob trains Maybe he even watched it later Goofy was from Oregon. Also Bluto, Grumpy, Sleepy, Bozo, dozens more. Vance "Pinto" Colvig, from Jacksonville, was a pioneer in animated cartoons and a gifted show-biz man. The tawdriest love triangle in the history of the universe. Lulu Reynolds was having a torrid affair with her music teacher. Her husband carried a. Graft, corruption, racketeering, and Until just a few dozen years ago, pinball was illegal, and the mobbed-up characters who supplied the games played for keeps. The Roseburg "newspaper war" that was settled with a gunfight The owners of rival papers escalated their war of words when they went for pistols on a downtown street one morning in The legend of cool-cat skyjacker D. The man calling himself Dan Cooper parachuted into legend, and 40 years later the case remains unsolved The bank robber who became vice-president of the bank he robbed After he got out of prison, Dave Tucker spent 30 years rebuilding his reputation in his hometown of Joseph, and it seems he succeeded. The Rise and Fall of the House of Klux in Oregon A slick marketing campaign and a taste for political power marked the Ku Klux Klan in the s, which spread through Oregon like a racist virus " and then collapsed. And it all started with the lynching of an innocent man. Mysterious skeletons of Oregon: If these bones could talk A long-dead dry-land homesteader But when the city built one as an ambulance boat, it flopped. He almost got away with this little swindle. And so he did. During a conjugal visit at a cheap motel, the prisoner escaped It had to be the most awkward prison-break scenario in the history of the universe. But it really did happen. James Lappeus came to Portland to open a saloon and "theater. It vanished after its leader starved herself to death during a day fast. A monument in honor of a horse thief and mass murderer? Bruce "Blue" Evans led the gang that slaughtered over 30 innocent Chinese miners in So why is his name celebrated on a monument to Wallowa County Pioneers? Ame came over the Oregon Trail from Missouri. Like an "angel of death," ex-con Ray V. Jackson just happened to be at the scene of at least five Central Oregon homicides. What are the odds? Homesteader Kitty "Klondike Kate" Rockwell, retired from the bright lights of Vaudeville, often wore full costume just to weed the garden. It started out as a church seeking perfect holiness and Godliness. It ended in murder, insanity and chaos " and, yes, rumors of naked ladies. Check out the full story in two parts. This drawing shows a famous card game in , when a group of professional crooked gamblers pounced on one of their party, P. Kepplinger, after realizing he had a new and highly effective device for cheating. Cochran stepped off a passenger train from St. His father, wanting to get him away from the company he was keeping, had come up with a scheme to send him off to what he no doubt considered the most sober, hardworking, Little-House-on-the-Prairie-like place on Earth: So he pulled a string or two, got the young rake a job as a sales rep for Hammer Paint Company, and loaded him on a train to Portland. Upon arrival, young J. As you can well imagine, he found one soon enough. A faro game in progress in Reno in The dealer is the fellow in the center at the back of the table, and the lookout is the man in the bow tie to the right of the picture. That got him back to the tables for another round of financial drubbing. Then, when that money had all been swindled away, he did it again with another Portland businessman, and another. But by that time, the first check had bounced, and a detective was out looking for Cochran " and he knew just where to find him. He was taken directly to jail. A faro game in progress in Las Vegas in Skilled faro dealers all knew how to cheat without the lookout spotting it. Library of Congress When he heard what had happened, Old Man Cochran dropped everything and raced for Portland to save his son from the penitentiary. He had to do some very fancy legal footwork to do that. After all, the young rake had swindled three different people out of large sums of money. It had all been a terrible misunderstanding, he assured the prosecuting attorney. The president of Hammer Paint had been marooned on a Caribbean island, out of contact with the world, and therefore unable to get word to his employees that young J. Whether the prosecutor bought this whopper or not is impossible to say, but he did decide not to press charges, and J. He has been taught a severe lesson, and a good one. And with that, off they went. In the last two decades of the 19th century, Portland was something like a

Venus flytrap for fellows like him. For a certain kind of person, the town was like one big sucker-milking machine. The saloons and gambling dens of Portland offered dozens of games through which fools could be separated from gold. But the hands-down favorite in Portland and across the West in general, was J. This game, reputedly of Italian origin, involves a dealer pulling cards two at a time out of a specially-built dealing box. Author John Maskelyne, in his book, goes into great detail about how these boxes are built and how they work. But in a way, the widespread cheating was understandable. But in the gambling houses of late s Oregon, there was no regulation, and gamblers were on their own to figure out if a saloon was crooked or straight. No one " except maybe an expert faro dealer " could spot a well-built gaffed box in operation. So at the faro table, any gambler was simply at the mercy of the dealer. Cochran, back in St. Louis where the dealers all knew who he was, that had worked in his favor. They could, and almost certainly did, cheat just enough to take more money than they gave up, so that he would come back night after night trying to get ahead " literally using their cheating power to protect him from crushing losses so as not to discourage him from returning the next night. They knew better than to bust him down to bedrock. But in the brand-new, wide-open city of Portland, where he was just another wealthy, cocky stranger, all those bets were off. A Complete Revelation of the Secrets of Cheating. Longmans, ; Foster, Robert. An Encyclopedia of Games. However, please note that many of the images are not mine. The primary purpose of this site is news and education, and consequently many images here are used pursuant to the fair-use exemption of the copyright law. Before using any image from this site, please read our copyright-law information page.

