

How to Play Two-Up: Australia's Iconic Anzac Day Tradition

[Nick Hall](#), 24 Apr 2022 | Guide

The time has come again for [Australians](#) and New Zealanders to bond together to commemorate the heroics of those who came before us. April 25 marks Anzac Day, a culturally significant date that brings the country to a stand-still. On this day, we thank the brave men and women who paid the ultimate sacrifice for our freedoms, and this year, things are finally getting back to normal. While the Anzac Day marches that we love and respect have been on hold for the past few years, 2022 marks a welcomed return to in-person dawn services and the beloved comeback of another Aussie tradition – a good old game of two-up.

What is Two-Up?

Two-up is a traditional Australian game, most notably played in pubs and clubs on Anzac Day each year. The game is illegal on most other days of the year. The game features two pennies, a kip and a designated 'spinner', with gamblers betting on the end result.

The History of Two-Up

The origins of the game detail that it evolved from pitch and toss, which was a gambling game that involved tossing a solitary coin in the air and betting on the outcome. From here, a second coin was added and the iconic game was born. Two-up first became popular in 18th Century England, particularly among poor English and Irish citizens. When the gold-rush hit Australia in the 1800s, settlers from all parts of the globe arrived, hoping to make their fortune on the fields. They brought with them fashion, culture, food and unsurprisingly, two-up. By the 1850s, the game was a popular pastime on the goldfields of Kalgoorlie and Broken Hill.

Two-up continued its run of success throughout the early 1900s as well. In World War I, Australian soldiers played the game in trenches and on troopships, thus leading to the strong association with Anzac Day.



How to Play Two-Up

If you're wondering how to play two-up this Anzac Day, you're in luck. The game is one of the easiest gambling contests you can take part in, hence why it was so popular in the trenches. All you need to play two-up is;

- A kip (paddle)
- Two pennies

Once you've got the essentials down, it's time to get playing, but be quick, you've only got one day to legally do it. Here is how you play two-up.

1. All players stand in a circle known as the 'ring'.
2. They will bet on whether the coins will fall on both heads, both tails or one head and one tail. This is known as odds.
3. Using a specially designed paddle, known as a kip, a designated 'spinner' tosses two (or three) coins into the air.
4. Two heads mean the spinner wins, two tails mean the spinner loses their bet and the right to spin. Odds mean the spinner throws again.
5. The rules stipulate both coins must fly three metres into the air, not touch the roof and must fall within the ring.
6. The other members around the ring place side bets against each other on whether the spinner will win or lose and the results of the next throw.

Why You're Only Allowed To Play Two-Up on Anzac Day

Two-up, while an Anzac Day tradition is illegal on all other dates. This is because the game is a form of unregulated gambling, which is an act that must adhere to the government's strict regulations and standards. The game has been illegal for quite some time. In fact, in the 1800s, a designated watchdog, known as a 'cockatoo' was implemented for most games, ensuring that players were protected from the long arm of the law.

Despite the strict laws against unregulated gambling, the New South Wales government sought to give two-up the cultural recognition it deserved. In 1989, the government passed the *Gaming and Betting Amendment Act*, which declared that playing two-up on Anzac Day was not illegal in the state. Additionally, two-up games can legally be conducted in NSW on Victory in the Pacific Day (August 15) and Remembrance Day but only after 12pm. Victoria followed suit in 1991.

The law requires that the game must be played on a not for profit basis. If the game is held at a club, there should be no entry fee and all proceeds must be donated to charity. The only place in Australia where two-up is legal year-round is Broken Hill, which has secured a special licence from the NSW government.

5 Best Two-Up Paddles

In order to get the game going the way it was meant to be played, you are going to need a two-up paddle, also known as a kip. These aren't exactly easy to find in stores, based on how irregularly the game is legally played, but no true Anzac Day tribute is complete without one.

Here is a list of the 5 best two-up paddles for Anzac Day 2020.



