CASINO TABLE GAME

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ABSTRACT
A method for playing a card game by players at a casino table, includes the steps of:

- placing a first bet by each player playing a card game;
- dealing two cards by a card dealer to each player, with the card dealer dealing three cards to himself;
- providing each player with an option of being dealt a third card in addition to the original two cards so dealt, following examination by each player of the two cards, by requiring each player exercising such an option to place a second bet equivalent to the player’s first bet,
- calculating a total face value or score of all cards held by each player of the card game;
- calculating a total face value or score of the three cards held by the card dealer;
- comparing the total face value or score of each player with the total face value or score of the card dealer for determining whether any of the players of the card game has a total face value or score greater than the total face value or score of the dealer;
- declaring any of the players having a total face value or score greater than the total face value or score of the card dealer a winner of the card game, or declaring the card dealer a winner if none of the players has a total face value or score greater than that of the card dealer; and,
- paying out each player being declared the winner of the card game at odds of even money for both the first bet and the second bet, or retaining the first and second bets of all players by the card dealer, if none of the is declared the winner.
CASINO TABLE GAME

[0001] This invention relates to a casino table game and in particular to a casino card table game.

[0002] For many years, casino owners and operators have been looking for new table games which are exciting and can give the appearance of paying good returns to players and which can keep players attention for a long period.

[0003] Historically the main casino card table games are BlackJack (or Twenty One), Poker and Baccarat.

[0004] These are all popular and have been played for many years.

[0005] Recently there have been a number of new table games, such as Carribbean Stud, Let it Ride and Pai Gow Poker to name a few, which have developed a certain degree of interest but in which interest has either waned, and the games have been largely removed from casino floors, or interest is dropping.

[0006] The object of the present invention is to provide a new casino table game which has the requirements of interest and excitement and which is easy to play by novice players.

[0007] The invention includes a casino table game in which each player, after placing an initial bet receives two cards, with the dealer ultimately receiving three cards and wherein after each player examines his or her cards, the player can obtain a third card by making a second bet equivalent to their first bet, characterised in that, if a player has a total face value or score greater than the dealer, the player’s hand succeeds and he is paid at odds of even money for both the initial and second bets.

[0008] All court or picture cards are worth a ten (10) value and all other cards are as per their face value, with all player Aces being worth one (1) point.

[0009] It is desired that there can be certain bonus hands for players which can include having a Suited three of a Kind, all court cards, any thirty total and matching suited pairs to name some of the possible bonus combinations.

[0010] In order that the invention can be more readily understood, we shall describe one particular method of playing the game of the invention which description will effectively contain the rules of the game.

[0011] The game can be played with three (3) or more decks of standard playing cards, but it is preferred that it be played with four (4) or five (5) decks.

[0012] The cards can be dealt in any way but, particularly, dealing from a shoe or some other form of automatic dealing/shuffling machine is preferred.

[0013] Each player places their first wager on the table and this may be of any value between the house limits of minimum and maximums.

[0014] For ease in this description we will assume that the wager is $5.00.

[0015] The dealer then deals to each player two cards which may be face up or face down and ultimately to him or herself three cards faced up or down. The deal may be done by providing the total number of cards to each player and the dealer in one group or the cards can be dealt sequentially with the dealer receiving two cards in the second round.

Another dealing method would be for all players to receive all of their cards first and the dealer to receive his or her cards last.

[0016] The players can examine their first two cards and decide whether to continue to play or whether to fold.

[0017] In one arrangement, if the player decides to fold and has a total of 5 or less in the face value of their two cards, an Ace counting as 1 and court cards as 10, then they are entitled to be refunded their total bet.

[0018] If they have a total between 6 and 9 they are entitled to be refunded half their bet, that is the house retains $2.50 and the player has $2.50 returned for a $5.00 initial wager.

[0019] Alternative hands could be used to trigger a return, at the option of the player of part or all of the ante. For example, a pair of threes or a pair of fours could provide the trigger for a partial or complete return of the initial wager.

[0020] Other arrangements could be, the permitting of players to sit on two cards regardless of the value of the cards in his or her hand.

[0021] Those who wish to continue buy a further card by placing a second bet which is to be of the same value as their first bet.

[0022] These cards are dealt face up.

[0023] At this time, all cards are face up and any player who has a total of their two or three cards which is greater than the dealer’s total will win their bet/s, which is paid at even money, those who have a total less than the total of the dealers cards will lose and they lose their bet/s. For those whose total is equal to the dealer, the bet is a stand off.

[0024] There are modifications as to what can constitute a winning hand.