Chapter 2 : How To Detect Crooked Gambling Marked Cards/loaded Dice

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Jump to our other Equipment pages: Dice are loaded for or A pair of loads will come up , and a pair of loads will show All the loads bear a secret mark, so you know when they are in play. Available in red, green, and violet. Loads are medium strength. They are almost impossible to detect in play, since 5 of the 6 sides of the dice are normally spotted; one side having a duplicate number on it. Unlike "regular" misspotted dice, which have to be regularly switched in and out of a game, double number dice were left in for long periods, and could even be given to "suckers" to roll, because they are so difficult to detect. The double number has a strong effect on the odds in a game of craps. The house or a fader has a 1. We have the following double number combinations and list their advantage to either the shooter or the house. This deal comes with a leather shaker, 2 sets of matched pills, numbered 1 to 16, one set gaffed and the other fair, and a gaffadaffis to control the pills. By mixing and matching the fair and gaffed pills, you can make the desired numbers come out of the shaker, or stay in. This gaff was also popular in bars as a betting lottery, where each of the players would put up money, and the person who drew the highest or lowest number would win the pot. Very unusual to see these - slugs simply do not appear on the open market - they are quickly snapped up by other dice makers when an existing dice maker passes on or goes out of business. This type of top was advertised in all of the old crooked gambling catalogs, as far back as , and generally come in a set of three- Left, Right, and Center. To play hi-lo, gamblers would each put up 20 coins, and take turns spinning the top. The number you spun was how many coins it works just as well with dollars you took out of the pot. If a P side showed, you put that many coins into the pot. If the top landed on a star, you won the entire pot; if on the 0, you had to match the pot. Read Gambling Scams by Ortiz for a classic scam using all three tops. The log is rolled down a slight incline or across a flat surface. The of spots appearing on the topmost side was your roll. Players would play for highest or lowest total. Gaffed logs like this were called "educated" - because you could teach them what to do, and were a staple of the crooked gambling catalogs. The coins can be examined, and are not double sided. Our stock has been made from modern coins.

Chapter 3 : Frank Garcia (magician) - Wikipedia

See more Marked Cards and Loaded Dice: How to Detect C Email to friends Share on Facebook - opens in a new window or tab Share on Twitter - opens in a new window or tab Share on Pinterest - opens in a new window or tab.

Online gaming sites are businesses. Their ultimate goal is to make a profit while engaging their customers so they come back and invest more time and money in the game. Allowing their customer to enjoy the game requires the players feel safe and protected. Laws and regulations have been put in place to ensure the games are run ethically and legally. Because the goal is to make a profit and because not every player can win every game, suspicions have been brought to light that the games are rigged. Roulette games are easier to rig offline than online, but when they exist online it is most often that the entire casino system is rigged, rather than the roulette game specifically. While the accusation is that games are set up in a way that the player never wins, the truth is the casino must have an advantage or they will go out of business. A house edge, however, does not indicate a game is rigged. In addition to the randomness programmed into the game, there can also be streaks of bad luck that will affect individual players. Historically, there have been instances of rigged games. Legally, this indicated fraud. The offstage was discovered when a player played a free play mode and was offered a fair game. Once she changed to a money game, she logged her results. He concluded the game was not paying her as it should. Blackjack naturally has a mathematical percentage that favors the house, although the payout percentage varies by the skill level of the blackjack player. Online games use random number generators RNGs to ensure their odds match the payout of land-based casinos. Mathematical analysis should indicate the payout will average over time. The most regular accusations of rigged games occur around card rooms. The feeling is that poker tables are rigged to improve profitability, such as when higher-than-natural odds are given to inexperienced players. Alternatively, an advantage can be given to skew all-in scenarios in the favor of the underdog. A theory is that odds that should fall would be changed to However, such a scam would be too easily detected. In that case, odds could be shifted in the favor of a player that called an all-in versus the player who bet the all-in. This also may be too easy to detect. Another option is that non-all-in hands would be altered in favor of the player who called the bet. The ramifications of this are obvious. It allows a player to have inside information that would not be available to a player any other way. An understanding of game play and betting patterns will allow an observant player to realize when this form of rigging might be taking place. Security and preventing rigged games Audited by government authorities First of all, any online casino that is publically traded undergoes tremendous scrutiny. They are constantly audited by government authorities and 3rd parties to ensure that all their online casino games are fair, and that all of their random number generators are in fact that - random. All of these online casinos are forever dealing with government agencies to ensure compliance with the rules and regulations of operating a white listed casino. Good Reputation If you are unsure of which casinos have a good reputation, ask your friends and family who play and you will likely get plenty of information on sites that have a poor reputation and those that have a better reputation. Stick with those who have good word of mouth from people you trust. Good PR Lastly, one has to realize that it is actually in the best interest of these online casinos to have big winners. It gives them great PR and word of mouth advertising. Independent Testing They undergo independent testing for game fairness and random number generation. More than casino sites, poker sites have a higher than average chance of collusion, although no higher instance of the site being rigged. Collusion occurs when players converse outside of game play to share information about their hands. This type of cheating in online poker does cause at least moderate concern. The fact is, this type of cheating would be easy enough with IM clients or phone use. The era of super users and cheating scandals orchestrated by operators is likely behind us, but players should still be alert and watch for suspicious activities by operators. The first rigging example has been documented numerous times and involves a number of different controlling companies. It is a situation that might, at first, not seem illegal and potential expected. It is referred to as the "Near Miss" scenario. In this scenario a machine is programmed to show the player a near miss. For example, it will turn up two 7s on the pay line and the third 7 just above or below the pay line. This result has a tendency to make the player believe

