



**LEGISLATIVE PRESENTATION:
PROPOSED REVISIONS TO TITLE 23 CHAPTER 5 GAMBLING
OF MONTANA CODE ANNOTATED AND ADMINISTRATIVE
RULES**

PRESENTED BY

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A PERIOD CORRECT REPRESENTATION OF AN 1860-80’S
MINING CAMP, ASSAY OFFICE AND MINING OPERATION
AND “BADWATER’S SQUARE DEAL CLUB” A PERIOD
CORRECT REPRESENTATION OF A GAMBLING HALL OR
GAMING ESTABLISHMENT FOUND IN SALOONS IN EVERY
MINING CAMP, RAILROAD OR CATTLE TOWN THROUGHOUT
THE WESTERN FRONTIER**

AND

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OF HELENA MONTANA**

**ON BEHALF OF ALL NONPROFIT LIVING HISTORY AND
RE-ENACTMENT ORGANIZATIONS**

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PART I: Introduction

The Old West frontier era between 1849 thru 1899 is one of the most colorful, exciting, and romanticized periods in American History. Items such as the Westward Migration, Development of Railroads, Native American Studies, Western Mining Activities, Miners, Cowboys, Townsfolk, Saloons, Lumberjacks, Brothels, and Gambling. Gambling being one of the most popular pastimes of all. With the westward expansion in the 19th century as towns sprouted in the American West – outside Army forts, at river crossings along wagon trails, in mining districts and at railheads – some of the first structures built were recreational facilities. Recreation for the almost totally male population inevitably meant the triple-W vices of the frontier: whiskey-drinking, whoring, and wagering.

It was no different in the Montana Territory gambling was a favorite pastime of both men and woman. As towns sprouted up from Virginia City to Fort Benton along the Missouri and from Bannock to Kalispell ,across the highline. so did saloons and gaming parlors. and with the discovery of gold in Helena in 1865 came to the cities through the state. In gaming parlors, saloons, brothels, parlors, and aboard river boats gambling and other forms of entertainment were a popular pass time and many of the games you have read about here you can still find in casinos today. Faro was the most popular game of the time and was known as the "King of all games." It was not the only game people played, and three card monte, Vingt-et-Un (black jack or twenty-one), roulette, chuck-a-luck were all popular ways to take a risk. The old west was both a dangerous and exciting time to live in.

Saloons, brothels, and gambling halls would appear almost overnight. In the early camps, the structure might be only a lantern-lit, dirt-floored tent, the bar simply a board stretched between two whiskey barrels, the prostitution facility just a cot in a wagon bed for the use of a single female strumpet, and the gambling outfit only a rickety table, a few chairs, and a greasy, dog-eared deck of cards. As the towns grew and prospered, these primitive facilities were replaced by one-story wooden buildings with false fronts to make them appear even larger. And if the community developed into a city, saloons were housed in imposing brick buildings with ornate bars, huge back-bar mirrors, and brilliant chandeliers. Some brothels became elegantly furnished parlor houses with attractive 'boarders' managed by madams whose names were famous throughout the West. The best-known sporting men of the West presided over and patronized gambling houses that were often the most impressive and elaborately accoutered structures of the cities.

Around the country hundreds of thousands of everyday people are captivated by Living History events presented by on by volunteers, mostly at their own expense, who want to preserve yesterday's history today for tomorrow. The Good, Bad and the Ugly sides of this era are Montana's History, Heritage, and Story.

Montana Examples of these events

Great examples of these events are:

- The old Wild West fest(no longer presented)
- Bannack Days Celebration which draws in thousands over its two days
Old Bannack state park draws thousands of people over the summer and has a historic saloon in town.
- The Fort Benton Summer Celebration
- The Little Big Horn Re-enactment
- The Helena living history day
- Virginia and Nevada city
- The Big Hole Battlefield
- Single action Shooting Society monthly and State matches
- As well and many other historic sites in the state where cities grew around early forts mining and other types of work.

