Carde Gaymes of Olde Englande

a selection by

Andy Pearson

For the better enjoyment of

the art of gambling at gatherings

of the Marquess of Winchester's

Regiment of Foote

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Caster will lose.

iii. The caster accepts one of these bets. The game is then the caster's money versus the accepted bet, winner takes all.

The other players may indulge in side bets amongst themselves at any point in the game.

iv. The caster rolls the dice. A score between 5 and 9 becomes the caster's MAIN POINT. Any other score is NO MAIN, and the caster rolls again.

v. Having established his Main Point, the caster rolls again. A score of 2 or 3 is CRABS, and the caster loses. A score between 4 and 10 becomes the caster's CHANCE POINT. A score of 12 is OUT (the caster loses). If the Main Point was 5, 6, 8 or 9 a score equal to the Main Point is a NICK (the caster wins).

vi. If the caster has got this far, he continues to cast until one of the following happens:

The caster loses if:

He duplicates his Main Pont
He rolls 2 or 3 (Crabs)

The caster wins if:

He duplicates his Chance Point
He rolls 12 if the Main Point was 6 or 8
He rolls 11 if the Main Point was 7.

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bets available above, a new type of bet is now available to the players:

Players may attempt to guess the values of the last 3 cards, and the order they will appear in. They must get both correct in order to win. Players who win this bet are paid off at 4 – 1, unless:

Two of the cards are the same (pay off at 2 – 1)
All three cards are the same (pay off at evens).

Once the last 3 cards have been played, the dealer collects all the cards, reshuffles and begins again.

HAZZARD

This is a dice game popular throughout the Renaissance, and more recently. In the 1800s it was largely supplanted by an American variant (Craps), though a 3-dice version (Grand Hazzard) is played in some American gaming houses.

Requirements:

A pair of dice
A casting cup
Three or more players.

The Game

One player is nominated as the caster. The others may bet against him. If the caster wins he continues to act as caster, if he loses the dice are passed to the next player.

Casting

This is perhaps best considered as a series of actions:

i. The caster puts up a stake.
ii. The other players bet against this. They are betting that the

CARDE GAYMES OF OLDE ENGLANDE

By Andy Pearson

This booklet gives rules for six games of cards and one of dice. The rules were taken from 'Scarne's Encyclopaedia of Games'. In most (if not all) cases these games will have been altered somewhat from their renaissance originals, but the modern rules will at least give a flavour of 17th century cards.

Two of the card games require a banker, and the other four are variations of 'trumps'. The games are:

Ombre – 4 players
Ruff – 4 players
All Fours – 2 to 4 players
Schafskopf – 3 to 5 players
Baccara – requires a banker
Bassett – requires a banker
Hazzard – a dice game with 3 or more players.

OMBRE

This is a 16th century Spanish contract/trumps game, now known as German Solo.

Requirements:

A 32 card pack (remove all cards from 2 to 6)
Four players.

Rank of Cards

In the trump suit, the cards rank:
Queen of clubs
Queen of spades
Seven
Ace

King
Queen
Ten
Nine
Eight
Seven

All other suits rank normally, aces being high.

Dealing

The dealer deals to the left, first a round of 3 cards each, then a round of 2 cards each, then a round of 3 cards each. Having dealt the dealer then puts an agreed sum of money into the pot. Each new dealer in turn (the deal rotates to the left) will add to the pot, which goes to a player who successfully makes his contract. Having dealt, the players must agree on some suit as the 'colour'. If they cannot agree, then by default CLUBS becomes the colour suit.

Bidding

The object of bidding is for one player to end up having t try to make a set number of points, with the other players trying to frustrate this aim. The first bidder is the player to the dealer's right, the bids available to him being:

Frog in (suit)
Frog in colour
Solo in (suit)
Solo in colour
Tout in (suit)
Tout in colour

Notes:

Bids 'in suit' propose the named suit as trumps.

Bids 'in colour' propose the colour suit as trumps.

k I j
g f
S F F T T A
I b I Oa H W C
X V U R R O E
d E R E
E

S
E
V h I e
E
N c

E N T K Q K
I I E I U I
G N N N E N
H E G E
T N

a - bets on the 4
b – bets on the 5 & 6
c – bets on the 8 &5
d – bets on the 6 & 9
f – bets on the A & 3
g – bets on the 4, 5 & 6
h – bets on the 6, 7 & 8
i – bets on the 4, 5, 9 & 10
j – bets on the even cards
k – bets on the odd cards
I – bets winning card higher than the losing card

Figure 2

Subsequent Turns

Once a winning card has resulted in money changing hands, the players are free to alter their bets as they see fit. Once all bets are placed the banker continues to turn cards.