that they are close to hitting a big payout. The net result is that they continue to pump coins into the machine. Upon investigation, it was found that some machines returned this "near miss" scenario up to times more often than the payout scenario. On a truly random program this would not happen. Back in the s there was a stir created in Nevada over some peculiarities in slot machines and other video gambling machines scattered throughout casinos and bars in the state. It all came to a head with the American Coin Scandal. The scandal represents the largest organized cheating scheme on record in the state of Nevada. This rigging directly cheated players from potential payouts. Games are all inspected. Chips need to be approved before they can be installed. In casinos, top-paying machines are often tamper-proofed with videos trained on the machines at all times. The net result of these security efforts is that video gambling machines are more regulated and should offer gamblers a much more secure gambling outlet than in years passed. Fraud and Rigging Online As we entered the new millennium, poker was enjoying a boon in online play. Card players were flocking to online poker sites around the world. AbsolutePoker was generating a lot of revenue and many players took part in daily play and tournaments at their site. It was a tournament like any other tournament held at sites around the world. At least it seemed to be. We all expect the random strange hand or unexpected play, but there was more to this to Johnson than he felt was justifiable. After the tournament in which he places second, he contacted AbsolutePoker for a printout of his hand history. What he got in return was much more than he could have expected. Instead of a simple printout of the hands Johnson played, what he received was a spreadsheet outlining every hand played, the table lineups and participants logged into each table. Confused by the receipt of so much more information than requested, Johnson began to look into the data more closely. What he found was shocking. This suspect player, who played under the name Potripper showed a trail of just bad play according to professional poker player and poker website moderator Serge Ravitch. While other players seemed not to be able to see , he appeared to be able to see the cards everyone was holding. The IP address of was traced back to Kahnawak Gaming Commission, which is coincidentally the collection of servers which hosts AbsolutePoker. Ensuring Secure and Fair Play Online When looking for an online poker location, you want a site you can trust. It is important to find a site with a proven track record of security. It should be noted that the most respected poker sites are licensed by legal gaming jurisdictions around the world, such as Gibraltar or Malta, and go to great lengths to establish rigid gaming requirements to ensure fair play. These requirements rely heavily on constantly advancing Random Number Generators and other security features. All of these precautions and security measures should be well established before the site deals its first game. Also note if the site has received any e-Gaming awards or other recognition from reputable organizations. Read the reviews that have posted online. Also check unrelated sites whose job it is to review online casinos. Does the casino have complaints filed against them? It is important to accept your responsibility to do your own due diligence in investigating a potential gambling site. It is most definitely in your best interest to verify this information before you invest your valuable time and money with a particular online casino or poker site. After all, once a problem already presents itself, it is too late to question. You should note if their posted security and fairness statement is hard to locate or difficult to understand. Although, not quite in the rigged vein, you should also take care to be note how the casino accepts payments. Ensure the server is secured and that other precautions are in place to protect you during all financial transactions. If you do not feel completely safe and secure, find another casino or online poker room. In short, you should not. There has been a lot of outspoken concern about the bad beats and their frequency in online games. There are several explanations as to why bad beats can seem more prominent. Online casinos use pseudorandom number generators PRNGs to produce pseudorandom numbers PRNs that create results similar to a randomly dealt live hand. Poker hands move much faster in online play, so it may seem that the frequency of these bad beats is greater than normally seen. Thus, many poker experts and analysts believe this perception is simply a false impression. Other experts even suggest that because of this designed random nature of the online deals, the hands dealt online actually represent a more realistically random deal than games using human dealers. Despite the security offered, these PRNGs should be consistently tested to completely ensure that no behavior in the game can be effectively predicted by a player. PRNGs are designed in such a way that their output is decided by their original algorithm. If you are aware of that initial information, you could, in theory determine every output

