

INTERNATIONAL CASINO ZOPPOT

LICENSED
BY THE STATE

OPEN THE WHOLE YEAR ROUND



DIRECTIONS AND RULES
FOR
PLAYING THE GAME
OF
CHEMIN DE FER – BACCARAT

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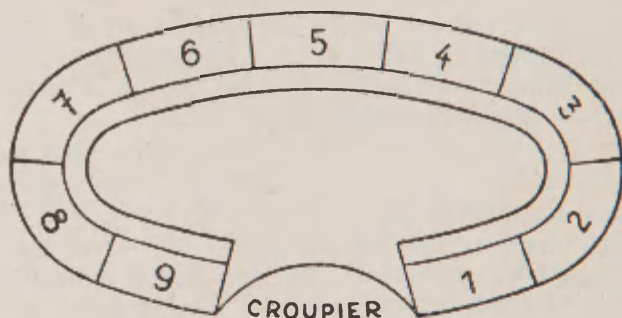


Chemin de Fer – Baccarat

Directions for play

Anyone wishing to join in the game may do so even without any special knowledge of the rules, as the croupier, or leader of the game, takes care that it is played in accordance with international rules, and assists any player who states he is unfamiliar with the game. Should a mistake occur through too much haste on the part of the player, it is rectified by the croupier in accordance with the rules.

The game is played with six packs of playing cards of 52 cards each, at a table at which the places are numbered in accordance with the following plan: —



Before commencement of play, the croupier shuffles the six packs of cards together, first face up, and then face down (he "mixes the salad"), after which he offers the cards to the players for a re-shuffle, with the words "Carte passe". After this is done the croupier shuffles the cards once more and passes them to the player at Place No. 9 to be cut. This is done by the player inserting a blank card somewhere about the middle of the stacked cards, whereupon the croupier takes the cards below the blank and places them on the top of the pack. He then counts off seven cards from the bottom of the pack, and inserts another blank, so that on nearing the end of the game, when the blank appears, all the players know that there are only seven more cards, or a "last coup" left. The croupier then places the cards into a specially constructed wooden box. This box is known as the "shoe".

The game then proceeds as follows. The croupier passes the "shoe" to Place No. 1 at the table, and the player seated at this place becomes the banker. He hands the croupier a sum, of whatever amount he desires, which is "the bank". The minimum stake for the bank is 10 Guildens. The croupier then calls upon the other players to play to this bank with the words, "10 Guildens banco".

When one of the other players volunteers to play for this bank as punter, the banker draws the top card, which is intended for the punter, face downwards from the "shoe", and lays it on the table. He then draws a card for himself from the "shoe" a third card for the punter. The two drawn cards are handed by the croupier to the punter, who places them on the table before him, and the banker draws a fourth card for himself, so that banker and punter now have before them two cards each. Next, the punter looks at his cards without uncovering them, and if he has 8 or 9 pips (see Table I), he uncovers them immediately (this is called: "he has a coup"), whereupon the banker opens his cards. The punter wins unless the banker has an equal number of pips, in which case the cards are dealt again. If the banker gets the coup, and not the punter, then the banker is the winner.

If the punter's two cards are Bac, 1, 2, 3, or 4, (see Table I), he must call for another card from the banker, with the word: "Carte". The banker must draw the card for the punter, unless he himself has a coup, as described above.

The banker has the right to draw a third card for himself or to remain with his two cards. This he can do according to definite rules of play (playing after the "shoe"), (see Table II), but he must announce his intention of doing so at the commencement of the game, or, he can play free. When both players have received a third card, which is placed on the table face up, the covered cards are uncovered.

The highest total of pips decides the winner.

If the punter has a total of 5 pips in his first two cards, he may choose whether to call for another card, or to remain with these two cards, and decline with the word: "Reste".

Should he have 6 or 7 pips, he always declines.

The punter uncovers his cards before the banker only in one case, and that is if he has a coup. In all other cases, as soon as the punter has declared "Carte" or "Reste", the banker must open his own two cards first, then, on demand, he draws the third card for the punter, and decides whether he will draw a third card for himself or not. In the latter case, he must announce clearly the number of pips on his first two cards. When he has done so, and not before, the punter uncovers his three cards, and it is then seen who is the winner.

The first player ("Prime"), seated at the banker's right hand, has prior right to be punter. This only applies in case the preceding game has been played by another player as punter and lost, in which event that player again has the right to be punter ("Suivi").

