

JALISCO POOL ROOM WAGERING CONVENTIONS

The City of Guadalupe, where my cardroom is located, recently passed a new cardroom ordinance that puts restrictions on the wagering associated with the games played in the cardrooms that the city licenses. This is section 5.32.140 of ordinance No. 99-347. This wagering part of the ordinance reads as follows:

5.32.140 Wagering limits.

- A. The wagering limit shall be two hundred/xx dollars (\$200.00) in the same hand. No cardroom owner, operator, or employee shall permit any of the following:
 - 1. A person making aggregate bets in excess of two hundred/xx dollars (\$200.00) in the same hand.
 - 2. Simultaneous hands or betting squares by the same player.
 - 3. Bets made by any owner, operator, or employee while on duty.
 - 4. Bets made by a shill or dummy player.
- B. Wagering at any table shall be limited to table stakes. No side bets shall be permitted. Table limits shall be posted in a location observable from the table. The cardroom shall set individual table stake limits, not to exceed the wagering limit. Table limits may be changed with not less than thirty (30) minutes notice to patrons.
- C. The wagering limit may be changed by council resolution.

The wagering conventions I have established for card games played at my business adhere to this ordinance. The wagering conventions associated with each of the individual games played in my cardroom are as follows:

- 1. DRAW POKER. The ante to start the game is normally two-dollars (\$2.00) but it can be raised up to a maximum of five-dollars (\$5.00) if agreed upon before the game. There are two betting rounds in a game and a player can raise at most only five-dollars (\$5.00) when it is his term to bet.
- 2. ESCALERIADO. The game is played for either fifty-cents (\$0.50) per point or one-dollar (\$1.00) per point. Where points are assigned as given in the rules of the game. If at the beginning of the game a player drops out without getting a card from the deck then he only pays "la corrida" as mentioned in the rules. If the game is for fifty-cents per point then "la corrida" is two-dollars (\$2.00). If the game is played for one-dollar per point then "la corrida" is five-dollars (\$5.00).
- 3. LARGO. The game is played for either fifty-cents (\$0.50) per point or one-dollar (\$1.00) per point. Where points are assigned as given in the rules of the game.
- 4. LOW-BALL. The ante to start the game is normally one-dollar (\$1.00) but it can be raised up to two-dollars (\$2.00) if agreed upon before the game. The maximum that a player can raise when it is his turn in a betting round is ten-dollars (\$10.00).

As you can see all the wagering conventions are well within the two-hundred dollar limit set by the city ordinance. The games played at my establishment are "small" games. There are no "big" winners like some of the other larger gambling establishments.

Rules for the Game of Draw Poker

Card Deck Used. The game uses a standard 53 card deck with the joker included

Rules. The following are the rules of the game:

- A. Each player antes up a certain amount into the pot to start the game.
- B. Each player is dealt five cards one at a time and face down. The cards are dealt in a left to right rotation (counterclockwise) and on the first game the player to the immediate right of the dealer is dealt the first card. In subsequent games the next player in the rotation order is given the first card.
- C. After each player is dealt their cards then there is an initial betting interval starting with the player who was dealt the first card. This player is the first one to bet or pass. The players after him in left to right rotation can call, raise, or dropout. The betting interval ends when each player has put into the pot the same amount as every other player or else dropped out.
- D. After the initial betting interval the next step begins with the players trying to improve their hands. This step starts with the dealer asking each player still remaining in the game, in a left to right fashion, how many cards he wants. The player can either not draw any new cards or else draw enough new cards to replace some of the existing ones in his hand. The replaced cards are thrown away. The dealer then asks the next player in rotation that is still in the game the same question and so forth.
- E. After the draw a final round of betting takes place starting with the player who was given the first card to start the game. If this player has dropped out then the next one in rotation that is still in the game starts the betting. The betting goes counterclockwise around the table until everyone left in the game has called the final bet or until one player is left in. The player that has been called must show his hand and anyone that can beat it must show theirs. The player with the higher hand wins.
- F. The ranking of the poker hands with highest first is:
 - (1) Five of a kind (7) Flush
 - (2) Royal flush (8) Straight
 - (3) Straight flush (9) Three of a kind
 - (4) Four of a kind (10) Two pairs
 - (5) Full house (11) One pair
 - (6) Double-ace flush (12) High card

Draw Poker Game Glossary

NONE - No specialized terms used.

Rules for the Game of Escaleriado

Card Deck Used. The game uses 7 standard 53 card decks and deletes the jokers, eights, nines, and tens. The deck therefore consists of only: A,2,3,4,5,6,7,J,Q,K.