that a PRNG will generate. For this reason, in their effort to ensure fair game play, online poker sites and gambling casinos must use PRNGs that represent the newest and most advanced programming, and they must keep the initial algorithm well protected.

Chapter 4 : How To Detect Crooked Gambling Marked Cards/loaded Dice

Gambling is big business. Each year billions of dollars are spent on gambling in all forms. Hustlers take the lion's share of this money possibly some of it is your money.

The most common method of cheating at craps is the use of loaded dice. They have no incentive to do so. Every bet except one at the craps table offers the house an insurmountable mathematical edge, so they have no need to cheat. In fact, they have a huge disincentive to cheating—they could lose their gambling license and wind up out of business. Types of Loaded Dice Percentage Dice Percentage dice are dice that are modified so that some numbers will come up more often than probability would predict. There are two main types of percentage dice: Passers favor certain point numbers. These favor right bettors players who bet on the shooter to make the point. Miss-outs favor a total of seven. These favor wrong bettors players who bet on the shooter to miss the point. Shapes are the most common type of percentage dice. Flats, on the other hand, have been shaved down on one side or even multiple sides. This makes them shaped more like a brick than a cube. Six-ace flats are the most common miss-outs in use. The side with the 6 and the side with the 1 are shaved down, and thus they come up more often than they would otherwise. This increases the likelihood of rolling a 7. Flat passers, on the other hand, have the 6 and the 1 on die A shaved down, while the 3 and the 4 on die B are shaved down. This increases the likelihood of rolling a 4, 5, 9, or Two-way flats are also called fast sevens or four-way sevens. For example, if you shave off the 6 and the 3, you increase the chances of rolling 1, 3, 4, and 6. If you cut both dice like this, you increase the chances of rolling a total of 7. Bevels are dice with slightly rounded sides. This is usually accomplished using sandpapers. Cut edges have different angles on the edges than the standard 45 degrees. This gives some sides a larger area than the others, which causes them to land on the larger side more often. Loaded dice are dice that are modified on the inside. The extra weight on the inside of a loaded die causes the opposite side of the weighted side to come up more often. How to Spot Loaded Dice The easiest way to spot loaded dice is to fill a tall glass with water and then drop one of the dice into the water. Be gentle and hold the die close to the water before dropping it. Try dropping the die several times, with a different face pointing upward each time. Legitimate dice should land evenly in the bottom of the glass. Spotting beveled dice is easy too. Just hold the two dice together and see if they wobble. The dice should rest flush against each other and not wobble. Look for sides that are noticeably shorter than the others. The best thing to do is to avoid private craps games altogether. Security measures are strict, and as we pointed out earlier, the casino has a big disincentive to allowing cheating of any kind. Some cheaters might be real low-lives, and it might be better to not get on their bad side. No good can come of this. Legitimate, licensed casinos will prosecute you for cheating, and cheating at gambling is a felony in states where casinos are legal. In private games, you might fare even worse, because a suspected cheater might be injured or even killed by the aggrieved party.

