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*Sancho-Pedro*

SANCHO-PEDRO.







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IMPROVED RULES

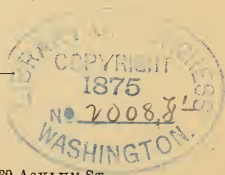
OF

# Sancho-Pedro.

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THE LATEST AND MOST FASCINATING  
GAME OF CARDS, WITH SUGGES-  
TIONS TO LEARNERS, CARE-  
FULLY COMPILED FROM THE  
BEST AUTHORITIES.

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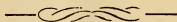
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## SANCHO-PEDRO.



This game has within a short time sprung into remarkable popularity, and wherever introduced, it supplants any other game which may then be the favorite. The name of the originator, and the time and place are alike in obscurity, yet it is believed that it is not strictly a new game, and a California gentleman who spent some time in that state during the gold fever, reports that this game or one very similar, served to while away many weary hours in the mines, and the theory that it originated among the California miners seems very plausible, for two reasons:—First, that it is an offspring of “Old Sledge,” or “seven up” which was then popular, and second, that its name is apparently of Spanish origin.

“Auction pitch,” or “set back” is a variation of “seven up,” and from it we have Sancho Pedro, with the attraction given by making the nine and the five of trumps cards of importance, giving the former the the name of “Sancho,” and the latter “Pedro.” As a railroad game it stands without an equal, and has very generally supplanted the old favorite “railroad euchre,” and the late popular game of “casino,” whose reign was brilliant but brief.

“Seven up” contains the basis of Sancho Pedro, but a thorough knowledge of the principles of auction pitch is essential to successful playing. It is however, less close in its character, and affords better opportunities for taking chances than in auction pitch, in that the player is not so dependent upon what he may have in his own hand,

but may make more liberal bids for the privilege of making trump, in view of the greater number of counting cards, that may be in the hands of the other players, and may be taken by judicious playing.

This game has not become popular with professional gamblers, for the reason that it is rather lengthy; and that each player plays for himself and has the opportunity to make the trump if he desires. An adroit dealer alone, has, by dexterity in dealing himself a strong hand, the power to take any advantage of the other players. It is essentially a gentleman's game, and those who learn it will have a growing appreciation of its merits, as they become conversant with the many fascinating features which it presents.

The rules given in this book are for the regular game only, the several variations which have been introduced to a limited extent being discarded, except as they are briefly referred to under the heading of "General Remarks." Departing from the usual custom of giving the rules in one place, and exceptions and suggestions elsewhere, a plan is pursued which will prove more satisfactory to the learner; that of incorporating with the rules of the several features of the game, suggestions as to the best course of play.

The highest number of points that can be made in any hand is eighteen, the order of precedence being: high, one; low, one; jack, one; game, one; Sancho, nine; Pedro, five. None of these are "sure" cards with the exceptions of high and low, as any of the others are liable to be taken by the other players.

"Game" is always the ten spot of trumps only, and if this card is not dealt there can be no count of "game."

The cards rank in value in the usual order, viz: ace, queen, jack, ten, and thence with the spot cards down to deuce.

Therefore the Sancho, (nine,) may be taken by the ten, or any card above it, and the Pedro, (five,) by the



six or any higher card. "Game," (the ten spot,) can of course, be taken by the ace or face cards, and jack by the same. No partners in this game.

Without devoting further space to generalities, the rules of the game, compiled from the practice of the best authorities, are given.

#### THE DEAL.

The full pack is used and the deal may be decided by throwing one card to each player, the one receiving the highest to deal, but a better plan is to have "jack to deal," that is to accord the deal to the person receiving the first jack in throwing around.

The player receiving the deal shuffles the cards, and passes them to the right hand player for the "cut," and then deals six cards to each player, commencing with the one on his left. No trump is turned.

#### BIDDING FOR TRUMP.

The player next on the left of the dealer is entitled to the first bid, but not to the privilege of claiming an "age." [The "age" is not used in Sancho Pedro as in auction pitch, where it is designed to give the player next to the dealer the special privilege of the *last* bid, for in Sancho Pedro, a player is not limited to a single bid, and the closing bid may be made by any player.]

The several players may continue bidding until some one has made a bid that no other player will exceed. Then the "dealer" is required to say whether he will accept this bid.

If the dealer refuses the bid, then the bidder has the privilege of still further raising his bid, and on reaching his highest bid, and the dealer still refusing to accept, the latter is required to name the trump.

