

CALLING THE LAST TURN.

The bank's greatest per centage is when players call the last turn, as here illustrated:

Suppose the cards remaining in the box to be the 4, 5, and 6; the turn may come 4, 5—4, 6—5, 4—5, 6—6, 4—or 6, 5; therefore, it may come six different ways, but he who calls it correctly receives only four for one, or four times the amount of his stake.

When the last turn happens to be a "cat," it may come three different ways, but the bank pays only two for one.

Splits are a strong and certain per centage in favor of the bank, therefore, all careful players prefer single cards, so as to avoid the possibility of being split. The chances of splits vary according to the number of similar cards remaining among those undealt.

TABLE EXHIBITING THE ODDS AGAINST WINNING ANY NUMBER OF EVENTS SUCCESSIVELY: APPLICABLE TO FARO, OR ANY OTHER GAME OF CHANCE.

That the player wins or loses the first time is an even bet.

That he does not win twice together, is 3 to 1; three successive times, 7 to 1; four successive times, 15 to 1; five successive times, 31 to 1; six successive times, 63 to 1; seven successive times, 127 to 1; eight successive times, 255 to 1; nine successive times, 511 to 1; ten successive times, 1,023 to 1; and so on, to any number, doubling every time the last odds, and adding one for the stake.

VINGT-UN.

FOR a little gentle gambling—say for trifling stakes of a dime or ten thousand dollars—there is no more easily acquired game than Vingt-un; certainly few more amusing.

Vingt-un (twenty-one) may be played by two or more players; about six or eight is the best number. The cards bear the same respective values as in Cribbage. The tens and court cards are each reckoned for ten; but *the ace in each suit may be valued as one or eleven*, at the option of the holder, according to the exigencies of his hand.

Having determined to deal by lot—which may be done simply by shuffling the pack, and then giving each player a card, the first possessor of the Knave having the deal—and the players having all agreed upon their bets, the dealer holds the pack with their faces beneath, and after the “burnt card” is turned, *i. e.*, after the top card is put on the bottom of the pack, with its back outwards, he proceeds to give a single card to each player, and one to himself, all face downwards. Having done this, he distributes a second card in like manner, beginning with the elder hand, or left-hand neighbor. The players then examine their hands, and the dealer looks at his two cards, and if either of them should have a “*natural*,” that is, an Ace and a tenth card, he immediately exposes his hand, and receives from the dealer double the amount of his stake. If the dealer should have a “*natural*,” he immediately shows it, and receives double from each player, according to their individual stakes. The cards are then all thrown up and another deal made, as before; but, should the dealer not have a “*natural*,” he proceeds with the game by asking each one in succession if he wishes to have another card, or stand on the two he has. The usual phrase is, “Are you content?” If the elder hand is content with his hand, he says, “Content,” and places his cards on the table, face downwards, to await the result of the dealer’s own cards. If he wants one or more cards he says so, and the dealer gives him from the top of the pack as many as he requires, dealing them face up, as they must remain. If the court cards, Tens, &c., exceed twenty-one in number when added together, the player is said to have “*overdrawn*,” in which case he must throw his cards into the centre of the table, and deliver his stake to the dealer. But if the pips and Tens on all his cards make, when added up, twenty-one, or less, and he is “*content*,” he places his money upon his cards, and awaits the events of the round. And so with each player till all are served. The dealer then lays his own cards, face upwards, on the table. He, too, has the privilege of taking other cards from the pack, should the number be not near enough to twenty-one to allow him to stand. When he is satisfied with his hand he says, “I stand,” and all the players face their cards on the table. Should the dealer overdraw, he must pay each and all of the players the amount of their bets, excepting those who have overdrawn themselves. To all those whose hands are twenty-one, or nearer to twenty-one than his own, he pays a stake equal to that placed upon

the cards ; while he receives the stakes from all whose hands are less in number than his own.

In this way the deal goes on till one of the players turns up a "natural," when he becomes dealer, and proceeds as before.

This is the simple description of a very interesting and sometimes rather noisy game, especially if more than half-a-dozen play.

The dealer and each of the players has the privilege of making two hands, if the first two cards given him be of like character, as two Nines, Kings, Aces, &c. In this case each party pays and receives on both hands. (But in the case of a "natural" occurring in a doubled hand, the holder receives only a single stake on each, because to obtain a "natural" the first two cards only may be counted.)

This is Vingt-un, as most generally played ; but in some companies the "natural" receives double stakes from all the players, and treble from the dealer—a plan that is apt to make the game a little too exciting, especially when counters represent cash.

The following is another way in which it is sometimes played : Each player whose cards are under twenty-one pays one stake into the pool ; those who overdraw pay two, and those who make just twenty-one, in three or more cards, pay nothing. The pool accumulates thus till some one has a natural Vingt-un, which entitles him to the whole.

Another mode, which is quite modern, and often played by sporting men, is, for the dealer to expose his own hand, by dealing his cards face up. This gives the player the advantage of knowing the strength of the dealer's hand, so that he can stand or draw accordingly.

RULES OF VINGT-UN.

1. The first deal must be determined by chance—as by cutting the cards, obtaining the first Knave, &c.

2. As in all games, when money is involved, the dealer has the right to the last shuffle and cut, which being done, he takes the top card and places it on the bottom of the pack, *back outwards*. This is called the "*burnt card*."

3. The two original cards dealt must remain face down, but those drawn must remain face up, and when the player is "content" he must place his stake upon his cards.

4. All bets must be made before the first card is dealt.

5. In case of a misdeal, the stakes must be withdrawn and the cards dealt over again.

6. The holder of a "natural," after the first round, is entitled to the deal.

7. The dealer is at any time allowed to sell, and any player to purchase, the deal. The dealer may also pass the deal to any one desirous of having it.

8. The "natural" must consist only of an Ace and a tenth card, *dealt in the first two rounds*. In the case of double or treble hands, an Ace and a tenth card form "acquired" and not "natural" Vingt-uns, and receive or pay only single stakes.

9. The player who overdraws must immediately declare the fact, and pay his stake to the dealer.

10. Ties stand off.

[In some coteries they play as follows:—All ties pay to the dealer except in the case of a "natural" being declared previous to the dealer obtaining his second card. Then the holder of the "natural" is entitled to receive double stakes immediately, before another card is played. In other circles the rule is, all ties pay the dealer except a "natural" which is a stand off.]

11. No stake can be withdrawn, added to, or lessened, after it has been once laid on the card; but it must be allowed to remain till the dealer declares he stands.

12. No stake higher than that agreed to at the commencement of the game is allowed.

13. The occurrence of a "natural" during the first deal does not cause its forfeiture, the dealer being allowed to exhaust the pack.

This and other regulations must, however, be made by agreement among the players at the commencement of the game.

CHANCES OF THE GAME.

The odds at Vingt-un of course depend upon the average number of pips and Tens on two cards under twenty-one. *Par exemple*:

If the two cards in hand make fourteen, it is seven to six that the one next drawn does not make the number of points above twenty-one; but, if the points be fifteen, it is seven to six against that hand. Yet it would not, therefore, always be prudent to stand at fifteen; for, as the Ace may be calculated both ways, it is rather above an even bet that the dealer's first two cards amount to more than fourteen. A "natural" Vingt-un may be expected once in eight deals, when two, and twice in eight, when four people play, and so on, according to the number of players.