

Chances of Hitting a Single Shot

Distance to Blot	Ways to Hit	Probability
1	11	0.306
2	12	0.333
3	14	0.389
4	15	0.417
5	15	0.417
6	17	0.472
7	6	0.167
8	6	0.167
9	5	0.139
10	3	0.083
11	2	0.056
12	3	0.083
15	1	0.028
16	1	0.028
18	1	0.028
20	1	0.028
24	1	0.028

Chances of Hitting a Double Shot

Numbers Which Hit	Ways to Hit	Probability
6,1	24	0.667
6,2	24	0.667
6,3	28	0.778
6,4	27	0.75
6,5	28	0.778
5,1	22	0.611
5,2	23	0.639
5,3	25	0.694
5,4	28	0.778
4,1	21	0.583
4,2	23	0.639
4,3	24	0.667
3,2	21	0.583
3,1	20	0.556
2,1	20	0.556

Chance of Entering One Man from the Bar

Open Points	One Roll	Two Rolls	Three Rolls	Four Rolls	Five Rolls
1	0.306	0.518	0.665	0.767	0.838
2	0.556	0.802	0.912	0.961	0.983
3	0.75	0.937	0.984	0.996	0.999
4	0.889	0.988	0.999		
5	0.972	0.999			

Chance of Entering Two Men from the Bar

Number of Open Points	Both Men	One Man	Neither Man
0	0	0	1
1	0.028	0.278	0.694
2	0.111	0.444	0.444
3	0.25	0.5	0.25
4	0.444	0.444	0.111
5	0.694	0.278	0.028
6	1	1	0

Chance of Making a Point

Number of Builders	Probability
2	0.07
3	0.19
4	0.39
5	0.61
6	0.92

Chance of Rolling a Specific Number

Number of Rolls	Probability
1	0.306
2	0.518
3	0.665

Chance of Rolling Two Specific Numbers

Number of Rolls	Probability
1	0.556
2	0.802
3	0.912

Chance of Rolling a Specific Combination

Number of Rolls	Probability
1	0.056
2	0.108
3	0.158

Chance of Bearing One Man Off in One Roll

Point Man is on	Ways to Bear Off	Probability
6	27	0.75
5	31	0.861
4	34	0.944

Chance of Bearing Two Men Off in One Roll

Points Men are on	Ways to Bear Off	Probability
6 & 6	4	0.111
6 & 5	6	0.167
6 & 4	8	0.222
6 & 3	10	0.278
6 & 2	13	0.361
6 & 1	15	0.417
5 & 5	6	0.167
5 & 4	10	0.278
5 & 3	14	0.389
5 & 2	19	0.528
5 & 1	23	0.639
4 & 4	11	0.306
4 & 3	17	0.472
4 & 2	23	0.639
4 & 1	29	0.806
3 & 3	17	0.472
3 & 2	25	0.694
3 & 1	34	0.944
2 & 2	26	0.722
2 & 1	36	1
1 & 1	36	1

Chance of Bearing Two Men Off in Two Rolls

Points Men are on	Probability
6 & 6	0.78
6 & 5	0.88
6 & 4	0.93
6 & 3	0.97

Basic Doubling Principles

Chance of Winning	Doubling Strategy
0 to 0.25	Resign double
0.26 to 1	Accept double
0.63 to 1	Consider doubling
0.75 to 1	Expect opponent to reject