[0025] If the dealer’s hand includes an Ace, the dealer’s hand is deemed to be a winning hand, meaning an automatic win for the dealer. Depending on the various odds paid for bonuses to the player and the required house percentage, this rule can be varied in a number of ways. For example, in one preferred form, if the dealer receives any Ace, the dealer may take the players first bet only, or in another form, both the first and second bets of the player.

[0026] In another preferred form, the winning Ace for the dealers hand may be in a specific colour or suit, such as all Red Aces, in which case, all Black Aces will count as a value of one (1) to the dealers hand, which method also works vice versa.

[0027] In this preferred method, with the dealer winning both first and second bets automatically when using for example, any Red Ace as the winning Ace for the dealer, we are able to offer the following features and bonuses for the player. At the same time the following formula provides an acceptable house advantage between 2.3429% and 4.0764% when using 4 decks and 2.2668% and 3.943% when using 5 decks.

[0028] With the dealer winning all bets with any Red Ace in his or her hand, it is possible to offer the following bonus pays. It is to be stressed that these bonus pays are independent of the status of the player’s hand relative to that of the dealer. That is the player’s hand can be a losing hand in the main game but still receives a bonus.
As indicated above, the game provides for bonus features to be paid to players having particular hands with there being no necessity for a further bet to enable the player to claim a bonus.

It may be desirable for the bonus hands to also be paid at a fixed prize amount, such as:

<table>
<thead>
<tr>
<th>Bonus</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suited Three of a Kind</td>
<td>$40.00</td>
</tr>
<tr>
<td>Three of a Kind</td>
<td>$25.00</td>
</tr>
<tr>
<td>Any 30 Total</td>
<td>$7.50</td>
</tr>
</tbody>
</table>

It will be appreciated that if, say, there was only a single player then under normal circumstances the dealer and the player should win, over time, the same number of hands. The dealer would win additional hands, when say for example, the dealer receives any Red Ace in the dealers hand, but the player could win a number of bonus payments which are paid at odds or amounts very much higher than normal.

That is a single player could by obtaining bonus prizes, which they would receive in almost every shoe, thus remove money from the bank effectively as a matter of course. Where there are a larger number of players, say between 4 and 7 then the money made by the dealer in the hands in which he or she receives, for example, any Red Ace will offset the bonuses paid and still leave a margin for the house.

The bonus payments are made beyond the normal play of the game, that is notwithstanding the result of a particular hand if a player wins or loses, but is entitled to a bonus this is paid.

For example, should a player simply have three 2’s it is almost certain that the dealer will win the hand on the highest total, but the player would still win the 5 to 1 or $25.00 bonus for a three of a kind (three 2’s). This is also the case when the player has a bonus hand and the dealer wins the hand with any Red Ace, the player bonus is still paid.

This of course acts as an incentive for a player having a small pair in his or her first two cards to buy a third card. If the third card does not complete the three of a kind then it is anticipated that the player will lose more often than not.

The average hand of three cards would normally average a total of 20, so if a player has up to a pair of 5’s and does not make the three of a kind, their total may be less than the average and whilst they can still win on such a hand, the chances are not great.

Whilst we have suggested certain bonus hands it should be appreciated that bonus levels may require adjusting depending upon the house hold required so the bonus hands can be provided.

It is possible that the game can also provide a Jackpot feature, and if necessary this could be applied to a linked Jackpot.

In the Jackpot game, the player would place a separate bet for the Jackpot and the Jackpot would be paid on a particular hand held by the dealer.

For example the full Jackpot could be paid if the dealer received three Aces of hearts assuming a four pack shoe the probability of this happening is one in 2.7 million hands. If one paid the full Jackpot on three Aces of any suit then the chance would still be one in 675,000 hands.

It could be arranged that part of the Jackpot be paid for a more common hand, such as any three Aces, three Kings, a suited three of a kind, etc, with the remainder being held for a later Jackpot hand.

In this preferred form of the Jackpot, all players that have participated in the Jackpot feature will share in the Jackpot amount. This sharing of the Jackpot between participating Jackpot players is a unique feature to existing Jackpot games.

In another possible form of the Jackpot, it may be desirable to award the Jackpot to participating players, when the specific Jackpot hand arrives in any position on the gaming table, such as in the dealers hand or in any player’s hand.

Again when this occurs, the Jackpot prize would be shared between all players who have participated in the Jackpot feature.

The Jackpot feature could be either a progressive jackpot which increases with time of not won, or a fixed amount.

It is to be appreciated that there can be substantial variations and modifications in the particular rules of this game but all such modifications are within the basic arrangement as far as the deal and initial winning hands are concerned.