Should the dealer accept the bid, the scorer will place to his credit on the record of the game, the number of points which he accepts, and the player

offering must then lead a card of the suit which he selects as trumps.

REMARKS. In leading, a bold game with liberal bids is generally the best policy, but much depends upon the number of players, and consequently the number of cards that are dealt out. With a small number of cards out, and your own hand including Sancho, or Pedro, and other trumps, you may safely bid nearly up to the number of points your hand represents, but with such a hand and many cards out (five players for instance, and thirty cards dealt) your bid should be more cautious. Again, if you hold the ace, and one or more face cards, your bid may be increased in proportion to the number of cards dealt, even if you do not hold Sancho or Pedro, for there are good chances that those cards are among the twenty four cards held by the other players, and you may bid on this presumption, as you will be apt to take them on the first or second lead with your high cards. In a four handed game in New York recently, ten was bid by a player holding the king, queen, and deuce and he scored the maximum of eighteen points, the king chancing to be high, his deuce, of course, low, and the Jack, ten spot, Sancho and Pedro, being taken in on the successive leads with the king and queen. The bid of ten was a risk, but this is the charm of the game.

#### PLAYING THE HANDS.

The player who holds the right to make the trump, must lead a trump card and the other players must follow suit, if holding trumps.

A player having no trump may play any card he selects, but should not be permitted to throw up his hand.

REMARKS. A player holding high trumps, should lead them, with the design of catching the trumps played by the others, among which may be the Sancho, Pedro, jack, or ten. The other players had

better throw on his high card, the lowest trumps they have, retaining the higher ones for later use. Thus, by the first lead, the person leading may have exhausted his high cards, while another player may hold one or more. It is then the object of the latter to endeavor to get the lead into his own hands, to the end that he may lead out his high card, and make an effort to secure for himself such of the cards that count, which may have been dealt, and not already taken. A player having no trump can make no count whatever, yet he should not be allowed to discard his hand, for the reason that when a suit other than trumps is led, he may take the trick, and thus change the lead, and afford other players an opportunity to use their trumps to an advantage which might not otherwise occur.

“SET BACK.”

This term is applied to a deduction from the score where a player fails to make what he intended.

The dealer is set back when he does not make a number of points equal to that offered by some other player, and which offer was not accepted.

Any other player is set back, when, having made a trump, he fails to make as many points as he offered the dealer for the privilege of making the same.

Any player set back receives no credit for any points he may have made in the hand.

When a player set back has no points previously scored, he is said to be “put in the hole” and the number of points he is set back is noted on the record and a ring drawn around the figures.

Any counts subsequently made must be applied to cancelling the number of points “in the hole”, and the remaining ones may then be placed to his credit.

REMARKS. It is the object of the other players to set back any person making the trump, and it is fair for all the other players to combine against him, if they choose. Such is a common practice when any

player has made nearly the entire number of points in the game. This is accomplished, where a player other than the one making the trump, leads or plays a high trump, by placing in his trick, any one of the counting cards, to the end that the former may take it and prevent the maker of the trump from scoring it. If a player has a poor hand of trumps, which includes Pedro, for instance, and he thinks it is not possible to save it for himself, it is the best policy to adopt the course above suggested.

#### THE SCORE.

This may be kept on a sheet of paper by any player selected, who writes thereon the initials of the players, and the count made by each on the different hands.

Each player must be credited with the number of points represented by the cards in his possession, when all the hands have been played excepting low (the lowest card played,) which is to be credited to the person to whom it was dealt.

The scorer may require each player to show the cards in his possession when all the hands have been played, and determine for himself the exact number of points to which each player is entitled.

The number of points accepted by the player selling the trump, should be placed to his credit at the time the sale is made, and before the playing of the hands has commenced.

The number of points in the regular game is 100, but it may be reduced on agreement by the players, 50 points being the lowest in custom. When no limit is fixed, the person having the highest number of points at the close, is of course the winner.

The order of precedence of the counting cards is: High, Low, Jack, Game, Sancho, Pedro.

REMARKS. If A, in a 100 point game is 97, and scores three of the four first named, he goes out before B, even if the latter had 98 and should secure both Saucho and Pedro. The rule is that the game

is not to be decided by the highest count only, but by the highest count of cards in the order of their precedence, as above given.

#### GENERAL REMARKS.

Under this caption reference is made to sundry variations of the game, which are sometimes made, but which the best players do not endorse.