Comment jouer à deux: la tradition emblématique de l'Anzac Day en Australie Nick Hall, 24 avril 2022 | Guide Le temps est à nouveau venu pour les Australiens et les Néo-Zélandais de s'unir pour commémorer l'héroïsme de ceux qui nous ont précédés. Le 25 avril marque l'Anzac Day, une date importante sur le plan culturel qui immobilise le pays. En ce jour, nous remercions les braves hommes et femmes qui ont fait le sacrifice ultime pour nos libertés, et cette année, les choses reviennent enfin à la normale. Alors que les marches de l'Anzac Day que nous aimons et respectons sont suspendues depuis quelques années, 2022 marque un retour bienvenu aux services de l'aube en personne et le retour bien-aimé d'une autre tradition australienne - un bon vieux jeu à deux. Qu'est-ce que le Two-Up ? Two-up est un jeu australien traditionnel, notamment joué dans les pubs et les clubs le jour de l'Anzac chaque année. Le jeu est illégal la plupart des autres jours de l'année. Le jeu propose deux centimes, un kip et un "spinner" désigné, les joueurs pariant sur le résultat final. L'histoire du duo Les origines du jeu détaillent qu'il a évolué à partir du pitch and toss, qui était un jeu de hasard qui impliquait de lancer une pièce solitaire en l'air et de parier sur le résultat. De là, une deuxième pièce a été ajoutée et le jeu emblématique est né. Two-up est devenu populaire pour la première fois dans l'Angleterre du 18ème siècle, en particulier parmi les citoyens anglais et irlandais pauvres. Lorsque la ruée vers l'or a frappé l'Australie dans les années 1800, des colons de toutes les régions du monde sont arrivés, espérant faire fortune dans les champs. Ils ont apporté avec eux la mode, la culture, la nourriture et, sans surprise, le duo. Dans les années 1850, le jeu était un passe-temps populaire sur les champs aurifères de Kalgoorlie et Broken Hill. Two-up a également poursuivi sa série de succès au début des années 1900. Pendant la Première Guerre mondiale, les soldats australiens ont joué le jeu dans les tranchées et sur les navires de troupes, ce qui a conduit à une forte association avec l'Anzac Day. Comment jouer à deux Si vous vous demandez comment jouer à deux ce jour de l'Anzac, vous avez de la chance. Le jeu est l'un des concours de jeu les plus faciles auxquels vous pouvez participer, d'où la raison pour laquelle il était si populaire dans les tranchées. Tout ce dont vous avez besoin pour jouer à deux est; • Un kip (pagaie) • Deux sous Une fois que vous avez compris l'essentiel, il est temps de commencer à jouer, mais soyez rapide, vous n'avez qu'un jour pour le faire légalement. Voici comment vous jouez à deux. 1. Tous les joueurs se tiennent dans un cercle appelé « anneau ». 2. Ils parieront sur le fait que les pièces tomberont sur les deux faces, sur les deux faces ou sur une face et une face. C'est ce qu'on appelle les cotes. 3. À l'aide d'une pagaie spécialement conçue, connue sous le nom de kip, un « spinner » désigné lance deux (ou trois) pièces en l'air. 4. Deux faces signifient que le spinner gagne, deux piles signifient que le spinner perd son pari et le droit de tourner. Les chances signifient que le spinner lance à nouveau. 5. Les règles stipulent que les deux pièces doivent voler à trois mètres dans les airs, ne pas toucher le toit et doivent tomber dans l'anneau. 6. Les autres membres autour du ring placent des paris latéraux les uns contre les autres sur le fait que le spinner va gagner ou perdre et les résultats du prochain lancer. Pourquoi vous n'êtes autorisé à jouer qu'à deux le jour de l'Anzac À deux, alors qu'une tradition de l'Anzac Day est illégale à toutes les autres dates. En effet, le jeu est une forme de jeu non réglementé, qui est un acte qui doit respecter les réglementations et normes strictes du gouvernement. Le jeu est illégal depuis un certain temps. En fait, dans les années 1800, un chien de garde désigné, connu sous le nom de «cacatoès», a été mis en place pour la plupart des jeux, garantissant que les joueurs étaient protégés du bras long de la loi. Malgré les lois strictes contre le jeu non réglementé, le gouvernement de la Nouvelle-Galles du Sud a cherché à donner à deux la reconnaissance culturelle qu'il méritait. En 1989, le gouvernement a adopté la loi modifiant la loi sur les jeux et les paris, qui déclarait que jouer à deux le jour de l'Anzac n'était pas illégal dans l'État. De plus, des matchs à deux peuvent légalement être organisés en Nouvelle-Galles du Sud le jour de la Victoire dans le Pacifique (15 août) et le jour du Souvenir, mais seulement après midi. Victoria a emboîté le pas en 1991. La loi exige que le jeu soit joué sans but lucratif. Si le match a lieu dans un club, il ne devrait y avoir aucun frais d'inscription et tous les bénéfices doivent être reversés à une association caritative. Le seul endroit en Australie où le duo est légal toute l'année est Broken Hill, qui a obtenu une licence spéciale du gouvernement NSW. 5 meilleures pagaies à deux Pour que le jeu se déroule comme il était censé être joué, vous aurez besoin d'une pagaie à deux, également connue sous le nom de kip. Ceux-ci ne sont pas exactement faciles à trouver dans les magasins, en fonction