These are just some of the events presented around the state every year during the summer tourist months.

Setting up accurate period Old West, Mining and Military living history programs and encampments for Historic venues, educational and personal enjoyment has been a labor of love. Presenting to schools, events, the young and old. We thought how great it would be to add to our presentations one of the most popular of activities from that period. Not to glamorize it or promote it. It's popularity played a substantial role in any "Boom Town", and no history or story of an area would be complete without it.

Yes, gambling..... Not Real gambling of course but presentations with public participation... No Money, No Value.... Pretend. We were amazed when we found that this was prohibited. Not because of the gambling aspect as we do not wager, but because of the device itself. We have collected actual antique gambling devices as well as built accurate replicas of 1800's devices we haul along with all manner of living history supplies to historic events we participate in. A great personal investment with no remuneration ever expected... We volunteer! We love interacting with public in first person to present what it was like here 160 years ago... Not what Hollywood wants us to believe, but to present an accurate portrayal of our heritage.

A little Montana gambling History

Gambling was deemed illegal by the first approved Montana constitution in 1889 and remained illegal until the constitution was revised in 1972 gambling Montana became a recognized territory and then in 1889 *it became a fully-fledged state*. The population grew each and every year and gambling was always prevalent. Lotteries and a variety of shady games of chance were commonplace which eventually led to the state banning all forms of gambling.

The ban did very little to limit the underground scene and gambling houses continued to flourish. The authorities often turned a blind eye to these activities once no one got hurt and the games were small stakes. In 1937, the state decriminalized low-stakes card games and in 1945 slot machines became hugely popular. Unfortunately, in 1950, the Supreme Court ruled that slot machines were illegal and that same year voters defeated a motion that would have brought more cash betting games to the state. The state made very little progress on the gambling front through the 50s, 60s, and 70s.

State Governor Robert Woodahl had the biggest impact on the illegal gambling industry. In the late 60s he shut down the majority of illegal gaming in the state including bingo which earned him the nickname Bingo Bob. The electorate were not too impressed with his efforts though and they approved a new state constitution in 1972 that allowed any forms of gambling that the people deemed acceptable. The very next year charitable gaming was introduced and bingo was back on alongside raffles and some card games.

Since then, more and more cash games have been approved by the state and currently Montanans have a huge array of land-based gambling options. Although Texas Hold'em is legal most other card, dice and other games are not. This proposal would include the games made illegal by the 1887 Territorial Act and codified in the 1892 first state constitution. Playing any of these games today for any reason even without real betting could result in jail, fines, or both, although it has been common knowledge that these games were played in private and social clubs. Until the late 1960's. Please see Appendix A for types of gambling that was legal in the Montana Territory unit 1887.

Part II: Current Montana Codes and Administrative rules

Current Montana Code Title 23 chapter5 Gambling and Administrative Rules of Montana (ARM) 23-5 dated of 2021 Define Gambling: as:

MCA 23-5 Definitions:

“(A) “GAMBLING” OR “GAMBLING ACTIVITY” MEANS RISKING ANY MONEY, CREDIT, DEPOSIT, CHECK, PROPERTY, OR OTHER THING OF VALUE FOR A GAIN THAT IS CONTINGENT IN WHOLE OR IN PART UPON LOT, CHANCE, OR THE OPERATION OF A GAMBLING DEVICE OR GAMBLING ENTERPRISE
(C) THE TERM DOES NOT INCLUDE SOCIAL CARD GAMES PLAYED SOLELY FOR PRIZES OF MINIMAL VALUE, as DEFINED AS CLASS I GAMING BY 25 U.S.C. 2703 (Under this code: the term “**class 1 gaming**” means social games solely for prizes of minimal value or traditional forms of Indian gaming engaged in by individuals as a part of, or in connection with, tribal ceremonies or celebrations.)