All stakes are collected and paid out by the croupier.

There are four different kinds of play open to the punter, and he must declare which he wishes to follow. The privileges attached to these four methods are as follows:

- I. "Banco solo". The punter plays by himself.
- II. "Banco". The punter plays with a shareholder.
- III. "Banco with the table". The stake of the punter must be equal to at least half the amount in the bank, the remainder being put up by the other players. If the latter fail to make up the amount required, the punter playing "Banco with the table" is responsible for the difference.
- IV. If there are no players willing to play according to methode I, II, or III, the fourth method is used. The croupier calls upon the players to join in a game in which all may share. After the croupier has declared the betting closed ("Rien ne va plus"), no further stakes may be placed. According to this method, the seated player who has paid in the highest stake is dealt the cards, and he is the "holder of the hand". The minimum stake for a punter is 2 Guildens.

Outsiders, that is, players not seated at the table, may also take part in the game, but the seated players have priority. The stakes of the outsiders, which must be placed in the middle of the table and not in the ring, are won or lost in consecutive order, commencing from the smallest sum, to the amount equal to the sum in the bank. If the bank wins, the remaining stakes are returned in part or in whole; if the bank loses, they win in part or not at all.

The banker may withdraw the bank after winning a coup, with the word, "Suite", provided he has not yet drawn cards for the next deal. The "Suite" (next one) is then auctioned by the croupier, and the bank passes over to the player making the highest bid.

Should the banker lose a coup, the "shoe" passes on directly to the next place, i. e. from place 1 to 2, from 2 to 3, and so forth. Hence, the name of the game "Chemin de Fer" — Railroad.

The croupier deducts a certain percentage ("cagnotte" or commission) of the total of every game won by the banker for the Casino.

Table I.

The value of the cards is reckoned as follows:

Picture cards and tens count nothing (they are called "Baccarat" in the course of the game).

Ace = 1

2 = 2

3 = 3 and so forth.

The highest number of points that can be attained in one hand is 9, irrespective of whether this figure is made up by adding two or three cards together. If the total number of pips exceeds the figure 10, then only those points over and above the 10 are taken into consideration.

Example:

5 and 7 counts 2

4 „ 9 „ 3

5 „ 6 „ 1

8 „ 8 „ 6

8 „ 2 „ 10 — nothing (Baccarat), as described above.

likewise

5 and 5,

3 „ 7, etc.

Table II.

The Banker

has in his hand		gives as third card to punter	
3	1, 2, 3, 4, 5, 6, 7, 10	8	9
4	2, 3, 4, 5, 6, 7	1, 8, 9, 10	—
5	5, 6, 7	1, 2, 3, 8, 9, 10	4
6	6, 7	1, 2, 3, 4, 5, 8, 9, 10	—
T h e n :	he must take a third card for himself	he may not take a third card for himself	he may choose whether to take a third card for himself or not

Chemin de Fer – Baccarat

Rules of play

1. Before beginning the game, and before the cards are dealt, both the banker and the punter must place their stakes on the table.
2. Each stake must be placed separately.
3. Calls will not be accepted under any circumstances.
4. The prescribed minimum stake must be put up by the banker alone. When there is a full table of players, he may have a partner for any sum in excess of the minimum. If the banker has a partner in his bank, the partner must not raise any objections to the manner of play chosen by the banker.
5. The banker has the right, before beginning the game, to name the limit, or to play without a limit (open bank). In the latter case, the croupier calls upon the players to play to an open bank. As soon as the sum has been fixed, the croupier requests the banker to deposit his stake. The banker must not start to draw cards for the game until the croupier has received the amount of the stake necessary for the bank.
6. The first card drawn by the banker for the punter must not be uncovered. If this card is uncovered by accident, then the banker must uncover his own first card too.
7. When both cards are in the hands of the punter, no other player, not even "Prime", may become punter.
8. Should both the punter's cards be uncovered inadvertently while being passed to him by the croupier, the banker must uncover his own two cards likewise, and play "after the shoe".
9. Drawn or requested third cards must always be placed on the table face upwards.
10. Should a card fall from the table, it remains valid, but may be picked up only by a member of the Casino staff.
11. Should the banker while dealing, inadvertently throw a card into the discard and it becomes unrecognisable, the coup is lost to him.
12. Should the banker deal the cards in wrong order or number, he loses the coup, unless the mistake can be rectified by the croupier without raising any protests.