de l'irrégularité du jeu légalement joué, mais aucun véritable hommage à l'Anzac Day n'est complet sans un. Voici une liste des 5 meilleures pagaias à deux pour l'Anzac Day 2020.

Two-up



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For the printing layout technique, see [N-up](#).



Out Side View of the Two Up Shed in Kalgoorlie, Western Australia



Two original 1915 [Australian pennies](#) in a kip from which they are tossed. 1915 is significant as the year of the [Gallipoli campaign](#) which is remembered annually on [ANZAC Day](#)



Australian soldiers playing two-up during [World War I](#) at the front near [Ypres](#), 23 December 1917, [Australian War Memorial](#) Museum



Painting of 2-up game. Paddington, [Sydney](#). Unknown artist. 1890s

Two-up is a traditional Australian [gambling game](#), involving a designated "spinner" throwing two coins or pennies into the air. Players bet on whether the coins will fall with both heads (obverse) up, both tails (reverse) up, or with one coin a head and one a tail (known as "Ewan"). It is traditionally played on [Anzac Day](#) in pubs and clubs throughout Australia, in part to mark a shared experience with [Diggers](#) through the ages.

The game is traditionally played with [pennies](#) – their weight, size, and surface design make them ideal for the game. Weight and size make them stable on the "kip" and easy to spin in the air. Decimal coins are generally considered to be too small and light and they do not fly as well. ^[*citation needed*] The design of pre-1939 pennies had the sovereign's head on the obverse (front) and the reverse was totally covered in writing, making the result very easy and quick to see. Pennies now are marked with a white cross on the reverse (Tails) side. Pennies can often be observed being used at games on Anzac Day, as they are brought out specifically for this purpose each year.

History

See also: [Obverse and reverse](#)

The exact origins of two-up are obscure, but it seems to have evolved from [cross and pile](#), a gambling game involving tossing a single coin into the air and wagering on the result. Two-up was popular amongst poorer English and Irish citizens in the 18th century.

The predilection of the [convicts](#) for this game was noted as early as 1798 by [New South Wales's](#) first judge advocate, as well as the lack of skill involved and the large losses. By the 1850s, the two-coin form was being played on the goldfields of the eastern colonies, and it spread across the country following subsequent [gold rushes](#).

Two-up was played extensively by Australia's soldiers during [World War I](#). Gambling games, to which a blind eye was cast, became a regular part of [Anzac Day](#) celebrations for returned soldiers, although two-up was illegal at all other times.

As time passed, increasingly elaborate illegal "two-up schools" grew around Australia, to the consternation of authorities^{[[citation needed](#)]} but with the backing of corrupt police. The legendary Thommo's Two-up School, which operated at various locations in [Surry Hills, Sydney](#), from the early years of the 20th century until at least 1979, was one of Australia's first major illegal gambling operations.^[1]

The popularity of two-up declined after the 1950s as more sophisticated forms of gambling like [baccarat](#) gained popularity in illegal gaming houses as well as when poker machines ([slot machines](#)) were legalised in clubs.