Administrative Rules of Montana (ARM) 23-5-

Section 406. Exempt charitable organizations and facilities

- (1) (a) An organization granted an exemption under 26 U.S.C. 501(c)(3), (c)(4), (c)(8), or (c)(19):
(i) on or before January 15, 1989, is exempt from taxation and the permit fee imposed by this part;
(ii) after January 15, 1989, is exempt from taxation and one-half the permit fee imposed by this part if the organization carries on gambling activities for no more than 60 days a calendar year.
- (b) An organization provided for in subsection (1)(a) shall:
(i) limit its live bingo and keno activities to its main premises or place of operations and to events at other places operated by other charitable organizations or by a government unit or entity;
(ii) comply with other statutes and rules relating to the operation of live bingo and keno; and
(iii) apply to the department for a permit to conduct charitable live bingo or keno games.
- (2) A long-term care facility, as defined in 50-5-101, or a retirement home, as defined in subsection (4) of this section, that has obtained an operator's license and a permit from the department to operate live bingo or keno is exempt from taxation and the permit fee imposed by this part if the facility:
(a) limits participation in live bingo and keno games to persons using the facility and their guests;
(b) limits live bingo or keno activities to its main premises or place of operation; and
(c) complies with other statutes and rules relating to the operation of live bingo and keno.
- (3) The department may revoke or suspend the permit of an organization or a facility provided for in subsection (1) or (2) if, after investigation, the department determines that the organization or facility is operating or has contracted with a nonqualified organization that is operating live bingo or keno in a predominantly commercial manner.
- (4) For purposes of this section, "retirement home " means a building in which sleeping rooms without cooking facilities in each room are rented to three or more persons who are 60 years of age or older and who do not need skilled nursing care, intermediate nursing care, or personal care, as defined in 50-5-

Part IV will present detailed recommendation to the specific sections of the code and arm and the support as to why the codes and arms should be revised as soon as possible by Executive order from Governor Gianforte or codified by mail in legislative vote by a legislative special session called by Governor Gianforte, waiting until the next legislative session would have to wait two years.

The community would like both the Governor and the Legislature to consider the first two options. We thank all for the opportunity to propose changes that we feel would not violate the state's constitution and be of great benefit to the historical community.

Closing

First and foremost, question is , do any of the proposed changes violate the definition of gambling in the state's constitution, Montana Code Annotated (MCA) or the Administrative Rules of Montana (ARM).?

Answer : No, Living history is an educational medium used by living history museums, historic sites, heritage interpreters, schools and historical reenactment groups to educate the public or their own members in particular areas of history, thus there is no intent to defraud or cheat the public.

Second Question: Do games lure you in, make you do illegal acts, corrupt you in some way?

Answer: Of course not.

Third Question: Is it the device, the name, whatever it's called that makes it illegal.

Answer: It is ridiculous would a device or name of a game cause a person to violate the law.

Fourth Question: If all the above are true why are the laws written to make these things illegal?

Answer: No clear or good reason is given other than something like this;" What would prevent you from starting an illegal gambling operation with these old-style games and devices?"

Fifth Question: Can an inanimate object, a games name is illegal based on the premise of a possible illegal act?

Answer: No clear or good reason is given other than something like this; So why are game of FARO, Grand Hazard, Chuck A Luck, Roulette, the tables they are played up on and any of the apparatus involved.

Sixth Question: Why are with Dice Games deemed as illegal?

Answer: We do not know, but if there were a social game played at home under the above limitations, under current code, if you played for even penny ante Yahtzee be illegal!

Seventh Question Why would no value presentations be Illegal?

Answer: They should not be since we have established what Gambling means. It's as simple as this.... participation in a game of chance where something of value is at stake.

Final Question: Why should pre 1887 period gambling be permitted as fund raisers or no value betting by visitors to Living History Events and re-enactments.

Answer: We have also established that according to Montana Code, you can socially gamble playing certain games at home within limits as stated above by Montana code.