Play continues in this fashion until there are only four cards left in the pack (including the exposed top card). As well as the conventional

	SIX	**FIVE**	**FOUR**	**THREE**	**TWO**	**ACE**
SEVEN						
	EIGHT	**NINE**	**TEN**	**KING**	**QUEEN**	**KING**

Figure 1

Once all bets are placed, the dealer moves the dead top card off to the right about a foot, and places the new top card face up immediately to the right of the pack. This action leaves three cards exposed:

i. The card to the far right is the discard
ii The card next to the pack is the losing card
iii The card on top of the pack is the winning card

Any bets on the losing/winning cards are paid off (at evens) or collected by the bank, as appropriate.

If neither card has been bet on, the banker continues turning cards by discarding the old winner. Thus revealing the new loser which is placed on the losing pile, and so exposing the new winner until a card which carries a bet is exposed. No money may be added to or removed from the table until a card which carries a bet is exposed.

A 'Frog' bid requires the bidder to take 5 or more tricks, playing with a partner. The partner is selected randomly and secretly; the player must call out any suit which he does not hold the ace of. Whoever holds the ace of that suit becomes the player's partner (but does not reveal this).

A 'Solo' bid requires the player to take 5 or more tricks, without the aid of a partner. A 'Tout' bid requires the player to take all 8 tricks, without a partner. A player holding both black queens must bid at least a 'Solo'.

Once the first player has bid, the next to the right must either bid higher, or pass. The next player in turn must then bid against whoever has the highest bid 0r pass. The process goes on until one player has forced the other 3 to pass.

Spadilla – If all 4 players pass, whoever holds the queen of spades must undertake a 'Frog in colour'.

The Play

The player leads for the first trick, tricks being played off as for a normal trumps game.

Scoring

The player gains points if he makes the contract. If he fails, the opponents gain points.

The points awarded are:

Frog in (suit) – 2 points to each partner (or opponent)
Frog in colour – 4 points to each partner (or opponent)
Solo in (suit) – 4 points to player (or each opponent)
Solo in colour 8 points to player (or each opponent)
Tout in (suit) – 16 points to player (or each opponent)
Tout in colour – 32 points to player (or each opponent)

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RUFF

Ruff is descended from the old Italian game 'Triomphe', first mentioned in 1520. Triomphe was altered slightly into Ruff in early 17th century France, and slightly altered again in the 18th century into 'Euchre'. The rules below are in fact those for Euchre.

Requirements

A 32 card deck (remove all cards with values from 2 to 6). Four players (who play in partnerships of two) seated opposite each other.

Rank of Cards

Ace is high

In the trump suit cards rank as follows:
Knave of trumps
Knave of the other suit as the same colour as trumps
Ace
King
Queen
Ten
Nine
Eight
Seven

Dealing

Dealer deals to the left, first a round of two cards to each player, then a round of three cards to each player (so that each player has five cards). The pack is then placed face down in the centre of the table, with the top card turned face upon top of the pack. In subsequent hands the deal rotates to the left.

Selecting the Trump suit

The exposed top card is the first suit to be "suggested" as trumps.

What is known about Bassett is that it was very popular in Restoration and later Stuart England (i.e. is contemporary to Pharaon), and also that it is very old, possibly dating from the 15th century.

Requirements

A banker/dealer (who takes no part in the play)

A standard 52 card deck

Several players.

Faro is still played in some American casinos, where a specially painted table is used. The suggestion I offer below gets around this need, but will alter the odds of the game slightly.

The Table

As the Faro tables in use today simply have a suit of cards (traditionally spades) painted on, for portability I suggest simply laying out the spade cards on a flat surface. The layout used is as in Figure 1 overleaf.

To Play – the First Turn

The banker/dealer places the pack face up in front of him. The exposed card is dead as far as betting is concerned. Players place bets (in silver or gold coin only) on whichever cards they think will win.

If a player wishes to bet on a card to lose, he 'coppers' the bet by placing a copper coin on top of his stake.

Bets are placed on the layout as in Figure 2.

The Coup

1. The banker deals two cards to the active player, and two to himself, one at a time.
2. If the active player has a score of 8 or 9, then all cards are revealed, the score nearest to 9 winning.
3. If this does not occur, but the banker has score of 8 or 9, the bank wins, but the active player's cards are not revealed.
4. Otherwise each may, if they wish, draw one more card. Then all cards are revealed and the score nearest to 9 wins.