Chapter 5 : Frank Garcia: used books, rare books and new books @ racedaydvl.com

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The games did appear too good to be true, with an estimated advantage off the top of about 1. What could be better? Snyder had commented that hands per hour might be possible on these machines. This would be realistic for ordinary VBJ machines, but with most video blackjack carousels, much more than hands per hour are rarely possible. If all this information was correct then the game would be worth exploring. We were well aware of the existence of video blackjack machines with crooked software made by a major manufacturer SEGA that posted great rules but were in fact rigged to pay out at fixed percentages just like ordinary slot machines see "Rip-Off Robo-Dealers" by Allan Pell, Blackjack Forum, December In Nevada and New Jersey at least the gaming regulations make such games illegal by virtue of the fact that the probabilities in video card games must be based on random shuffles and deals, to match those of the live table games they simulate. But who knew what the situation would be like in South Carolina where there is no gaming commission? The only information we had from Carolina Maddog was that the machines were manufactured in South Carolina, manufacturers unknown. Some are larger than others, and it is doubtful whether many of them would have been able to handle big action. We could not find any of the double decks mentioned by Carolina Maddog. In fact, one of the biggest problems we had was determining how many decks were used. We also found that most of the machines did not have the 5-card charlie rule. However, we did find one with the 5-card charlie rule that said it was four decks. The others we found with the 5-card rule also seemed to be at least 4 decks, with two decks dealt out. Obviously the game was not worth as much if there were only 4-deck or greater games and no double-deck games. We found a lot of different games in Myrtle Beach, with different rules, that were made by different manufacturers. We decided to play for small stakes until we felt comfortable with the games. We just used the hi-lo running count and kept a record of how long we played for and our net results. We also decided to contact the manufacturers and ask them about their games. Virtually every place we played at we lost. In some games though, we found that we kept getting high running counts near the shuffle point. In fact, in one place we ended on a positive running count 12 times in a row. Now, that is more statistically conclusive and did make us a bit suspicious of the honesty of these games. More on what the manufacturers had to say later. South of the Border A bit disillusioned by Myrtle Beach, we decided to check out for ourselves the infamous "South of the Border" tourist trap that Carolina Maddog had originally posted about. Maybe there were better and more honest machines up there. As reported by Carolina Maddog, we found two types of games, one with a male voice, another with a female voice, both with the "oops" feature. The one with the male voice had a penetration of about 75 cards but was definitely not a double deck game as Carolina Maddog had posted. At the "Orient Express" where Carolina Maddog played we counted four suited cards of the same denomination in one shuffle; they also had a triple 7s jackpot that was for "suited 7s. We played what looked like the same machine also a male voice at the "Silver Slipper," but there we found a sign above the machine saying that the game was dealt from eight decks. It also said that it had a "random deal," for what that is worth. We played for 2. When we decided to contact the phone number on the machine for the manufacturer, guess what? It turned out to be a limo service!! We played one of these machines for about two hours and kept a running count, which ended about even. On arriving back in Myrtle Beach we decided to do a bit more investigating by finding out about the regulations surrounding the games and what we could glean from some of the manufacturers. Both sources proved enlightening, but we did not hear what we wanted to hear. Posing as potential purchasers, we asked one manufacturer about how the house can get an edge when it offers good rules like the 5-card charlie. He said that some places chose their version that enabled you to set that advantage lower so as to encourage business from high rollers. He claimed that this was technically legal because it provided the players with randomly dealt cards. He said he thought the others were not technically legal because they stacked the deck against the players by keeping a larger proportion of the high cards behind

the cut card. In an earlier discussion with a colleague of his it was claimed that their software had been checked by the S. Department of Revenue, which was satisfied that it complied with the state regulations. This manufacturer told us that everyone who bought a machine from him also bought this add-on software. He even told us of one operator who declined the special software but was back after a few months because he had had a losing month. He also told us of one place that had the software from the other company that stacked the decks. Funnily enough, this was one of the places we had played at where we kept getting high running counts. In the first case it is fairly easy to detect cheating by keeping a count. However, in the second case and in possibly numerous other ways cheating can be very difficult to detect except after analyzing the outcome of lengthy play. In speaking with them on the phone, it appeared that their main concern was with collecting the annual license fees that applied to video gaming machines. However, they did send us a copy of the legislation that governs the operation of video gaming machines Article This legislation requires each machine to be licensed s. Of specific interest are the following two sections: Do they seriously see nothing legally wrong with such software or is it the case that there is no enforcement of this legislation? Apparently there are some court cases that revolve around the video game industry but we were not able to find any details about these. Also, at present, the video gaming industry is the subject of much heated political debate. So changes in legislation may be imminent. Final Analysis We eventually decided to give up on the games. We felt that the big problem for anyone wanting to play these games was that even if you do find an honest game there would be nothing stopping the operators from adding software to rig it afterwards. Then you could lose a ton of money in a short time if you thought the game was still on the level. In our opinion, Carolina Maddog must have been extremely lucky. Either he was lucky enough to stumble upon an honest game or he was invoking some special powers from the First Church of Blackjack! One of the best ways to prove a game is honest is to beat it. Interesting enough, the suppliers of the machine with the female voice not the one Carolina Maddog played claim it is random. However, when we inquired about the specialized software they said that although they did not supply it, they assured us that it would not be a problem to buy it from another source and add it on. After spending a short holiday in Myrtle Beach we had to head out early because Hurricane Bonnie had its own plans. The mayor of Myrtle Beach suggested that it would be in our best interests to evacuate.

Chapter 6 : Detecting Crooked Dice

Auto Suggestions are available once you type at least 3 letters. Use up arrow (for mozilla firefox browser alt+up arrow) and down arrow (for mozilla firefox browser alt+down arrow) to review and enter to select.