In closing the following arguments are presented to provide support for the revisions proposed in Part IV to legalize the games listed in Appendix A.

We have established what Gambling means. It's as simple as this.... participation in a game of chance where something of value is at stake. Using these criteria allowing visitors to Living History or re-enactments to gamble using fake money meets the criteria

We have established the criteria for social games of minimal value. Using these criteria why can't you have an Old West night as a fund raiser with minimal or no value payout for winners where other games of that 1800's period can be played?

We have established whether original or reproduction that the mechanical devices or the card or dice game being played that revising the applicable MCS's and ARM's involved registered non-profit groups and re-enacting groups should be allowed to use all types of gambling legal to the periods prior to 1900.

Badwater's Bannack Square Deal Club

These are a few pictures of the setup that is presented by Bad Water Dan at Bannack in July. Please note the signs all around the replicas that state these games are illegal in

Montana Please Do Not Touch. Shown are games like Faro, Hazard (today's Craps), Roulette, Chuck-A-Luck.









Appendix B Description of some of the currently illegal games of chance

Faro

Faro was the most popular game found in old west gambling establishments. It involved one person being the dealer which they would call a banker and several players that were called punters. It typically took 10 to 15 minutes to play, and it was a fast game that gave you better odds than most other games at the time. Faro was popular because it was a short game that was fast paced and easy to learn.

Faro is a long-forgotten chapter in European and American gaming history. Cheating became so prevalent that editions of Hoyle's rules of game book began their faro section with a disclaimer, warning Readers that an honest faro bank could not be found in the United States. . Most gamblers today have never even heard of it.

But less than two centuries ago, it was once the dominant form of gambling across Europe and the US. People flocked to wager on this simple, yet exciting, game. Cheating started the downturn of Faro, though. Gambling houses broke the trust of their players by using rigged decks. Their actions still form the roots of every fear that gamblers have about being cheated by casinos.

today. Poker put another big dent in Faro's popularity. It quickly spread from Mississippi riverboats to underground casinos at a time when Faro suffered from an image problem. Even with these issues, Faro still survived in casinos on a limited basis. But it finally faded away for good, though, when Reno stopped offering it in the 1980s.

Faro would be played by lying a board down that had one suit of cards attached to it in numerical order; you could stake your bets on one or several cards at a time.

Then the dealer would draw out two cards from the dealing box. One of the cards was a dealer's card which was the losing card and the other was the player's card which was the winning card. Winning did not count on suit, only the numerical value of the card.

Any bets that were placed on card numbers that were not drawn would be left there for the next round. Bets placed on cards with the numerical value of the dealers went to him. Bets placed on the numerical value of the players got paid 1 to 1.



Three card Monte

Three card Monte is also known as find the lady and the three-card trick. It involves 3 cards from any deck and takes 5 to 10 minutes to play.

Three card Monte is an easy game to play; a dealer takes three cards and put them face down on a table or flat surface such as a cardboard box.

The dealer picks up one card and shows it to you, this is the target card, then they put it back face down and they quickly shuffle and rearrange the three cards.

You pick which card you believe is the target card. If you pick correctly, you win the amount you bet, doubled. If you lose the dealer keeps what you bet.

Common cards that dealer chose to be the target cards are:

- Jack of spades
- Jack of clubs
- Queen of hearts
- And Ace of spades

Three card Monte was often found being played on the street and is known for being a scheme. The dealer sets up and his partner who is disguised as an everyday player starts the game. They make it appear as though the dealer is terrible at the game and the player is winning it every time. The dealer also shuffles the cards slowly, this causes the audience to follow along and gain the confidence that they could find the target card. The partner soon takes his fake winnings and allows other real paying players to try their luck. The dealer often lets them win the first few rounds to get them to bet even more, then when the bet is high enough they will speed up their shuffling and make it difficult for you to find the target.

This shady scheme often caused fights and law enforcement to break out which is why dealers play on cardboard tables, to allow for quick pack up so they can run off with their winnings.

