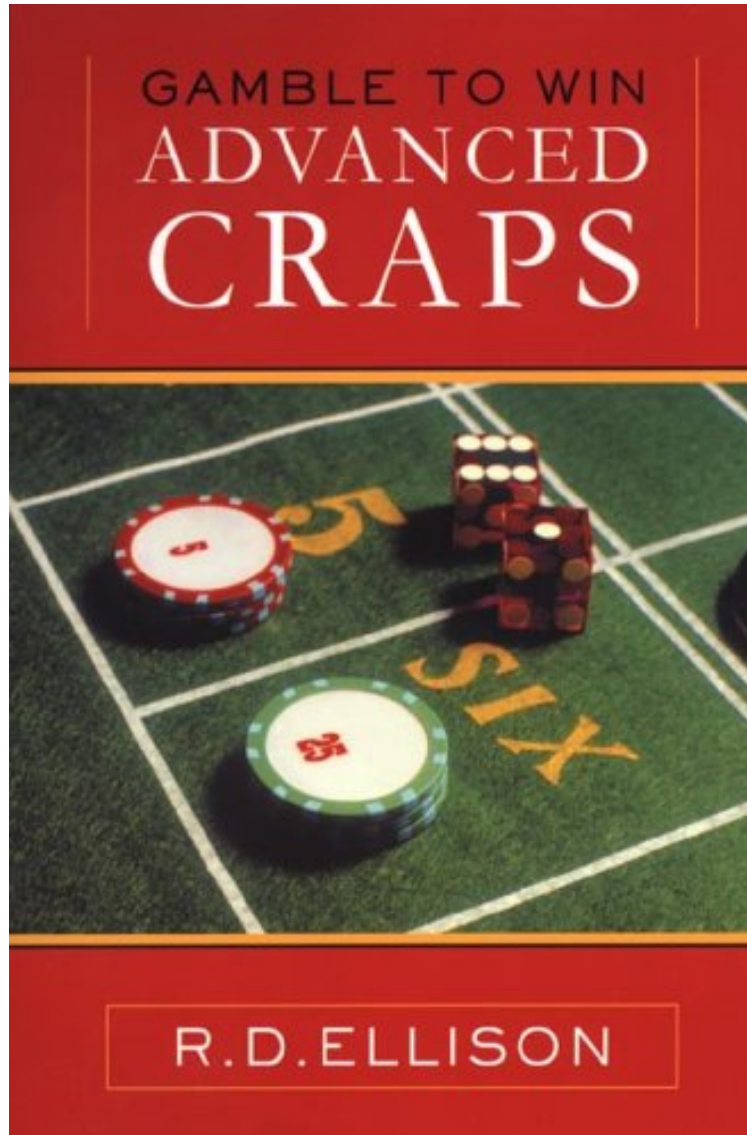


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## Gamble To Win Advanced Craps

*R.D. Ellison*

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#3271703 in Books Lyle Stuart 2005-07-01 2005-06-28 Original language: English PDF # 1 8.74 x .71 x 6.12l, #File Name: 0818406496256 pages | File size: 67.Mb

**R.D. Ellison : Gamble To Win Advanced Craps** before purchasing it in order to gage whether or not it would be worth my time, and all praised Gamble To Win Advanced Craps:

0 of 0 people found the following review helpful. A fast trip to poverty.By CLEMhounAuthor speaks as though his systems rely on skill to win. But in the details he speaks of getting lucky were one to hope leaving a casino with more \$\$\$ than he had when he entered.0 of 0 people found the following review helpful. Five StarsBy boxord ellison's book is one of the most capable out there3 of 3 people found the following review helpful. I am actually embarrassed for the

author. By Kyle E. Kneisl. Fortunately, I bought this book for almost nothing from a remainder dealer. Unfortunately, any price over \$0.00 is much too high. I am a professional mathematician and a skilled poker player and casino gambler, and this book made me feel embarrassed for the author. I will freely give the following good points to the book: There is some discussion in here on what it takes, personally, to be a professional gambler, in terms of discipline and lifestyle. He has a list of "Ellison's 10 rules" or something like that which, while not specifically applying to craps, generally constitute a solid body of good advice for people that want to take gambling seriously. I found many of the things listed to be applicable and delightfully pithy and compact advice useful, for example, to aspiring poker players. But that constitutes maybe 10% of the book. And then, he starts talking about craps...and it's all precipitously and recklessly downhill thereafter...This guy is what Isaac Asimov, in his forward to "Scientists Confront Velikovsky", called an "exo-heretic". Namely, a person who, having no formal credentials in the field he is opining on, has ridiculous ideas that he considers revolutionary, but believes are being suppressed by an academic conspiracy. What does Ellison say, exactly? I'm so glad you asked. Basically, using his massive credentials as a scientist (i.e., none), sprinkled with the most unbelievable megalomaniacal diatribes, he formalizes (LOL) the "revolutionary" concept that "mathematicians are ignoring because it threatens their worldview" of "statistical propensity". This is the same Gamblers' Fallacy-denying whale feces that Casino Player Magazine rejects time and time and time and time again, like the Patent Office rejects perpetual motion machines. One chapter is devoted to impugning statisticians and mathematicians as part of a globalist ivory tower cabal that "refuse to justify their views". Furthermore, the "mainstream" gaming literature is (of course) in cahoots with (or, Ellison admits is possible, the unwitting dupes of) our cabal. The rest of the book is devoted to his mathematics-denying, statistics-denying, science-denying, Gamblers' Fallacy-denying pet theory, where he posits some as yet unresearched force is responsible for runs of dice and so forth. (To be fair, he doesn't really completely DENY the Gamblers' Fallacy--he merely re-explains it as a result of a supernatural conspiratorial force; a force whose momentum you can track and tap.) In support of these theories, he offers no expert testimony or research (which he freely admits, but then ascribes to the conspiracy, of course), but he does offer the full record of several dice runs that he recorded that, if you turn sideways and do the Macarena, might support his ridiculous epistle. The problem, of course, is that the list would have to be about...375000 times as long (by my calculus) to have reasonable mathematical gravitas. If you buy his malarkey, then he gives you a roadmap to unlocking the secrets of this "statistical propensity" force. In a nutshell then: 1) Scientists and Mathematicians: This is actually somewhat amusing on some level. You might buy it just for the pseudoscientific exposition contained within the pages. Philosophers of science, too, might enjoy this, as from Kuhn to Popper to Feyerabend, this guy would be considered ridiculously unscientific. 2) Gamblers that believe in the Gamblers' Fallacy and are actually looking for something to learn: skip this book. There is nothing in here for you, except pain and misdirection. 3) Gamblers that think there are spooky forces out there that influence future dice rolls (for example, if you take all your place bets off whenever the shooter rolls a craps, because you think sevens come after craps rolls): Buy this book immediately, and if I ever own a casino, please, please, please, please, come play at it. I'm sure Mr. Ellison is a good guy. But I'm equally sure he has absolutely no idea what he is talking about, and in any country but the United States, would be legally prevented, as a matter of public decency, from speaking on technical and mathematical matters. That being said, there will be no shortage of not-very-educated people that will think this stuff is genius.

Book by Ellison, R.D.