

ALL Sports Digest

Volume 140

April - May 1974

Price 1.25

Table Game Discussion

DICE TO 1-100

For five years I played the BLM Baseball game regularly. After a four year hiatus I have begun anew. The use of a spinner to produce chance numbers of 1-100 was too unsatisfactory to me. I found myself calling "liners" in favor of whichever team I rooted for. Random number books would not have satisfied me, I don't think, because my memory is too good. Accidental glances ahead would take the "chance" value away from my games.

I began to play APBA because I "trusted" dice. The dice worked fine, of course, but there are so many statistical inaccuracies built into the game that I was discouraged with it, too.

My own interest in dice and games of chance, and my own mathematical background gave me an intuitive "feel" that I could produce chance numbers of 1-100 (or 1-50 or any number) with dice. Why not combine the best aspects of both games?

Very little figuring produced positive results. Within an hour I had constructed the chart which I enclosed to you. Within ten games I memorized it, and now instead of seeing dice I see numbers from 1-100.

The rules of the chart are so simple they can be grasped by anyone with the slightest knowledge of probability. Three dice are used. With three there is 1/216 of a chance of any combination coming up. Using one large die and two smaller dice (the two small dice of the same color), one can reduce the probability to 1/108 because on the small dice 16=61, 34=43, 25=52, etc., and can be read as, respectively, 16, 34 and 25, etc.

A reduction of the chart is also included. It should help to explain the idea better than I can in writing. Hopefully you will pass this information on to your readers and to the manufacturers of BLM. It will shorten game time, give better statistical results and make the game more enjoyable to all who play.

I do hope you act on the chart. I believe it will benefit all concerned. It interested me, a 23-year old college grad, enough to invest in a new set of cards.

Hank Sutter, Sarasota, Florida.

SPECIAL FEATURES

THIS ISSUE

April-May 1974, No. 140

1974 BLM Baseball Fringe Players:

American League

National League

1974 Negamco Baseball Fringe Players:

American League

National League

1974 Negamco College Football Teams

Negamco Basketball Rookies - '73-'74

1-100 Dice Feature

REGULAR FEATURES

THIS ISSUE

PTG Hockey Fringe Players

Playing Tips

Mail Sack

League Results

Owner's Realistic Games

Guest Spot

Table Game Discussion

SPECIAL FEATURES

NEXT ISSUE

June-July 1974, No. 141

Negamco Hockey Rookies-1973-74

Negamco College Extra

Basketball Teams...

NFL 1973 Season Statistics...

Plus our many Regular Monthly features...and other special features yet to be determined!

PS: On the chart, numbers 100-108 are disregarded, although I'm sure they could be put to some avail.

PRELIMINARY REDUCTION CHART

LARGE DIE:

1 = 0	+ small dice (see below)
2 = 18	+ small dice
3 = 36	+ small dice
4 = 54	+ small dice
5 = 72	+ small dice
6 = 90	+ small dice

SMALL DICE:

11 or 22 = 1	25 or 52 = 11
33 or 44 = 2	26 or 62 = 12
55 or 66 = 3	34 or 43 = 13
12 or 21 = 4	35 or 53 = 14
13 or 31 = 5	36 or 63 = 15
14 or 41 = 6	45 or 54 = 16
15 or 51 = 7	46 or 64 = 17
16 or 61 = 8	56 or 65 = 18
23 or 32 = 9	
24 or 42 = 10	

Please turn to page 18

Guest Spot

(Ed) In some issues, this column entitled "Guest Spot" will appear. It will be used for indepth commentary written by table gamers. A commentary that should be of interest to readers.

CALL ALL MAIL LEAGUES?

In this space I am going to feature news on the various mail leagues across the nation. In this issue I will deal with one major problem facing mail leagues and in future issues I will include tips on mail league play, stats, and standings of mail leagues, addresses of league headquarters, listing of sports played by each league, and the population of each league. If you run or participate in a league please send the information requested to me at the address listed below. This type of feature can only succeed if YOU help out.

The problems facing a mail league usually include a lack of reliable members. Many a gamer asks, why should I join a mail league? There are many reasons for joining a mail league but the ones I consider most important are that a mail league lets you:

- Meet people and make friends.
- Test your coaching ability against others.
- Play only a few games, yet get the feeling of playing an entire year.
- Pick up playing tips from other members.
- Find out how other games perform without purchasing them.

There are, of course, many reasons other than these, and I'm sure that if you join a league you will find it exciting and loads of fun. Why not flip to the "Club Notes" section right now and find out about joining a league. You won't regret it. One thing to remember however, is that you are taking on a big responsibility and you must be a conscientious member.

Mail league info to: David Steele, Rm 441, Murphree Hall, Univ. of Fla., Gainesville, Fla. 32612.

PTG IDEAS

I've been a pleased subscriber to ASD for quite a few years now and hope to renew my subscription soon. First, I'd like to see your new issue to see if you are presenting the items I and many other PTG and BLM fans,

Please turn to page 15