

Items required for card game

- dealer
- illustrated design felt for table
- minimum of one deck of playing cards consisting of 36 cards with tens, jacks, queens and kings removed
- discard tray
- cut card(s)
- rules of game/dealing procedure -pop-o-matic die consisting of 6 sides. 3 sides representing a "9", one side representing a "10", one side representing an "11" and one side representing "WIN".
 - chip tray with chips
 - pay outs of game
 - dealing shoe (for multiple decks-optional)

Card Game for standard playing cards:

The present invention relates generally to a game conducted with standard playing cards in which participants attempt to reach a numerical value of a nine, ten or an eleven with the cards allotted by a designated dealer. Current pending application number 12/804,844 filed August 2, 2010 through the Law offices of Lambert and Associates Boston, MA and Nashua, NH.

Detailed Description:

The card game is played using one or more decks of playing cards with each deck comprising of thirty six cards of four suits. (Hearts, spades, diamonds, clubs). Each suit contains nine cards, from ace through nine. The ace equals a one or a zero and two through nine of each suit are counted at face value, for purposes of determining the score (numerical value of each hand) while the ten, jack, queen and king are removed from each deck. The final numerical value is the total of all three cards in a participants hand. For example: a three card hand of a seven, two and three would equal 12.

The house competes against the player(s) using a pop-o-matic die which consists of six sides. Three sides represents a "9", one side represents a "10", one side represents a "11" and one side represents a "WIN". A player purchases chips from the dealer and the chips are provided to the player from the chip rack. Player places their bet(s) in the respective betting box in front of their seat. The player has an option of placing an additional bet hi the bonus circle and on the dice match bonus. Bonus payouts can be listed below the bonus circle.

The dealer will shuffle the cards and deal three cards to each player one at a time face up. The object of the game is to achieve a nine, ten or eleven and to beat the dealer. After the cards are dealt the dealer will determine the numerical value of the player(s) hand. If the player has not qualified with a nine, ten or an eleven, the player may fold their hand (lose bet) or buy another hand and receives three more cards. If player has still not received a qualifying hand, player may ask dealer to switch one of their cards to each hand to try to make the best qualifying hand. (Example: player place a \$4 bet and receives a nine, ace and four, player buys another hand for a \$4 bet and receives an ace, two and a three. A switch may be made to now give player two qualifying hands. May switch the ace with the four and now the cards will read 9-A-A and 2-3-4, player now has two qualifying hands a 9 and all). If player has still not qualified with the buying of two hands player loses bet(s). After all bets are checked for a loss or a qualifier, the dealer will check to see if player placed a bet on the bonus circle. If player has a straight, flush, trips, or a straight flush player wins on bonus bet. All bonuses must equal a nine, ten or eleven to be paid. Example: 2-3-4 suited is a straight flush pay player 60-1 *(See bonus payouts on last page).

After all bonus bets are paid, and all the non qualifying hands are mucked into the discard tray, dealer will hit pop-o-matic die to reveal their score. The side the die lands on represents the numerical value of dealers score. If the die rests on the side revealing a "9" all players who have a numerical value of a 10 or 11 are paid 3-2.* If the players have a numerical value of a 9 then that bet is push and no money is either won or lost. If the die rests on the side marked "WIN" then all players who have a numerical value of a nine, ten or an eleven are paid 3-2.

After the dealer has paid out or collected all bets, before mucking the cards into the discard tray, the dealer will check if a player has put a bet on the dice match bonus circle. If the side the dealers die rests on is a "10" and the player qualified with a 10 then player wins 3-1 on dice match. If player(s) hand does not equal dealers die then the player(s) has lost the dice match bonus. If dealers die rests on "WIN" then all dice match bonuses are considered to be a push and no money is either won or lost. Payouts for this game are subject to change for house advantage.

9-10-11 pays 3-2

Bonus: All bonuses MUST equal a nine, ten or an eleven to be paid.

-Flush 5-1

-Straight (2-3-4 only) 10-1

-Trips (3-3-3 only) 40-1

-Straight flush (2-3-4 suited only) 60-1 Dice match bonus pays 3-1

Opening game procedure:

-at the start of the game the dealer will inspect and fan out each deck to be sure that all the tens, jacks, kings and queens are removed. Next the dealer will wash all decks face up to insure the cards are mixed thoroughly.

Shuffling procedure (single deck)

-when a dealer pushes into the game, prior to the dealers first hand with each deck, the dealer will do a wash.

-dealers will use the standard riffle, riffle, box, riffle and cut.

Dealer will check all bets made by players before dealing any cards. Only \$2 and \$4 bets are allowed.

Bets must be placed on the Before any cards are dealt. All bonus bets are optional to play and maybe \$1-\$4.

-dealers will deal left to right, dealing each player one card at a time face up, until player receives three cards.

- dealer will then check each players hand to determine if players cards have a numerical value of a nine, ten or eleven.

If player(s) hand does not equal a nine, ten or eleven, the player may fold their bet OR buy another hand for same price as original bet. If player decides to buy another hand, player will place second bet on second U.

If player decides to buy another hand, and if neither of players hands have a numerical value of either a nine, ten or eleven, the player may tell dealer to switch one card from each hand to make best qualifying hand possible. (Player never touches cards, dealer will switch cards for them). After both hands are determined if neither hand has a numerical value of a nine, ten or eleven player loses both bets. If players bet equals a nine, ten or eleven player will stand.

Bonus Circle

After the players bet(s) have been checked for a nine, ten or eleven, dealer will check to see if player has placed a bet in the bonus circle. If player has placed a bet in the bonus circle, dealer will determine if the players original bet(s) have received a straight, flush, trips or straight flush. If the players bet(s) does not equal a straight, flush, trips or straight flush player loses bonus bet. If players bet (s) have received a flush, straight, trips or straight flush the player is paid on bonus. (All bonus payouts are located on table under the bonus circle, all bonuses MUST equal a nine, ten or eleven to win).

After all original bet(s) have been checked for a win or a loss, and all bonus circle bets have been checked for a win or loss, dealer will hit pop-o-matic die to determine the dealers numerical value and the side it rests on will represent dealers score. If dealers die lands on a "9" all players hands that equal a "10" or "11" are paid 3-2 on bet. All players whose hand has a numerical of a "9" is a push and no money is paid or lost. If dealers die lands on "WIN"(non qualifier) then all players whose hand has a numerical value of a nine, ten or eleven are paid 3-2. Dealers will pay players right to left.

Dice Match Bonus

After the original bets have been paid or lost, the dealer will check to see if any of the players put money in the dice match bonus. If players hand has the same value as dealers die, then player is paid 3-1. If players hand does not equal the dealers die then player loses bet. If dealers die lands on the side of

"WIN" then all dice match bonuses are pushes and no bets are paid or lost. Dealers will pay right to left.
All decisions made by the floor manager are FINAL.

NHCG LLC shall have the right to close any table and/or evict any customer at any time if, in the sole judgment of NHCG LLC it is in the best interest of the Charity, the participants and or the employees at the NHCG Poker Room.