Legal two-up arrived with its introduction as a [table game](#) at the new casino in [Hobart](#) in 1973, but is now only offered at [Crown Perth](#) and [Crown Melbourne](#). Two-up has also been legalised on Anzac Day, when it is played in [Returned Servicemen's League](#) (RSL) clubs and hotels. Several tourist "two-up schools" in the Outback have also been legalised. Under the NSW Gambling (Two-Up) Act 1998, playing two-up in NSW is not unlawful on Anzac Day.^[2]

Terminology^[3]

Term	Meaning
School	The collective noun for a group of gamblers playing Two-up.
Ring	The area designated for the spinner to spin the coins. The Spinner must stand in the ring to spin, and the coins must land and come to rest within the ring.
Spinner	The person who throws the coins up in the air. The opportunity to be the spinner is offered in turn to gamblers in the school.
Boxer	Person who manages the game, usually provides the equipment, monitors the betting, takes commission and does not participate in betting.
Ringkeeper (Ringie)	Person who calls the validity of each throw and looks after the coins between throws (to avoid loss or interference). Places the coins on the Kip for the spinner when the betting round is complete and calls "Come in, Spinner" to allow the throw to take place. Sometimes also known as the "Bender" - for bending down to retrieve the coins.
Kip	A small piece of wood on which the coins are placed before being tossed, sometimes the resting area for the coins is covered in canvass or leather to improve friction. In

some games coins are placed tails (white cross) up, in casino games the coins are placed with opposing (one head, one tail) sides up.

Toss the Kip	For the Spinner to hand the kip back to the Ringkeeper before a losing throw, i.e. to retire after a winning throw.
Heads	Both coins land with the "head" side facing up. (Probability 25% (approximately) ^[4])
Tails	Both coins land with the "tails" side facing up. (Probability 25%)
Odds or "One Them"	One coin lands with the "head" side up, and the other lands with the "tails" side up. (Probability 50%)
Odding Out	To spin five "odds" in a row. (Probability 3.125%)
Come in, Spinner	The call given by the boxer when all bets are placed and the coins are now ready to be tossed.
"Barred"	The call when an illegal spin has occurred - the coins were not thrown higher than the head, or did not rotate in the air.
Cockatoo	Only used in the 1800s to late 1930s, due to legalisation of two-up on Anzac Day . It was the nickname of the look-out who warned players of incoming police raids.

The table below show the current bets that can be made at [Crown Perth](#).

Casino Odds

Bet Type	Casino Edge	Payout	Description
Single Head	3.125%	1–1	Spinner spins a <i>pair of heads</i> before a pair of tails or odding out.
Single Tail	3.125%	1–1	Spinner spins a <i>pair of tails</i> before a pair of heads or odding out.
5 Odds	9.375%	28–1	Spinner spins five odds in a row ("odding out") before either a pair of heads or a pair of tails.
Spinner's Bet	3.400%	15–2	Only available to the current spinner. The spinner attempts to spin either three <i>pair of heads</i> or three <i>pair of tails</i> , and will win if they do so before either a) getting the opposite result or b) odding out. ^[3]

Gameplay



Celebrants playing two-up at the [Australia Day](#) Celebration in [Boston, Massachusetts](#).

The Ringie selects a player as the spinner (generally greeted to loud calls of "Come in, Spinner!" from the rest of the players). The spinner tosses the coins in the air using the kip until they win (and continue spinning), lose (and the kip is offered to the next player around the ring), or toss the kip (take their winning wagers and retire).

The basic format of the game:

- Two heads means the spinner wins.
- Two tails means the spinner loses both their bet, and the right to spin.
- Odds ("one them") means head or tail bets are frozen, and the spinner throws again.

The spinner is required to place a bet (usually on heads) before their first throw which must be covered (equaled) by another player. If the spinner wins they keep the bet and cover, minus a commission which the boxer takes out of this bet. If the spinner loses, the entire bet goes to the player who covered the bet. This makes throwing the coins a slight losing proposition compared to a side bet, however this is balanced by the interest of throwing the coins and the chance of adding a personal "lucky" touch to the spin. The disadvantage (cost of running the game) is shared about the School by the Kip being passed about the Ring during subsequent spins.^[5]

As a betting round and subsequent spin takes about a minute, and is resolved win/loss on average every three spins, then the Boxer's commission on wins is paid on average ten times per hour. i.e. If the Spinners' average wager is \$20, covered by \$20, and the commission is 10% then the Boxer will take \$40 an hour in commission. The taking of commission has been made illegal for unlicensed games in most states, even when play is permitted (e.g. ANZAC day).