13. A card drawn wrongly by the banker but not yet uncovered, is not declared invalid (by being thrown into the discard), but remains on the table for the next deal.
14. The priority of the punter (Prime) seated on the right hand of the banker is retained by him, even if the bank has passed through several hands.
15. If a punter throws his cards into the discard, his hand is considered a "bac".
16. Exaggeratedly slow opening of the cards is strictly forbidden.
17. Should the punter in a Banco-solo game make the call "Carte", and then discover that he has miscalculated the number of pips in his hand, he cannot retract his call, the first declaration is binding. This applies only to players who have not announced that they will play "after the shoe".
18. The banker and the punter must state clearly how many points they have.
19. If the banker enquires from the croupier, even though he has not declared his intention of playing according to the "shoe": "What are the rules saying?" (i. e. how is one to play after the shoe?), the answer given by the croupier shall be binding for the banker.
20. If the banker enquires from the croupier after the punter has declared "Reste" and after he himself has looked at his cards and seen that he has 5 pips, "What is the shoe doing?", the reply of the croupier shall be, "No information for an undrawn card". The same applies also in a free game in the case of the banker having 6 pips.
21. If a player, either banker or punter, plays after the "shoe", then the card which has been called for or drawn by mistake (faux tirage), is redressed, that is, the card drawn from the "shoe" for the opposite player is either used for the same coup (in case of his having asked for another card), or it is thrown into the discard.
22. The banker and his partner, if any, who has given a "suite", may not share in the bidding for the said "suite", nor are they free to take part in the auction until the next time the bank changes hands.
23. The player bidding highest for a "suite" may, after winning several coups, put up the bank for auction again. This may be repeated several times, and a "suite" can be passed on from hand to hand a number of times, until one of the bankers lose.
24. If, at the last coup the "shoe" through the fault of the croupier, does not contain the requisite seven cards, the coup is cancelled without loss to either side.

25. The first coup of a new "shoe" is announced at exactly the same figure as that which was won by the bank in the last coup of the preceding "shoe". The money in the bank remains on the table whilst the cards are being shuffled, provided that the banker does not wish to make a "suite".
26. The collection and payment of stakes by the croupier is effected in the following order. First, the highest table stake, then the stake of the player seated at the right hand of the banker (Prime), and then the others in rotation.

The collection and payment during or after a "suite", is carried out in the following rotation. First, the highest table stake, then Prime (counting from the originator of the "suite"), then the places following, and finally, the last banker.
27. In all cases where the rules are not sufficiently definite, the decision of the management is final and binding.



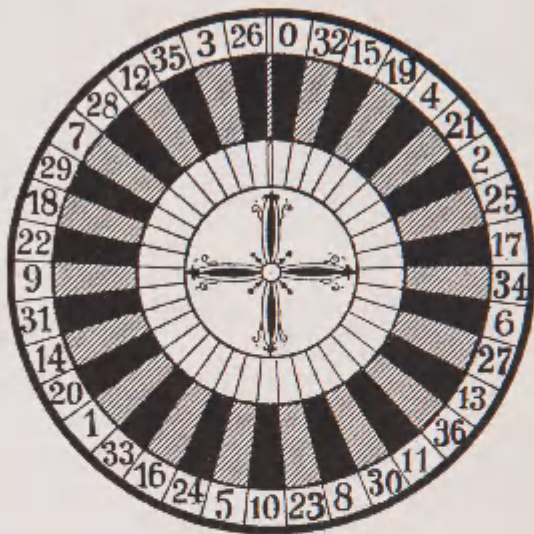
The Zoppot Casino was founded in 1920, and since then under the management of experts, it has developed to a place for games known all over the world. In December, 1931, it was licensed by the State.

The Casino is open the whole year round.

When the season is at its height, the facilities for play are correspondingly augmented, and however many visitors there may be, playing is never impeded.

In the spacious rooms of the Casino, there are also smoking and reading rooms, supplied with newspapers and periodicals from all over the world, at the disposal of the guests. Adjoining the playing rooms, there are restaurant and buffet, as well as ballrooms, in which, during the season, dances and social functions are arranged regularly.

In Zoppot
Roulette is played as well as Baccarat.



Minimum 2 Guldens
Maximum 2400 Guldens

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