Bonuses can be paid on any other selected hands. For example, on three cards of a particular suit, three cards of a single colour, etc, it being kept in mind that in this game the Ace is low rather than high. It is stressed that such bonus payments are additional to the game itself which, with the exception of the hands won by the dealer with, for example any Red Ace in his or her hand, is based purely on the hand having the largest total in the cards held.

1-14. (cancelled)
15. A method for playing a card game by players at a casino table, comprising the steps of:

placing a first bet by each player of a plurality of players playing a card game;

dealing two cards by a card dealer to each said player, and said card dealer dealing three cards to himself;
providing each said player with an option of being dealt a third card in addition to said two cards, following examination by each said player of said two cards, by requiring each said player exercising said option to place a second bet equivalent to said player's first bet;
calculating a total face value or score of all cards held by each said player of said plurality of players playing said card game;
calculating a total face value or score of said three cards held by said card dealer;
comparing the total face value or score of each said player with the total face value or score of said card dealer for determining whether any of said players of said plurality of players playing said card game has a total face value or score greater than the total face value or score of said card dealer;
declaring any of said players having a total face value or score greater than the total face value or score of said card dealer a winner of said card game or declaring said card dealer a winner if none of said players has a total face value or score greater than that of said card dealer; and,

paying out each of said players being declared the winner of said card game at odds of even money for both said first bet and said second bet, or retaining said first bet and said second bet of all said players by said card dealer, if none of said plurality of players playing said card game is declared the winner.

16. The method for playing a card game according to claim 15, further comprising the steps of:

setting a minimum predetermined face value or score for said two cards dealt to each said player during said dealing step; and,

allowing each said player having a face value or score for said two cards which is less than said minimum predetermined face value or score to fold said two cards and returning to each said playing then folding said two cards said first bet.

17. The method for playing a card game according to claim 16, wherein said minimum predetermined face value or score is six.

18. The method for playing a card game according to claim 16, further comprising the steps of:

setting an additional predetermined face value or score for said two cards dealt to each said player during said dealing step, said additional predetermined face value or score being greater than said minimum predetermined face value or score; and,

allowing each said player having a face value or score for said two cards which is greater than said minimum predetermined face value, but less than said additional predetermined face value to fold said two cards and returning to each said playing then folding said two cards a portion of said first bet.

19. The method for playing a card game according to claim 18, wherein said additional predetermined face value or score is ten.

20. The method for playing a card game according to claim 18, wherein said portion is one-half.

21. The method for playing a card game according to claim 15, further comprising the steps of:

designating a particular arrangement of cards dealt to said players of said plurality of players playing said card game as an automatic winning hand; and,
paying out a bonus payment when a player of said plurality of players playing said card game has said particular arrangement of cards so designated, said bonus payment being paid regardless of whether said particular arrangement of cards held by said player was otherwise a hand of cards which would have permitted said player to be declared the winner.

22. The method for playing a card game according to claim 15, further comprising the steps of:

designating a particular arrangement of cards dealt to said card dealer as a winning card; and,

forfeiting all of said first bets and said second bets placed by all said players of said plurality of players when said card dealer has been dealt said particular card so designated as said winning card.

23. The method for playing a card game according to claim 22, further comprising the steps of:

designating a particular arrangement of cards dealt to said players of said plurality of players playing said card game as an automatic winning hand; and,
paying out a bonus payment when a player of said plurality of players playing said card game has said particular arrangement of cards so designated, said bonus payment being paid regardless of whether said particular arrangement of cards held by said player was otherwise a hand of cards which would have permitted said player to be declared the winner, and regardless of whether said card dealer has been dealt said particular card otherwise requiring forfeiture of all said first bets and second bets of said players not having said particular arrangement of cards.

24. The method for playing a card game according to claim 15, further comprising the steps of:

designating a predetermined hand of cards dealt to said card dealer;

setting up a jackpot capable of being won on a separate bet, said separate bet being different from said first bet and said second bet, said jackpot being won when said card dealer is dealt said predetermined hand of cards; and,

paying out said jackpot on a shared basis to all players who have placed said separate bet when said jackpot is won by said card dealer being dealt said predetermined hand of cards.

25. The method for playing a card game according to claim 24, wherein said jackpot is a progressive jackpot.

26. The method for playing a card game according to claim 24, wherein said jackpot is a fixed jackpot.

27. The method for playing a card game according to claim 15, further comprising the steps of:

designating a predetermined hand of cards dealt to a player of said plurality of players playing said card game;

setting up a jackpot capable of being won on a separate bet, said separate bet being different from said first bet and said second bet, said jackpot being won when a player is