The other members of the school place side bets (bets against each other) on whether the coins will Head or Tail. These bets are offered by shouting the amount and preference (i.e. "Fifty dollars head!) perhaps while tapping the money on their head, until another player who wishes to bet on the opposite coin approaches them to cover the bet. The combined amount of the bet is traditionally held by the tail-better until the bet resolves (i.e. Heads is thrown, and the combined bet is handed over to the head-better, or Tails is thrown and the combined bet is pocketed by the tail-better.) This usually results in the heavier/wealthier betters taking the "tails" bet, allowing them to cover a number of "heads" bets on each throw.

Variations

Some variations include:

- Throwing three coins, instead of two: As at least two coins will always match, this results in a decision on every throw (two heads or two tails, with the third coin being redundant - "sudden death"), and thus a faster game, with more action, as the bets are resolved on every throw - there is no pause in gambling when odds are thrown.
- The spinner only wins after a successive run of heads: I.e., if three heads are required before a tails, with any number of odds, then "odds, heads, odds, odds, heads, odds, heads" would be a win. Casinos pay this at 7.5 to 1. This speeds up play as the Spinner can't "Toss the Kip" after a single throw (selecting a new spinner takes time, interrupting play).
- If the spinner throws successive odds they lose: I.e., if five odds thrown before a tails loses while three heads are required to win, then "odds, heads, odds, odds, heads, odds, odds" would be a loss. Casinos use this rule to provide them with the edge they need to run the game, as the Casino collects all Head/Tail bets if five odds in a row are thrown.
- In Casino games the Spinner may bet on either heads or tails.
- In Casinos, no side bets are permitted; all bets are placed with the Casino as bank.

Popular culture

On 17 November 2004, the [Premier of New South Wales](#) remarked in the [New South Wales Legislative Assembly](#):

One of the charities most involved in problem gambling, the [Wesley Community Legal Service](#), a body dealing with problem gamblers, has confirmed it has never encountered a problem gambler addicted to two-up. That is an interesting bit of trivia for everyone to take home with them.

— Mr [Bob Carr](#),^[6]

In 1978, the Australian group [Little River Band](#) released their fourth album *[Sleeper Catcher](#)*, which featured the band and others on the cover playing the game. In the liner notes it says:

Sometimes called "Australia's National Game", two-up is a form of gambling which, though illegal, has long been a favourite pastime. The "Sleeper Catcher", an accepted participant in the game, retrieves bets left on the floor by tardy backers.

The protagonist of [C. J. Dennis](#)' 1915 verse novel *[The Songs of a Sentimental Bloke](#)* suffers from an addiction to playing two-up.

The Australian rock group [AC/DC](#) has a song called "Two's Up" on their 1988 *Blow Up Your Video* album that references the game.

In the 1960 film *[Hell Is a City](#)* set in [Manchester, England](#),^[7] there is a scene in which robbers use stolen money to join in a gang of local men gathered on a hill behind the town to gamble "the toss". A thrower balances two pennies on two outstretched fingers and then tosses them high in the air to see how they land. The thrower wins with double heads and loses with double tails. Other men in the crowd cover his bets (bet against him), with a "boxer" handling

the money and keeping track of the bets. Lookout men with binoculars and whistles sat by upper windows of nearby buildings to warn of police arriving.^[8]

The film *The Sundowners* contains a sequence in which a group of [Australian drovers](#), including [Robert Mitchum](#)'s character, play a game of two-up, with appropriate bets. One of the players calls out "fair go", which translates roughly as "play fair". Appropriately, the action in the game on-screen is rapid and without hesitations or false starts. In the 1940 film *Forty Thousand Horsemen*, the three leads, played by [Grant Taylor](#), [Chips Rafferty](#), and [Pat Twohill](#), are introduced to us playing two-up in a market place.^[9]

The 1971 film *Wake in Fright* contains scenes where the main protagonist, a schoolteacher named John Grant, staying in a semi fictional mining town based on [Broken Hill](#) for one night, initially makes significant winnings in a game of two-up, before subsequently losing everything again.

The book *Come In Spinner* takes its name from the call. There is also a sequence in the film *The Shiralee* starring [Bryan Brown](#) which makes reference to the game.

During the broadcast recording of the 'Tin Symphony' segment of the opening ceremony of the 2000 Olympic Games there are two scenes of settlers playing two-up outside a tin home.^[10]

The Australian-themed 2002 video game *Ty the Tasmanian Tiger* features a tutorial area named "Two-Up".