All cards left on the table after a coup, whether revealed on not, are discarded.

If the banker wins all bets are added to the total in his stake. He may not remove from or add to this stake except by surrendering the bank.

If a banker does pass the bank it goes to the right to whoever will put at least as much money as was in the bank at the moment of passing.

If no-one will put up enough money, the bank is auctioned to the highest bidder.

When the banker loses a coup, he pays off all debts, keeps any surplus money, and passes the bank to the next player on the right.

Re-Shuffling

A banker finding six or less cards remaining in the pack prior to a coup must gather in all discards, shuffle the pack, and offer it to be cut as before. He then discard the top three cards, before proceeding with the coup.

BASSETT

The rules that follow are believed to be appropriate for this ancient game. They are based on the rules for 'Pharaon' which was very popular at the court of Louis XIV. This name is thought to derive from the picture of a pharaoh on some of the cards then in use. Later the name became 'Faro' and it is thought to be the same game as Bassett.

The first player to the dealer's left has first option of "ordering it up" (that is confirming the suit as trumps) or "passing". If a player passes, the option passes around to the left. (Note: rather than "ordering it up" the dealer's partner "assists". If the option comes back to the dealer, he may either:

- "Take it up". The suit becomes trumps: the dealer may exchange the card for one in his hand.
- "Turn it down". The card is put on the bottom of the pack. In this event each player in turn (starting from dealer's left) may choose a trump suit, or pass. The first suit named (which may not be the suit just turned down) becomes trumps. If no trump suit is named, the dealer collects the cards and re-deals.
- Whoever finally selects the trump suit may declare "alone", in which case his partner's hand is placed face down on the table: the partner takes no further part in the play of the hand.

The Play

Once a trump suit has been selected, the 5 tricks in the hand are played off, as in a normal game of trumps. The player who selected trumps leads for the first trick.

Scoring

Once all 5 tricks have been played, points are awarded to whichever partnership selected the trump suit, as below:

The partners have won 3 or 4 tricks	– 1 point
The partners have 'marched' (won 5 tricks)	– 2 points
An 'alone' partner has won 3 or 4 tricks	– 1 point
An 'alone' partner has 'marched'	– 4 points
The partners (alone or together) have only won 1 or 2 tricks ('Euchred')	- 2 points to the opponents

Winning

The game is won by the first partnership to make 5, 7 or 10 points (by prior agreement).

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ALL FOURS

This game is at least 300 years old according to Scarne. It is now more commonly known as 7-up.

Requirements

A standard 52 card pack

With 2 or 3 playing, each player plays for himself. If there are 4 players, they play as 2 partnerships of two, seated opposite each other.

Rank of Cards

As normal, aces being high.

Dealing

The dealer deals to the left, first a round of 3 cards to each player, then another round of 3 to each player. The rest of the pack is placed face down in the centre, with the top card turned face up and placed beside it. No player is to pick up these cards yet.

Choosing a Trump Suit

The dealer and the player to his left may examine their cards. The suit of the exposed card is proposed as trumps, and the player to the dealer's left has the choice of either 'standing' (accepting the suit as trumps) or 'begging' (not accepting it). If he begs, then the choice reverts to the dealer.

If the dealer then stands, his opponents gain 1 point. If he begs, he must deal a round of 3 new cards to each player (and turn over a new card to propose trumps in the centre). If any of these top cards is a knave, the dealer scores 1 point, except if the knave is of a suit which has already been rejected as trumps. This procedure continues until the players either:

i. Run out of cards, in which case the dealer must collect all the cards and re-deal.

Object of the Game

The game is played in a series of turns or 'coups', during which one player challenges the acting banker. The winner of a coup is whoever can score nearest to it.

Each card has a value equal to the number of pips on it, court cards all being worth 10 points. Once the value of a hand has been added up, only the last digit is counted, (i.e. a score of 34 = 4, a score of 12 = 2 points, 20 = 0 points and so on).

The First Deal

Players select a dealer by any mutually acceptable means. The dealer then shuffles the pack, and selects any one player to cut. The top portion of the cut pack is put beneath the rest of the pack. The dealer then discards the top three cards of the pack, face down.

The player to the dealer's right has first opportunity to be banker. If he passes, the opportunity passes to the right. Once a baker has volunteered, the cards are passed to him, and the dealer reverts to being a normal player.