Jan 22, I am an amateur at dice manipulation. Is there a technique that controls the number that will show up using a single regular dice? There is quite a bit to explore: Dice stacking routine, uses one gimmicked die and cup cover Video clips from un-named video ; p How to Stack Dice: This is the first trick that Les had published. Telepath Cellular Conjury DVD Telepath is a complete and focused magic system that allows you to make revelations through a cell phone seemingly without having to touch it. Almost any cell phone that is capable of storing images or comes with a built-in camera can be used. A great strolling effect, all you need is a regular pair of dice; Gregory Wilson says this is the most fun you can have with a "pair of dice" outside of Las Vegas. Uses two die and the familiar paddle move Behnke, Leo: Dice Stacking Bertram, Ross: A spectator shuffles a deck of cards, selects one and signs it. A second spectator shuffles some paper plates with numbers on them. A box of dice is also shaken. The plates are tossed into the audience. The dice read 2 and 6. The plate with 26 written on it is torn to show the signed selection imbedded within the paper. Jones p Die to Dime Kirk Stiles: One hand change of die to dime, ring, or other object; p No. Bobo with Dice includes his revolutionary color-changing dice routine Bogunia, Sean: Self stacking dice cup. Dice Chop Cup marketed item. A chop cup routine is provided where dice keep appearing and disappearing from under a dice cup. It comes with a gambling themed routine that really makes sense. Snake Eyes is always ready to go and easy to do. It will get the attention of everyone in the room. This is a fun quicky that starts out with a pair of dice and always ends up with a big laugh. The women will scream and the men will jump back. What more to expect from a gag. This is a perfect comedy effect for walk around or table to table magic. The Close-Up Magic Of Aldo Colombini includes the first version of Never say Die with three cards which Aldo with Richard Vollmer will develop with Aldo for five cards An Ace, two and three of hearts are placed on the table with dice of corresponding numbers on top of them. Impossible effects can be produced when they team up. Tricks Of My Trade: Hilarious, magical and entertaining, this one-of-a-kind routine is perfect as a unique magical showpiece. The spots are removed from a Die with the use of a "spot remover" stick. Also an innovator of note - his numerous mechanical creations and the application of electronics to the art were years ahead of their time. Draun on Dice DVD - teaches four of the best dice routines developed by master magicians: Ed Marlo Dice Transposition If you can finger palm a die, you can perform this effect overnight! In this routine, dice magically move from hand to hand, one at a time as presented by Ed Marlo in his publication Shoot the Works. Dice change size throughout this routine. The BIG finish will definitely catch your audience by surprise! A large die turns into many miniature ones; p Dice Force: Several ideas on using a dice force Einhorn, Nicholas: A glass is placed under the table and the card pushed down. Includes dice Elliott, Bruce: The Very Peripatetic Paddle: The Vol 4 includes Crooked Dice: Eccentricks Vol 1 matrix with four cards and four dice moving in the proper numerical order. For the ones of us who are card workers looking for something different to add to their act. Learn with incredible detail several different ways to stack dice with cards to include advanced ideas and combos that will destroy your audiences. A two in the hand and one the pocket type routine with dice and a dice cup, centered on a gambling story theme. The magician relates the story of an ex-gambling magician who used to switch in his own loaded dice. The "loaded" die ends up changing color and size, and by the end the gambler quits and takes a drink, that is produced from under the dice cup! Includes dice Geimer, Dr Alexander: The "move" explained, and four effects offered. What makes this DVD stand out are the many routines and ideas that bring dice stacking into another dimension. During stacking, the dice penetrate up through the cup one at a time. Triple Die-lemma Gibson, Walter: The Bunko Book Includes dice Giorgio, Tony: During those years, he met and broke bread with literally hundreds of handmuckers, machine men, bust-out men, steers, front-men, spot finders, two-dealers, cellar-dealers, spreaders, cold-deckers, run-up men, check coppers, paper-players, painters, scratch players, slick sleeve and bean shooter players from Portland, Maine south to Miami Beach, Florida, west to California and north to