In 2009, the television program *Underbelly: A Tale of Two Cities* shows men taking part in games of two-up. In one instance the police enter the establishment in which this is taking place and the contestants run and hide the equipment being used and money being gambled.

In 2014, the television program *Peaky Blinders* depicts a game of two-up, with a car and a horse used for betting.

On 20 February 2015, a game of two-up featured in *The Doctor Blake Mysteries*, series 3, episode 2, titled "My Brother's Keeper".

Notes

1.

- Hickie, David. *The Prince and The Premier*, p. 155
- ["Gambling \(Two-up\) Act 1998"](#). *New South Wales Consolidated Acts*.
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- ["Two-up"](#). *New South Wales Parliament*. 17 November 2004.

- • ["Hell Is a City \(1960\)". IMDb](#). Retrieved 9 November 2020.
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 - • *Van-Dyk, Robyn* (21 December 2006). ["Forty Thousand Horsemen"](#). *Australian War Memorial*. *Australian War Memorial*. Retrieved 28 December 2014.
10. • [The Opening Ceremony of the 2000 Olympic Games A Sydney Celebration](#) (DVD) (revised ed.). Warner Vision Australia. 2000. 73.05 minutes in. 8573857422.

References

- [Australian gambling – Comparative history and analysis](#)- report published by the Victorian Casino and Gaming Authority

External links



Wikimedia Commons has media related to [Two-up](#).

- [Description of two-up as played by 2/12th Commando Squadron](#) on the [Australian War Memorial](#) official website.
- [History of the two-up set used by NX203594 Private Milton George Heuston, 2/12 Commando Squadron](#) on the Australian War Memorial official website.
- [Newspaper report](#) of a police raid on an illegal two-up school (The Advertiser, Adelaide: 12 December 1931, page 17).

[Categories](#):

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Têtes Les deux pièces atterrissent avec la face "tête" vers le haut. (Probabilité 25 % (environ)[4]) Piles Les deux pièces atterrissent avec la face « pile » vers le haut. (Probabilité 25%) Odds ou "One Them" Une pièce atterrit avec le côté "face" vers le haut, et l'autre atterrit avec le côté "face" vers le haut. (Probabilité 50%) Odding Out Pour faire tourner cinq "cotes" d'affilée. (Probabilité 3,125%) Entrez, Spinner L'appel donné par le boxeur lorsque tous les paris sont placés et que les pièces sont maintenant prêtes à être lancées. "Barré" L'appel lorsqu'un tour illégal s'est produit - les pièces n'ont pas été lancées plus haut que la tête, ou n'ont pas tourné dans les airs. Cacatoès Utilisé uniquement dans les années 1800 à la fin des années 1930, en raison de la légalisation du duo le jour de l'Anzac. C'était le surnom du guetteur qui prévenait les joueurs des descentes de police imminentes. Le tableau ci-dessous montre les paris actuels qui peuvent être faits au Crown Perth. Cotes de casino

Type de pari	Casino	Edge	Paiement	Description
Single Head	3,125%	1–1	Spinner	fait tourner une

paire de faces avant une paire de piles ou un impair. Single Tail 3,125% 1–1 Spinner fait tourner une paire de pile avant une paire de face ou un impair. 5 Odds 9,375% 28–1 Spinner fait tourner cinq cotes d'affilée ("odding out") avant soit une paire de têtes, soit une paire de queues. Spinner's Bet 3.400% 15–2 Uniquement disponible pour le spinner actuel. Le spinner tente de faire tourner trois paires de têtes ou trois paires de queues, et gagnera s'il le fait avant a) d'obtenir le résultat opposé ou b) de sortir.[3] Jouabilité Célébrants jouant à deux lors de la célébration de la fête de l'Australie à Boston, Massachusetts. Le Ringie sélectionne un joueur comme spinner (généralement accueilli par des appels forts de "Entrez, Spinner!" Du reste des joueurs). Le spinner lance les pièces en l'air en utilisant le kip jusqu'à ce qu'il gagne (et continue de tourner), perde (et le kip est offert au joueur suivant autour du ring) ou lance le kip (prenez ses paris gagnants et retirez-vous). Le format de base du jeu :