THE "JOKER". This is sometimes used as an extra card counting 15, and may be taken by any trump, even the deuce. The highest number that can be scored in this case is 33.

CATCHING THE DEUCE.—In the case of this innovation, the deuce instead of counting one for the person who plays it, scores to the credit of the person holding it after all the hands are played.

PEDRO.—This is a variation of the regular game in which the nine spot is not a counting card, and the total count can not exceed 9 points.

DEALING NINE CARDS.—In two and three hand games, nine cards are sometimes dealt to each player instead of six, the object being to increase the chances of the counting cards being dealt. In some cases twelve are dealt.

# DRAW POKER RULES.

BY A DISTINGUISHED AUTHOR.

Hon. Robert C. Schenck, United States Minister to England, who is a poker player of unusual ability; recently wrote for the information of his English friends, the rules of the game of draw poker. They are remarkable for their accuracy and simplicity. These rules were printed in the form of a handsome little pamphlet, and copies sent to intimate friends. One of these accidentally found its way into the hands of the newspaper fraternity, and its insertion in the public prints created quite a sensation, and much unfavorable criticism in this country on the distinguished author. The rules given by Mr. Schenck are as follows:

The deal is of no special value, and anybody may begin.

The dealer, beginning with the person at his left, throws around five cards to each player, giving one card at a time.

The dealer shuffles and makes up the pack himself, or it may be done by the player at his left, and the player at his right must cut.

To begin the pool, the player next to the dealer on his left must put up money, which is called an "ante," and then, in succession, each player, passing around to the left, must, after looking at his hand,

determine if he goes in or not; and each person deciding to play for the pool must put in twice the amount of the ante. Those who decline to play throw up their cards, face downward, on the table, and per consequence, in front of the next dealer.

When all who wish to play have gone in, the person putting up the ante can either give up all interest in the pool, thus forfeiting the ante which has been put up, or else can play like the others who have gone in by "making good," that is, putting up in addition to the ante as much more as will make him equal in stake to the rest.

If a number of players have gone in, it is best generally for the ante man to make good and go in even with a poor hand, because half his stake is already up, and he can therefore stay in for half as much as the others have had to put up, which is a percentage in favor of his taking the risk. This of course does not apply if any one has "raised," that is, more than doubled the ante before it comes around to the starting point.

Any one at the time of going in must put up as much as double the ante, and may put up as much more as he pleases by way of "raising" the ante, in which case every other player must put up as much as will make his stake equal to such increase, or else abandon what he has already put in.

Each player as he makes good and equals the others who are in before him, can thus increase the ante if he chooses, compelling the others still to come up to that increase or to abandon their share in the pool.

All "going in" or "raising" of the pool, as well as all betting afterward, must be in regular order, going round by the left; no one going in, making good, increasing the ante, or betting, except in turn.

When all are in equally who intend to play, each player in turn will have the privilege of drawing; that is, of throwing away any number of his five

cards and drawing as many others, to try thus to better his hand. The cards thus thrown up must be placed face downward on the table, and, for convenience, in front of or near the next dealer.

The dealer, passing around to the left, will ask each player in turn how many cards he will have, and deal him the number asked for from the top of the pack without their being seen. The dealer, if he has gone in to play for the pool, will, in like manner, help himself last.

The players must throw away their discarded cards before taking up or looking at those they draw.

#### EVERY PLAYER FOR HIMSELF.

In the game every player is for himself and against all others, and to that end will not let any of his cards be seen, nor betray the value of his hand by drawing or playing out of his turn, or by change of countenance, or any other sign. It is a great object to mystify your adversaries up to the "call," when hands have to be shown. To this end it is permitted to chaff or talk nonsense, with a view of misleading your adversaries as to the value of your hand, but this must be without unreasonably delaying the game.

When the drawing is all complete, the betting goes around in order, like the drawing, to the left. The ante man is the first to bet unless he has declined to play, and in that case the first to bet is the player nearest to the dealer on his left. But the player entitled to bet first may withhold his bet until the others have bet round to him, which is called "holding the age," and this being an advantage, should, as a general rule, be practised.

Each better in turn must put into the pool a sum equal at least to the first bet made; but each may in turn increase the bet or raise it as it comes to him; in which case, the bets, proceeding around in order,



must be made by each player in his turn equal to the highest amount put in by any one, or else failing to do that, the party who fails must go out of the play, forfeiting his interest in the pool.