Many other tactics of dealer cheating can be found in playing this game including sleight of hand and a bent corner variation.

Vingt et Un (blackjack or 21)

Vingt et Un is the French name for Blackjack or twenty-one. Blackjack is a popular game that's found in many gambling establishments throughout the world. The game is usually played with 2 to 6 players and 52 to 416 cards.

The point of this game is for you to get 21 points without going over 21 or to beat the dealer's score. If you go over 21 points this is known as busting.

Here are some common blackjack terms:

- Hit- this means to have the dealer deal you another card.
- Stand- This means to refuse any further cards. It has also been called "stand pat", "stick", and "stay". This can be signaled by either waving your hand horizontally or by sliding your cards under the chips.
- Double down- You commit to receiving only one more card and this increases your initial bet by 100%, making it double what you bet.
- You can signal this by placing the extra chips beside the original chips you bet but outside the Betting box, then pointing to the new chips to show the dealer.
- Split- If you are dealt your first two cards and those cards have the same value you can opt to making these two cards into two different hands.
- To do this you have to put an equal bet to your initial one with the new hand. To signal this, you set extra chips of equal value to your original bet outside the betting box and point two fingers in a V formation.
- Surrender- *Surrender is only available as your first decision of the hand. When you surrender the house gets to take half of your bet and you get the remaining half. To signal this you must do so verbally, there is no hand signal for this.*
- *You can hit as many times as you want until your hand has reached a score of a hard 20 or above.*

Many rule variations can be found based on where you play; here are some examples of ones you might see:

- Dealer hits soft 17.
- Number of decks
- Late or early surrender
- Hit or resplit split aces.
- Resplitting

- No double after split
- No hole card and OBO
- Double on 9 / 10 / 11 or 10 / 11 only
- Dealer wins ties.
- And altered payout.

Chemin de fer (Baccarat)

The origins of the game are disputed, and some sources claim that it dates to the 19th century.^{[2][3]} Other sources claim that the game was introduced into France from Italy at the end of the 15th century by soldiers returning from the Italian Wars during the reign of Charles VIII.

In Chemin de Fer, there is one designated banker and the rest of the players act as punters. Each player takes turns being the banker. The banker is responsible for making bets, collecting bets, and paying out wins. The punters have no control over the bank's decisions; they simply make bets on which hand will win. Chemin de fer, also called Shimmy, or Chernay, French card game played mainly in European and Latin American casinos. The game is played by up to 12 players, on a kidney-shaped table; the object is to total 9 with a hand of two or three cards.

The selected banker states the amount of his bank. Other players in rotation to the right take all or any portion of the bank. The banker then deals two cards face down to each one for himself and one for all the other players collectively, commonly called the Punter. The punter is the player who makes the largest bet and plays for all three other betters.

Face Cards and tens count as 0, aces 1 and other cards count as their face value. When the total of the two card is over ten the tens unit is dropped e.g., 13 counts as 3. Since the goal of the game is to come as close to 9 in two or three cards. An original count of 8 or 9 is a natural, the punter shows this hand immediately and wins unless the banker ties the same number or wins with a 9 against 8. Otherwise, the punter and the banker may stand or draw one card. The punter must stand with a 6 or 7 and draw 4 or under, the punter has the option to stand if he draws a 5. If the punter stands the banker must stand on 6 or 7, but must draw if with 5 or under.

This game is included although it was not widely played in the smaller towns, it was played on river boats and in the more eloquent and private gaming houses in major cities with a croupier for the house controlling the cards and the bank with the house taking a small percentage to run the game.

Euchre

Euchre is not a gambling game as such but more like modern day Bridge. The game was played during the Civil War. The game is played with a deck of 20 cards that only includes aces, kings, queens, jacks, 10s and nines of each suit. There are five rounds, or "tricks," in each game. Each player will place one card down on the table on their turn, and a player takes a trick when the card they placed is the highest out of any other card.