- Deux têtes signifient que le spinner gagne.
- Deux queues signifie que le fileur perd à la fois sa mise et le droit de tourner.
- Odds ("one them") signifie que les paris tête ou queue sont gelés et que le spinner lance à nouveau. Le spinner est tenu de placer un pari (généralement sur les têtes) avant son premier lancer qui doit être couvert (égalé) par un autre joueur. Si le spinner gagne, il garde le pari et couvre, moins une commission que le boxeur prélève sur ce pari. Si le spinner perd, la totalité de la mise revient au joueur qui a couvert la mise. Cela fait de lancer les pièces une légère proposition perdante par rapport à un pari parallèle, mais cela est contrebalancé par l'intérêt de lancer les pièces et la possibilité d'ajouter une touche personnelle "chanceuse" à la rotation. L'inconvénient (coût de fonctionnement du jeu) est partagé à propos de l'école par le fait que le Kip est passé sur l'anneau lors des tours suivants. Comme un tour d'enchères et le tour suivant prennent environ une minute, et sont résolus gagnant/perdant en moyenne tous les trois tours, la commission du boxeur sur les gains est payée en moyenne dix fois par heure. C'est-à-dire que si la mise moyenne des Spinners est de 20 \$, couverte par 20 \$, et que la commission est de 10 %, le boxeur prendra 40 \$ de l'heure en commission. La prise de commission a été rendue illégale pour les jeux sans licence dans la plupart des États, même lorsque le jeu est autorisé (par exemple, le jour de l'ANZAC). Les autres membres de l'école placent des paris secondaires (les paris les uns contre les autres) sur le fait que les pièces seront Head ou Tail. Ces paris sont offerts en criant le montant et la préférence (c'est-à-dire "Cinquante dollars tête !) Peut-être en tapotant l'argent sur leur tête, jusqu'à ce qu'un autre joueur qui souhaite parier sur la pièce opposée s'approche d'eux pour couvrir le pari. Le montant combiné du le pari est traditionnellement détenu par le parieur de la queue jusqu'à ce que le pari se résolve (c'est-à-dire que Heads est lancé et que le pari combiné est remis au parieur de la tête, ou que Tails est lancé et que le pari combiné est empoché par le parieur de la queue). entraîne généralement que les parieurs les plus lourds / les plus riches prennent le pari "face", leur permettant de couvrir un certain nombre de paris "face" à chaque lancer. Variantes Certaines variantes incluent :
 - Lancer trois pièces au lieu de deux : comme au moins deux pièces correspondront toujours, cela se traduit par une décision à chaque lancer (deux têtes ou deux piles, la troisième pièce étant redondante - "mort subite"), et donc une décision plus rapide. jeu, avec plus d'action, car les paris sont résolus à chaque lancer - il n'y a pas de pause dans le jeu lorsque les cotes sont lancées.
 - Le spinner ne gagne qu'après une suite successive de faces : c'est-à-dire que si trois faces sont nécessaires avant une pile, avec n'importe quel nombre de cotes, alors "cote, face, cote, cote, face, cote, face" serait une victoire. Les casinos paient cela à 7,5 contre 1. Cela accélère le jeu car le Spinner ne peut pas "Toss the Kip" après un seul lancer (sélectionner un nouveau spinner prend du temps, interrompant le jeu).

- If the spinner throws successive odds they lose: I.e., if five odds thrown before a tails loses while three heads are required to win, then "odds, heads, odds, odds, heads, odds, odds" would be a loss. Casinos use this rule to provide them with the edge they need to run the game, as the Casino collects all Head/Tail bets if five odds in a row are thrown.
- In Casino games the Spinner may bet on either heads or tails.

- In Casinos, no side bets are permitted; all bets are placed with the Casino as bank.

Popular culture

On 17 November 2004, the [Premier of New South Wales](#) remarked in the [New South Wales Legislative Assembly](#):

One of the charities most involved in problem gambling, the [Wesley Community Legal Service](#), a body dealing with problem gamblers, has confirmed it has never encountered a problem gambler addicted to two-up. That is an interesting bit of trivia for everyone to take home with them.

— *Mr [Bob Carr](#)*, ^[6]

In 1978, the Australian group [Little River Band](#) released their fourth album *[Sleeper Catcher](#)*, which featured the band and others on the cover playing the game. In the liner notes it says:

Sometimes called "Australia's National Game", two-up is a form of gambling which, though illegal, has long been a favourite pastime. The "Sleeper Catcher", an accepted participant in the game, retrieves bets left on the floor by tardy backers.