When a player puts in only as much as has been put in by each player who has preceded him, that is called "seeing" the bet.

When a player puts in that much, and raises it, that is called seeing the bet and "going better."

When the bet goes around to the last better or player who remains in, if he does not wish to see and go better, he simply sees and "calls," and then all playing must show their hands, and the highest hand wins the pool.

When any one declines to see the bet, or the increase of bet which has been made, he "lays down." his hand, that is he throws it up with the cards face downward on the table. If all the other players throw down their hands, the one who remains in to the last wins, and takes the pool without showing his hand.

To "bluff" is to take the risk of betting high enough on a poor hand or worthless one, to make all the other players lay down their hands without seeing or calling you.

When a hand is complete, so that the holder of it can play without drawing to better it, that is called a "pat" hand. A bold player will sometimes decline to draw any cards, and pretend to have a "pat" hand, and play it as such,, when he has none.

A skillful player will watch and observe what each player draws, the expression of the face, the circumstances and manner of betting, and judge, or try to judge, of the value of each hand opposed to him accordingly.

No one is bound to answer the question, how many cards he drew, except the dealer; and the dealer is not bound to tell after the betting is begun.

## ON DRAWING.

If the player determines to draw to a pair, he draws three cards. If he draws to twopair, he draws one card

If he holds three to begin with, he draws two cards; in order to have the best chance of making a full, inasmuch as, in playing, pairs are apt to run together. But to deceive his adversaries and make them think he has nothing better than two pairs, a sharp player will often draw but one card to his threes.

It is advisable sometimes to keep an ace, or other high card, as an "outsider" with a small pair and draw but one card—thus taking the chances of matching the high cards, and so getting a good two pairs, or something better possibly—while at the same time others may be deceived into believing that the player is drawing to threes.

When drawing to cards of the same suit, to try to make a flush, or to cards of successive denominations, to try to make a sequence, as many more cards are to be taken as will be needed to fill out the flush or the sequence. But it is seldom advisable to venture in to draw for either a flush or a sequence when more than one card is required to complete the hand.

When a player holds fours in his original hand, it is as good as it can be; and yet it is best to throw away the outside card and draw one, because others may then think he is only drawing to two pairs, or for a flush or a sequence, and will not suspect the great value of the hand.

When one is an (as he ought seldom to be) without even so much as a pair, his choice must be, either to discard four cards, or three cards, and draw to the highest, or two highest in the hand, or throw away the whole hand and draw five, or look content and serious, stand "pat," and bet high!

The player determining to try this last alternative on a worthless hand had generally better begin by

raising when he goes in, or else nobody will be likely to believe in his pretended strong hand.

RELATIVE VALUE OF HANDS IN THEIR ORDER,  
BEGINNING WITH THE BEST.

1. A Sequence Flush—Which is a sequence of five cards, and all of the same suit.

2. Fours—Which is four of the five cards of the same denomination.

3. A Full—Which is a hand consisting of three cards of the same denomination and two of likewise equal denomination.

4. A Flush—Which is all five cards of the same suit.

5. A Sequence\*—Which is all five cards not of the same suit but all in sequence. [In computing the value of a sequence, an ace counts either as the highest or lowest card, that is, below a deuce or above a king.]

6. Threes—Which is three cards of the same denomination, but the other two of different denominations from each other.

7. Two pairs.

8. One pair.

9. When a hand has neither of the above the count is by the cards of highest value or denomination.

When parties opposed each holds a pair, the highest pair wins, and the same when each party holds threes or fours.

When each party holds two pairs, the highest pair of the two determines the relative value of the hands.

When each party holds a sequence, the hand commencing with the highest card in sequence wins; so also when two or more parties hold flushes against each other.

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\*Many experts rate threes in relative value above a sequence, but the better opinion is that a sequence should rank first, as being in itself one of the complete hands.

That full counts highest of which the three cards of the same denomination are highest. The two cards of the same denomination help only to constitute the full, but do not add to the value of the hand.

When hands are equal so far that each party holds a pair, or two pairs, of exactly the same value, then the next highest card or cards in each hand must be compared with the next highest card or cards in the other hand to determine which wins.

In case of the highest hands (which very seldom occurs) being exactly equal the pool is divided.

The main elements of success in the game are : (1) *good luck*; (2) *good cards*; (3) *plenty of cheek*; and (4) *good temper*.







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