Alaska. Thayer Quality Magic Vol. Magician shows how a thin film of saliva will cause two dice to cling together, dice then shown to be permanently glued together. A nice swindle for the dice stacking. Knocking the Spots Off: A Satanic pact gives him a weird power, enabling him to predict the outcome of dice, poker and 21! The routine leads into an unusual finish wherein the performer shows that cubes placed in his pocket somehow find their way back into his hand. Dice Illusion Marketed Effect. The magician takes out a strange die with no color on the pips and a mirror, and hands out both for examination. Upon placing the strange die on the mirror, spectators clearly see that the image inside the mirror is a common die but with properly colored pips. Thanks to a magic cause, the position of the two dice gets reversed. The die now becomes in reality a common die and the one inside the mirror becomes the strange one. Props include a normal die, specially gimmicked die, small mirror, and instructions. Hua Hin Dice Marketed Trick: Both of the dice are then placed inside the box which is then closed and given to the spectator to shake. The spectator is now asked to open the box and add up the total of the numbers showing. The dice are shaken two more times, by the spectator, and each time the total showing is added to the previous total. The performer, who at no time sees any of the totals on the dice, is able to reveal the final total arrived at. The performer then offers to repeat the effect by adding one more dice, making it even more impossible, but still is able to predict the total of the dice after they are shaken several times. This is an effect that you can repeat over and over again and it gets even more puzzling with each repetition for the total is always different, the dice are regular and everything can be examined. Over the Falls Notes: Lecture notes from Includes two in hand - one in pocket with gambling dice Jay, Ricky: Production Deck Marketed Utility ; The magician takes a deck of cards out of the case, shuffles and cuts the deck and a die magically appears right between the cards. It is a good idea to make a duplicate die disappear before producing it from the deck possibly with a chop cup. Rare accounts on cheating with dice. Cheating At Backgammon DVD; On this DVD George Joseph who is a leading authority on cheating techniques and game security discusses, demonstrates and explains the many methods that are regularly used to cheat at Backgammon. You will learn methods of controlling dice throws and about gaffed devices and strategies. Dice switching techniques, hand offs, past posting, chip stealing, chip cup, fair dice control, mispotted dice, scoot shot, loaded dice, pivot test, shaved dice, six-eight flat, tops, magnetic dice, portable juice joint, and much more. Gambling tricks with dice by Nick Trost. Uses three loaded dice one ending showing an ace, one rolling a deuce and one rolling a six and a dice up. The effect is interesting and straightforward. It works with concealing a die and producing a 7 with two visible ones and then an ace and deuce: The handling could be improved using a shuttle pass and a Palm Over Change. There are also further possibilities to improve on it by concealing two dice. Haunted Die Marketed item; Six cards are removed from any deck, and a spectator freely selects one. You shuffle them and lay them down in a row. Reach into your pocket and bring out a small cloth bag, explaining that the reason lies inside this small bag where you keep the Haunted Die. Dump a black die with white spots into a glass and continue:

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Glazed backs, round corners, per dozen In ordering these cards, state what kind of card preferred, and be particular to give full directions -- just what you want them for, and what cards you want stripped. The next catalogue to which we refer hails from the State of New York, and is that from which extracts have been made during the progress of this book. It is particularly amusing, and deserves careful perusal on that account. A better machine than the Kepplinger, of San Francisco, holdout. Made of fine and light pen steel, and works as well in shirt sleeves as with a coat on. The machine is fastened in a double shirt sleeve. The cards go in between the wristband and cuff. The wristband and cuff closes up when the cards are in, and anyone may look up your sleeve to your elbow and cannot see anything wrong. The holdout is worked by spreading your knees. The string runs through steel tubing that has capped pulley wheel joints. The string cannot bind or catch, and will work smoothly, easy, and noiselessly, every time alike. Give length of arm and size of shirt worn when ordering. Will send one C. Made on same principle as the sleeve holdout, and works by spreading knees. String goes through adjustable tubing. Vest closes up tight when cards are in, and looks to be all buttoned up tight. Works equally well in coat. This is almost a nickle-in-slot machine, and I will guarantee perfect satisfaction to anyone that wants a first-class vest or coat holdout. Sent in vest all ready to put on and work. Cards come out to palm of hand and go back out of sight. Works automatically by resting arm on edge of table. Also a good machine to cap the deck with. The work is done with one hand and the lower part of the same arm. You press against a small lever with the arm an easy pressure of three-quarters of an inch throws out the cards back of a few others held in your left hand , and you can reach over to your checks or do anything else with the right hand while working the holdout. The motions are all natural, and do not cause suspicion. There are no plates, no strings to pull on, and no springs that are liable to break or get out of order. This machine is worth fifty of the old style vest plates for practical use, and you will say the same after seeing one. Will send one by registered mail on receipt of price, with the understanding that you may return it in exchange for other goods if not perfectly satisfactory. This holdout is the lightest and smoothest working arm pressure sleeve holdout made. A good machine for small games. Sent by registered mail on receipt of the price. Can be put under a table and taken off instantly, as there are no screws or anything to fasten permanently. Works by knee, and brings the card up on top of the table. I can make this holdout or my stud poker holdout, either one, to work a fine reflector for reading the cards, at same price. The cards are not trimmed or marked in any way, shape, or manner. They can be handled and shuffled by all at the board, and, without looking at a card, you can, by making two or three shuffles or ripping them in, oblige the dealer to give three of a kind to any one playing, or the same advantage can be taken on your own deal. This is a big thing for any game. In euchre you can hold the joker every time, or the cards most wanted in any game. The process is very hard to detect, as the cards look perfectly natural, and it is something card-players are not looking for. Other dealers have been selling sanded cards, or cheap cards with spermaceti rubbed on, and calling them professional playing or magnetic cards. I use a liquid preparation put on with rollers on all cards made: The object is to make certain cards, not prepared, slip off easier than others in shuffling. This fine advantage works fine single handed, or when the left hand man shuffles and offers the cards to be cut. These cards are ten times better than readers or strippers, and they get the money faster. If you order a dozen, I will furnish cards like you use. This holdout works in the shirt sleeve, and holds the cards in the same place as a cuff pocket. There is no part of the holdout in sight at any time. A man that has worked a pocket will appreciate this invention. A fine thing to top the deck. You can hold as many cards as you wish in your hand, and no one will mistrust you, as your fingers will be at perfect liberty, and it is not necessary to keep them together as you have to do when palming. It can be put under and removed from any table in less than half a minute. Works easily from either knee. It will bring three or more cards up into your hand, and take back the