Rules. The following are the rules of the game:

- A. Two to seven persons play the game. On the first game the dealer gives each player nine cards face down and a tenth card face up. The player with the highest valued tenth card, where the ace has a value of one, begins the game by drawing a card from the deck. If there is a tie for the highest valued card then the tied player closest to the right of the dealer is chosen. In subsequent games all the cards are dealt face down and the winner of the game is chosen to draw the first card on the next game.
- B. After each one is given his ten cards then a player has the option of either continuing with the game by drawing a card from the deck or else dropping out at that point. The players draw cards from the deck in a left to right rotation, i.e., counterclockwise. The aim of the game at the beginning is to make "camucos" and "escalas". Where "camucos" are defined as three or more cards of the same suit and same card value. same rank. "Escalas" are defined as three or more cards of the same suit in sequence, e.g., 2 of spades, 3 of spades, and 4 of spades. When a player makes one of these combinations he lays them face up on the table in column form. A player draws from the deck to form "escalas" or "camucos". If the drawn card helps him to do this then he keeps it and discards one of his cards. If the drawn card is of no use to him then the next player in rotation who can use it gets it. So that there may be players between the person who originally drew the card and the one who used it, that lose their turn to draw from the deck. If someone picks up the card then the next one following this person draws from the deck. If no one picks up the card then the one following the person whom originally drew the card from the deck draws next. A player can at any time rearrange the cards that he has put face up on the table and form new sets of "escalas" or "camucos". Once a player has put all ten of his cards on the table then he can win the game by drawing cards from the deck to complete the columns. An "escala" column can be completed by adding to the sequence. A "camucos" column can be completed by adding cards of the same rank and same suit to the column. The first player to complete one of his columns, by adding an eleventh card, wins the game.
- C. The amount of payoff that the players give the winner is as follows:
 - "La Corrida" -- If at the beginning a player drops out without getting a card from the deck then he only pays "la corrida" to the winner, which is some amount decided upon before the game.
 - The odd numbered cards in the "escalas" and all of the cards in the "camucos", held by the winner, are included in determining how much he will get from each player who drew cards from the deck. The included cards that are red in color count as 1 point and the included cards that are black in color count as 2 points. The points assigned to these included cards are summed and a card total is determined. More points are added to the card total based on one of the following three situations: (1) If all the odd numbered cards are spades or if all the odd numbered cards are clubs, then add 3 points to the card total. (2) If all the odd numbered cards are hearts or all the odd numbered cards are diamonds, then add 2 points to the card total. (3) If neither of the two previous situations occurs then add only 1 point to the card total.

Rules for the Game of Largo

Card Deck Used. The game uses 7 standard 53 card decks and deletes the jokers, eights, nines, and tens. The deck therefore consists of only: A,2,3,4,5,6,7,J,Q,K.

Rules. The following are the rules of the game:

- A. Two to five persons play the game. On the first game the dealer gives each player nine cards face down and a tenth card face up. The player with the highest valued tenth card, where the ace has a value of one, begins the game by drawing a card from the deck. If there is a tie for the highest valued card then the tied player closest to the right of the dealer is chosen. In subsequent games all the cards are dealt face down and the winner of the game is chosen to draw the first card on the next game.
- B. After each one is given his ten cards then a player has the option of either continuing with the game by drawing a card from the deck or else dropping out at that point. The players draw cards from the deck in a left to right rotation, i.e., counterclockwise. The aim of the game is to make "pares" and "escalas". Where "pares" are defined as: at least three kings of any kind, at least three aces of any kind, three or more cards of the same suit and same rank, or three or more cards of different suits with the same rank. "Escalas" are defined as three or more cards of the same suit in sequence, e.g., 2 of spades, 3 of spades, and 4 of spades. When a player makes one of these combinations he lays them face up on the table in column form. A player draws from the deck to form "escalas" or "pares". If the drawn card helps him to do this then he keeps it and discards one of his cards. The next player to draw can either get this discarded card or chose a new one from the deck. This continues until a player has put all ten of his cards on the table. At that point a player draws cards from the deck to build the columns. An "escala" column can be built up by adding to the sequence. A "pares" column can be built up by adding cards of the same value from any suit to the column. The cards can be rearranged to start new "escala" or "pares" columns. The second player to put all ten of his cards on the table puts a marker in the card deck to set the next level of play. The third player to put all ten of his cards on the table has the option of moving the marker to another position or removing it entirely; once the marker is removed, it cannot be placed back. If a marker is still in place, then the players keep drawing cards until the marker is reached. Once the marker is reached or removed then the remaining players have the option of dropping out without drawing cards beyond the marker; in which case they pay less. The players that continue beyond the marker, draw cards until the end of the deck. At any one time the player with the most cards face up is the leader. The game ends when everyone except the leader drops out when the marker is reached or when the play continues beyond the marker to the point of exhausting all the remaining cards in the deck. In either case the player with the most face up cards wins the game.
- C. The amount of payoff that the players give the winner is as follows:
 - 1 point -- At the beginning a player drops out without getting a card from the deck.
 - 2 points -- A player draws a card from the deck but decides to drop out before any of his ten cards are put face up on the table.
 - 3 points -- A player draws cards from the deck and drops out with only some of his ten cards being put face up on the table.
 - 7 points -- A player exposes all ten of his cards and continues but drops out without going beyond the marker.
 - 10 points -- A player exposes all ten of his cards and goes beyond the marker and is not in the lead at the end of the game.

D. The winner collects the points in the form of chips. Usually one point is one chip.

Rules for the Game of Low-Ball Poker

Card Deck Used. The game uses a standard 53 card deck with the joker included

Rules. This game is a variation of Draw Poker. The rules of the game are like those of Draw Poker, except that the winning hands are in reverse order. In this game the best hand to have is "5432A", commonly called the "wheel". The ace takes on the value of one.

Low-Ball Game Glossary

A. NONE - No specialized terms used.