Roulette

Roulette is a table game that is popular in casinos today. It is French in decent and the name means little wheel. Roulette has many betting options that allow you to bet on high, which is numbers 19 to 36, or low, which is numbers 1 to 18, the color of black or red, whether it will be an odd or even number, and on a single number or several different numbers at a time.

A croupier spins the roulette wheel in one direction and in the opposite direction they spin the ball in a circular track that runs around the inside of the roulette wheel. The ball will eventually slow down and drop into a number on the wheel.

In French or European roulette wheels have 37 slots for the ball to fall into one of which is a green colored 0. In American roulette the wheel has 38 slots one of which is a green colored 0 and the other is a green color 00.

Roulette tables have a wheel at the top of the table and under the wheel is the layout of the options for you to place your bet on.

There are many different types of bets including inside and outside bets.

Inside bets:

- Straight / Single
- Street
- Corner / Square
- Split
- Six Line / Double Street
- Top Line
- Basket / First Four
- Trio

Outside bets:

- 1 to 18
- 19 to 36
- Red or Black
- Even or Odd
- Dozen bet.
- Snake bet
- Column bet.

Poker

Poker is a popular bluffing card game and dice game found in casinos across the world and often played at home among a group of friends. Poker was not popular when it first showed up in the west because it was a slower paced game, but it eventually picked up and could be found in most gambling halls.

Many different variants of poker can be found today such as the three most popular groups: draw poker, stud poker, and community card poker. But the poker they played in the old west looks different than how we usually play now.

Old west poker decks had twenty cards in them which were the ace, king, queen, jack, and ten in the four traditional suits of hearts, clubs, diamonds, and spades.

All twenty of these cards get dealt out to the players. Draw poker was not originally in the old west so you would have to play with the cards you have been dealt. In the 1850's when the French card deck of 52 cards draw poker became more prevalent.

Old west combinations included:

- Full- modern day full house
- Triplets- modern day three of a kind
- Royal Flush- royal flush was the only flush because there were no cards under ten to allow for a straight flush.

Brag

Three card brag, also known as brag, first came about in the 16th century as a British card game that included 4 7 players. A deck of 52 cards is used and it generally takes 5 10 minutes to play.

There are several different variations of brag including:

- Four card brag
- Seven card brag
- Thirteen card brag
- Fifteen card brag
- And Bastard brag

To start the game of brag every player ante, after this they are each dealt three cards that are face down on the table. Starting to the left of the dealer, players begin to either bet or fold. Betting continues around the table until only two players are left in play. At this time either of the two players may double the last bet that was made, this is called “seeing.”

The two players then reveal their hands. The player with the better hand takes the pot unless there is a tie. If there is a tie, the player that was “seeing” loses.

Here are the hand ranks from the best to worst:

Three of a kind, known as prial (the absolute best variation of this is having 3 3 3 and then the usual ace, then kings, etc. This is the same with four of a kind where the best variation is 4 4 4).

- Straight flush, known as running flush (the best variation of this is A 2 3, then A K Q, then the usual K Q J, etc.)
- Straight, known as run.
- Flush
- Pair
- High card

Chuck a luck

Chuck-A-Luck comes to us from Australia and is an exciting game where three dice tumble in a spinning cage. Players wager on how many dice will come up with the number they chose. In the beginning, players would throw the dice in a horn-shaped chute rather than using a cage. The extreme simplicity of the game makes it hugely popular with novice casino gamblers. The game pays 1:1 for a single up to 30:1 for a jackpot bet of 3 of a kind. Chuck-A-Luck is a great introduction for players to gambling dice games.

Chuck a luck is a game played with 3 dice and has also been called birdcage. It is sometimes referred to as birdcage because the dice are in a wire cage that is in the shape of an hourglass and resembles what you would keep a bird in. The cage spins and mixes the dice up, then they land on the bottom. Since it was against regulations to gamble in the military the game was played with lead dice and the numbers printed on a cloth.