discards as you hold your cards and hands in a natural position on top of the table. It is the best table holdout made. Simple, yet safe and sure. This ink dries quickly and does not require any rubbing. Will guarantee it to be the best ink made. A fine glass comes to the edge of table to read the cards as you deal them off. You can set the glass at any angle or turn it back out of sight in an instant. I can mark any style card you use if ordered by the dozen packs. Strippers cut just as you want them. With a set of these you will find yourself winner at all dice games, and carry off the prize at every raffle you attend. Sold in sets of 9 dice, 3 high, 3 low, and 3 fair. Eagle claw, to hold out cards in shirt sleeve. Prong, improved, to use as cuff pocket. New method of marking cards like scratch work. This work leaves a white line or mark on the card that cannot be shaded. This is the kind of work good men have been trying to gel for some time. If you want any reference regarding my standing, write to -- Bros. If you want to get a holdout or anything in the sporting line that you have ever seen used or advertised, write to me about them and see how my prices compare with others. I know all about every kind of advantage ever advertised, and am getting new ones every day, but only advertise those I know to be practical. If you send me an order, no matter how large or small, I shall try to give you the worth of your money, so that you will send again. I am the only manufacturer of holdouts in this country. I am the only man who makes the holdouts he advertises for sale himself. If you play cards it will pay you to come here and see my machines work. I will pay all expenses if I cannot show you the best holdouts made. Send money by registered letter, postal note, or money order on Chatham, New York. Send all orders to The next catalogue we shall notice comes from New York City itself, and is couched in the following terms: This fills the long-felt want among the sporting fraternity, and it is the best offer ever made to club-rooms and private parties. They are new, and never before this season been placed on the market. They are especially adapted for fine work, and great care has been given to the marking of both size and suit, and it is almost an impossibility to find the marks and earn the combination without the key and complete printed instructions which we send with every pack; but when learned they are as easily read from the back as from the face. We furnish them in the colors mentioned and used in all games throughout the entire country. Order the cards by the numbers directly over them. We can furnish square cards to exactly duplicate Nos. Strippers of all these cards, for poker and all games, furnished with either fair or marked backs. For prices and particulars see our circulars. Address all orders to -- The following is a hand-bill issued by the same firm as the last, and specially addressed-- TO FARO DEALERS We handle, and keep constantly in stock, all the latest and best combination boxes, both end squeeze, top balance, lever and side movement, etc. These boxes are simple, durable, and by far the best boxes ever placed on the market. We make them up perfectly plain, without bars, have the bottom movement entirely new, and they can be locked to a dead square box by a table movement which cannot be detected. We make our boxes up to lock by three combinations, and we guarantee them in every way. End squeeze, three combinations This is one of the finest boxes ever made. Do not confound these with the ordinary lock-up sand tell box. Our boxes are perfect in every particular, and will do the work. The cards for these boxes are specially prepared by a machine which takes the place of sand and all kinds of preparation. They are by far superior to any cards sanded or prepared by hand. Our manner of preparing cards for these boxes is by having the twelve paint cards prepared, so by playing in the high card the money is won without creating suspicion, by being always actually on the card with the work on.

Chapter 8 : Frank Garcia - racedaydvl.com

Imran Khan confesses assisting in gambling, Paid-off PTI debt using gambling money.

Chapter 9 : Frank Garcia (magician) - Wikipedia

Marked Cards and Loaded Dice: How to Detect Crooked Gambling 2-pack Crooked Dice red w/white dots gambling jokenovelt magic tricks. Brand New. \$ From Australia.