The protagonist of [C. J. Dennis'](#) 1915 verse novel *[The Songs of a Sentimental Bloke](#)* suffers from an addiction to playing two-up.

The Australian rock group [AC/DC](#) has a song called "Two's Up" on their 1988 Blow Up Your Video album that references the game.

In the 1960 film *[Hell Is a City](#)* set in [Manchester, England](#),^[7] there is a scene in which robbers use stolen money to join in a gang of local men gathered on a hill behind the town to gamble "the toss". A thrower balances two pennies on two outstretched fingers and then tosses them high in the air to see how they land. The thrower wins with double heads and loses with double tails. Other men in the crowd cover his bets (bet against him), with a "boxer" handling the money and keeping track of the bets. Lookout men with binoculars and whistles sat by upper windows of nearby buildings to warn of police arriving.^[8]

The film *[The Sundowners](#)* contains a sequence in which a group of [Australian drovers](#), including [Robert Mitchum](#)'s character, play a game of two-up, with appropriate bets. One of the players calls out "fair go", which translates roughly as "play fair". Appropriately, the action in the game on-screen is rapid and without hesitations or false starts. In the 1940 film *[Forty Thousand Horsemen](#)*, the three leads, played by [Grant Taylor](#), [Chips Rafferty](#), and [Pat Twohill](#), are introduced to us playing two-up in a market place.^[9]

The 1971 film *[Wake in Fright](#)* contains scenes where the main protagonist, a schoolteacher named John Grant, staying in a semi fictional mining town based on [Broken Hill](#) for one night, initially makes significant winnings in a game of two-up, before subsequently losing everything again.

The book *[Come In Spinner](#)* takes its name from the call. There is also a sequence in the film *[The Shiralee](#)* starring [Bryan Brown](#) which makes reference to the game.

During the broadcast recording of the 'Tin Symphony' segment of the opening ceremony of the 2000 Olympic Games there are two scenes of settlers playing two-up outside a tin home.^[10]

The Australian-themed 2002 video game *Ty the Tasmanian Tiger* features a tutorial area named "Two-Up".

In 2009, the television program *Underbelly: A Tale of Two Cities* shows men taking part in games of two-up. In one instance the police enter the establishment in which this is taking place and the contestants run and hide the equipment being used and money being gambled.

In 2014, the television program *Peaky Blinders* depicts a game of two-up, with a car and a horse used for betting.

On 20 February 2015, a game of two-up featured in *The Doctor Blake Mysteries*, series 3, episode 2, titled "My Brother's Keeper".

Notes

1.

- Hickie, David. *The Prince and The Premier*, p. 155
- • *"Gambling (Two-up) Act 1998"*. *New South Wales Consolidated Acts*.
- • *"Two Up"* (PDF). *Liquor & Gaming NSW*. 17 August 2016. Retrieved 9 November 2020 – via *star.com.au*.
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- • *"Hell Is a City (1960)"*. *IMDb*. Retrieved 9 November 2020.
- • Archived at [Gh0starchive](#) and the [Wayback Machine](#): *"Hell is a City (1960) - the tossing ring"*. Retrieved 9 November 2020 – via [YouTube](#).
- • Van-Dyk, Robyn (21 December 2006). *"Forty Thousand Horsemen"*. *Australian War Memorial*. *Australian War Memorial*. Retrieved 28 December 2014.

10. • *The Opening Ceremony of the 2000 Olympic Games A Sydney Celebration* (DVD) (revised ed.). Warner Vision Australia. 2000. 73.05 minutes in. 8573857422.

References

- [Australian gambling – Comparative history and analysis](#)- report published by the Victorian Casino and Gaming Authority

External links



Wikimedia Commons has media related to [Two-up](#).

- [Description of two-up as played by 2/12th Commando Squadron](#) on the [Australian War Memorial](#) official website.
- [History of the two-up set used by NX203594 Private Milton George Heuston, 2/12 Commando Squadron](#) on the Australian War Memorial official website.
- [Newspaper report](#) of a police raid on an illegal two-up school (The Advertiser, Adelaide: 12 December 1931, page 17).

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