Actions of the Banker

The banker must first put up a stake of money. All bets will be against this stake, at even odds. Any player wishing to bet the whole amount in the bank should cry "banco", and so gain precedence over any partial bets. A player who bancos and then loses to the banker can call "banco suivi" on the next turn, a banco suivi having precedence over another banco.

Whoever gains right of banco (or if no-one bancos the highest partial better) becomes the 'active player'. The banker and the active player then play a coup, the banker dealing.

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It is important that points should be allocated in the order given above (High-Low-Knave-Game). The winner is the first player (or partnership) to score 7 or more points.

i. Game not played for least (only the lone player may score):

Player's hand worth	Tournament points
No tricks	-6
0 – 30	-4
31 – 60	-2
61 – 90 ("Game")	+2
91+ ("Schneider")	+4
Has won all tricks ("Schwarz")	+6

(Note: The points for a Schwarz are awarded instead of, not as well as, those for a Schneider)

ii. Game played for least (more than one player may score):

Any player with no tricks scores 4 tournament points

A player taking all the tricks loses 4 points

If no player has no tricks, the player with the least tricks scores 2 points. If two players tie for this, the one deemed to have the lowest number is the player who has not won a trick for the longest period.

BACCARA

This is an old Italian game, introduced to France in 1490. It is still popular in casinos around the world.

Requirements

A standard 52 card pack

As many players as are available (at least 3 needed). Each player must have sufficient funds to act as banker for at least part of the game. The modern game also requires special dealing boxes and a special table. However these are not necessary outside a casino.

ii. Settle on a trump suit, in which case the players may now all examine their cards, and discard sufficient to leave them each with 6 cards in their hand.

The Play

The player to the dealer's left leads for the first trick. Tricks are then played off as for a normal trumps game.

Scoring

There are only 4 points to be scored in each hand. Any points scored by the dealer for turning over knaves are deducted first. The remaining points are scored as follows:

- High. Whoever was dealt the highest trump in play scores 1 point.
- Low. Whoever was dealt the lowest trump in play scores 1 point.
- Knave. Whoever ends the game with the knave of trumps scores 1 point. (Note if only 1 trump was in play, whoever was dealt it thus gains 2 points , but if the knave was the only trump in play , it should gain its owner 3 points).
- Game. Each card taken is deemed to have a certain value. Whoever takes cards totalling the highest value scores 1 point. The values are:

Ace	4 points
King	3 points
Queen	2 points
Knave	1 point
Ten	10 points

Winning

It is important that points should be allocated in the order given above (High-Low-Knave-Game). The winner is the first player (or partnership) to score 7 or more points.

SCHAFSKOPF

This is a Bavarian German game. Its name means 'sheep's head', and the game is at least 200 years old. During the last century Schafskopf was blended with the card game 'Tarot' to form 'Skat', still popular in Germany. Whether or not the game was current in seventeenth century England is not known, but it is known that Skat was popular at the time.

Requirements

A 32 card pack (remove all cards with values from 2 to 6). In Bavaria the game is played with a special pack of unique cards.

Three, four or five players may play, but only 3 players participate in each hand.

Rank of Cards

The trump suit is (in descending order):

Queen of clubs
Queen of spades
Queen of hearts
Queen of diamonds
Knave of clubs
Knave of spades
Knave of hearts
Knave of diamonds
Ace of diamonds
Ten of diamonds
King of diamonds
Nine of diamonds
Eight of diamonds
Seven of diamonds

All other suits rank as:

Ace
Ten
King
Nine
Eight
Seven

Dealing

The dealer deals to the left, in subsequent hands, the deal passes to the left. Firstly, the dealer deals a round of 3 cards to each player, then deals 2 cards face down in the centre, to form 'the blind'. Then the dealer deals a round of 4 cards to each player, and finally a round of 3 cards to each player. This should leave the dealer with no cards left undealt.

The Blind

The player at the dealer's left may pick up the Blind. If he does, he must discard 2 cards from his hand and then play against the other two, trying to win as MANY points as possible. If he declines to take the Blind, the opportunity passes to the left. If no one takes the Blind then the 3 players all play against each over for LEAST. The object in this case being to take as FEW points as possible, with the Blind being added to the score of whoever wins the last trick.

Regardless of who took the Blind, the player to the dealer's left leads for the first trick. Tricks are then played off as in a normal trumps game.

Scoring

Each card is deemed to be worth a certain number of points:

Each Ace	11 points
Each Ten	10 points
Each King	4 points
Each Queen	3 points
Each knave	2 points

At the end of each hand, players add up their points and are awarded tournament points according to how many points they have, and whether the hand was being played for LEAST or not.

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