This way if an officer were to come by the players would grab their money and the “dealer” would put the dice in a pot of melting lead to melt down, fold the cloth to wipe his face placing it under his hat. Thus, the game received the nick name of sweat rag.

You make bets before the cage spins based on what you think the combination of dice is going to be. These are the common bets you can make:

- Single Die Bet– you bet that at least one of the dice shows a specific number.
- Any Triple– you bet that all three dice show the exact same number.
- Big– yet bet that the dice total 11 or higher.
- Small– you bet that the dice total 10 or lower.
- Field– you bet that the dice total anywhere outside of the range 8 12.

Hazard (Craps)

The popular game played today called craps developed from the old west game of hazard. Hazard has more complicated rules than craps but was popular all through the 17th and 18th century. Two dice are the only thing needed to play hazard. Hazard dates to at least 14th century England, and some suggest it goes as far back as the 12th century. Thought to be of Arabic origins; the word hazard derives from the Arabic al-zahr (“die”).

The game drew large crowds in high-stakes gambling rooms throughout medieval Europe before waning in popularity. Craps got its name from “crabs”, a roll of 1-1 or 1-2 in hazard. The name isn’t the only thing craps stole from hazard; the gameplay and rules are largely the same.

Any numbers of players can play at a time but only one person can have dice at a time, this person is called the caster. Before rolling the dice, the caster has to say a number between 5 and 9, this number is known as the main.

The caster then rolls the dice. If they land on a 2 or 3, the caster automatically loses. If they land on their predetermined main number, they win.

Winning rolls in hazard are called "nick" or "throw in" while a losing roll is called "throw out".

This is where the rules get a little tricky, if the caster lands on an 11 or 12 there can be several different outcomes.

The first is if they chose the number 5 or 9 as their main, they throw out.

The second is if they chose the number of 6 or 8, if they landed on an 11 it's a throw out, but if they landed on a 12 it's a nick.

The third is if they chose the main number of 7, if they landed on an 11, they throw in, but if they landed on a 12, they throw out.

If the caster rolls neither a nick nor a throw out, then it's called a chance. The caster rolls the dice again. If they roll their main number, they lose. If they roll what the chance was, they win. If they roll neither of these, they keep rolling until they do.

The caster gets to keep being the caster until they lose three times in a row, then the person to the left of them becomes the new caster.

Picking the number 7 as your main number gives you the highest probability of winning at 0.492 and the lowest disadvantage of losing at 1.41%. The worse number to pick as your main would be 6 or 8 at 0.488 probability of winning and a 2.34% disadvantage.



Grand Hazard

Grand Hazard. Rectangular layout. It was played with 3 six-sided dice. Dice were either hand thrown, tumbled from a "dice horn" this is how the term "Tin Horn Gambler" was coined, tumbled down a "dice drop" or in a Chuck A Luck cage. Banker game.

Philadelphia Craps.

It's just an early variation of Craps made popular in Philadelphia. Rules were basically the same as modern craps except there is no "Come" or "Don't Come" bets. This is a banker game

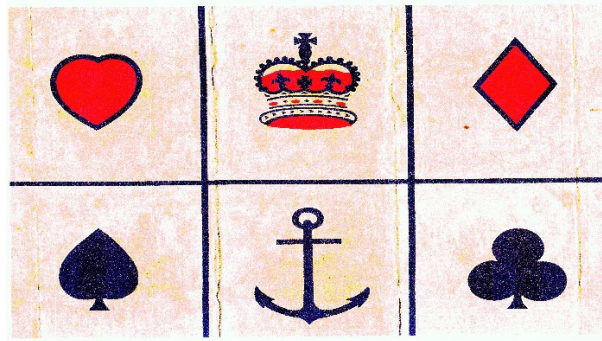
Klondike

Klondike is a gambling dice game that was popular in frontier America. The game is played with five dice that are 6-sided and is like poker dice. The objective in Klondike is to roll a better hand or combination than the banker to win. Game play begins with the banker rolling first to establish the benchmark. The players then take turns rolling to try to beat the banker.

The 1 is like an ace and is the highest-ranking number. Then the numbers 6,5,4,3, and 2 from highest to lowest. If the player rolls the same combination as the banker, he or she loses. Your roll must be better than the banker's roll to win. Klondike is that simple.

Crown and Anchor

This was a game popular among British Navy Sailors as far back as the mid "1750's". Similar to our own "Chuck A Luck" but used 3 symbols on 3 dice rather than 3 six-sided dice. It was played aboard ships as well as taverns. It was then transplanted to the "Colonys" and spread westward from there. Generally played with a single banker who paid out winnings, or rotated amongst players.



Put and Take or Teetotum

The six-sided teetotum dates back to the ancient Greeks and Romans, and the game of "Put and Take" rose to popularity in medieval times. Brought to early America, this game played with a four-sided spinner closely resembles the Jewish game of dreidel in its rules.

In its earliest form, the body was square (in some cases via a stick through a regular six-sided die), marked on the four sides by the letters **A** (*Lat. aufer*, take), indicating that the player takes one from the pool, **D** (*Lat. depone*, put down) when a fine has to be paid, **N** (*Lat. nihil*, nothing), and **T** (*Lat. totum*, all), when the whole pool is to be taken.



A twelve-sided teetotum

Other accounts give such letters as **P**, **N**, **D** (*dimidium*, half), and **H** or **T** or other combinations of letters.^[4] Some other combinations that could be found were **NG**, **ZS**, **TA**, **TG**, **NH**, **ND**, **SL** and **M**, which included the Latin terms *Zona Salve* ("save all"), *Tibi Adfer* ("take all"), *Nihil Habeas* ("nothing left"), *Solve L* ("save 50") and *Nihil Dabis* ("nothing happens").

Put and take became known during the First World War (1914-1918). The full history of the modern game of put and take is unclear but it thought to have been invented by soldiers in the trenches. The original game was made from a brass bullet the soldier shaped into a spinning top with six sides. Each side had an instruction on it that was either:

- Put One
- Put Two
- Put All
- Take One
- Take Two
- Put All



The top was spun by the players, who each put an ante in the pot (said to be a cigarette), and depending on how the top fell either took or put how many cigarettes indicated. The game became so popular that during the 1920-30s it was introduced as a gambling game and was predominantly played in the North England in Working Men's Clubs and Pubs. The top being made of brass would last virtually forever, the production of the game did not last for long and during the next forty years the game died out.

Rules:

The game is easy to play, any number of players can play. Each player puts a designated ante in currency or chips in the pot. The first player spins the top. The player takes or puts the number shown and the spinner moves to the next player. If the top falls on take all the spinner takes the pot and all the players ante up for the next spinner. Play continues to there are no longer any players.

Wheel of fortune or Misfortune

This is not a very commonly known game of chance but was played in gaming halls and saloons prior to 1887. The game is played with spoked wheel mounted on a wall divided into sections with a moveable arrow or other device to slow and finally stop the wheel. . There are many variations to this game but the most common use a wheel similar to the ones pictured below:



The rules are simple the player places a bet on a table laid out to match the wheel, the dealer spins the wheel and the winner or loser is the section the wheel stops at.

Mechanical Slot Machines

Slot Machines began in San Francisco in the 1880s. The Liberty Bell is arguably the first coin-operated slot machine for gambling with automatic payouts. The Liberty Bell slot machine was invented by Bavarian-born Charles Fey in San Francisco, California. This gaming machine simulated the table card game of poker, having three spinning reels each with five symbols: diamonds, hearts, horseshoes, spades, and an image of the Liberty Bell.

The above are just a sample of the games played prior to 1887 in the Montana Territory. It would take almost a complete book of Hoyle's games of chance to show all the possible games that would be covered under this proposal .