



US006170827B1

(12) **United States Patent**  
**Lombardo et al.**

(10) **Patent No.:** **US 6,170,827 B1**  
(45) **Date of Patent:** **Jan. 9, 2001**

(54) **CARD GAME**

(76) Inventors: **Paul A Lombardo**, 3162 Emerald Blvd., Long Pond, PA (US) 18334; **Eric Brand**, 1943 E. 19th St., Brooklyn, NY (US) 11229

(\*) Notice: Under 35 U.S.C. 154(b), the term of this patent shall be extended for 0 days.

(21) Appl. No.: **09/325,806**

(22) Filed: **Jun. 4, 1999**

(51) **Int. Cl.**<sup>7</sup> ..... **A63F 1/00**

(52) **U.S. Cl.** ..... **273/292; 273/274; 273/303; 463/12; 463/13**

(58) **Field of Search** ..... **273/292, 274, 273/303; 463/12, 13**

(56) **References Cited**

**U.S. PATENT DOCUMENTS**

- 5,294,128 \* 3/1994 Marquez .
- 5,660,393 \* 8/1997 Dreger .
- 5,697,614 \* 12/1997 Potter .
- 5,718,430 \* 2/1998 Arampakul .
- 5,813,673 \* 9/1998 Richardson .
- 5,863,042 \* 1/1999 Lo .

\* cited by examiner

*Primary Examiner*—Jeanette Chapman

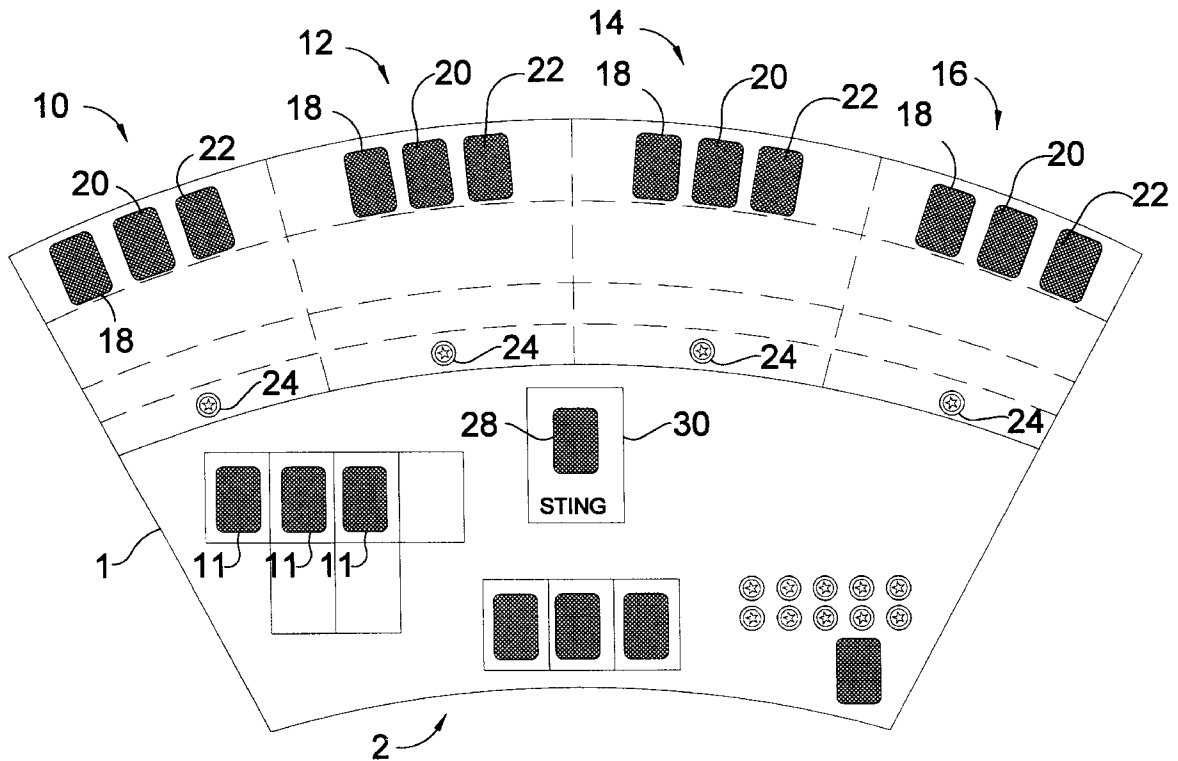
*Assistant Examiner*—Vishu Mendiratta

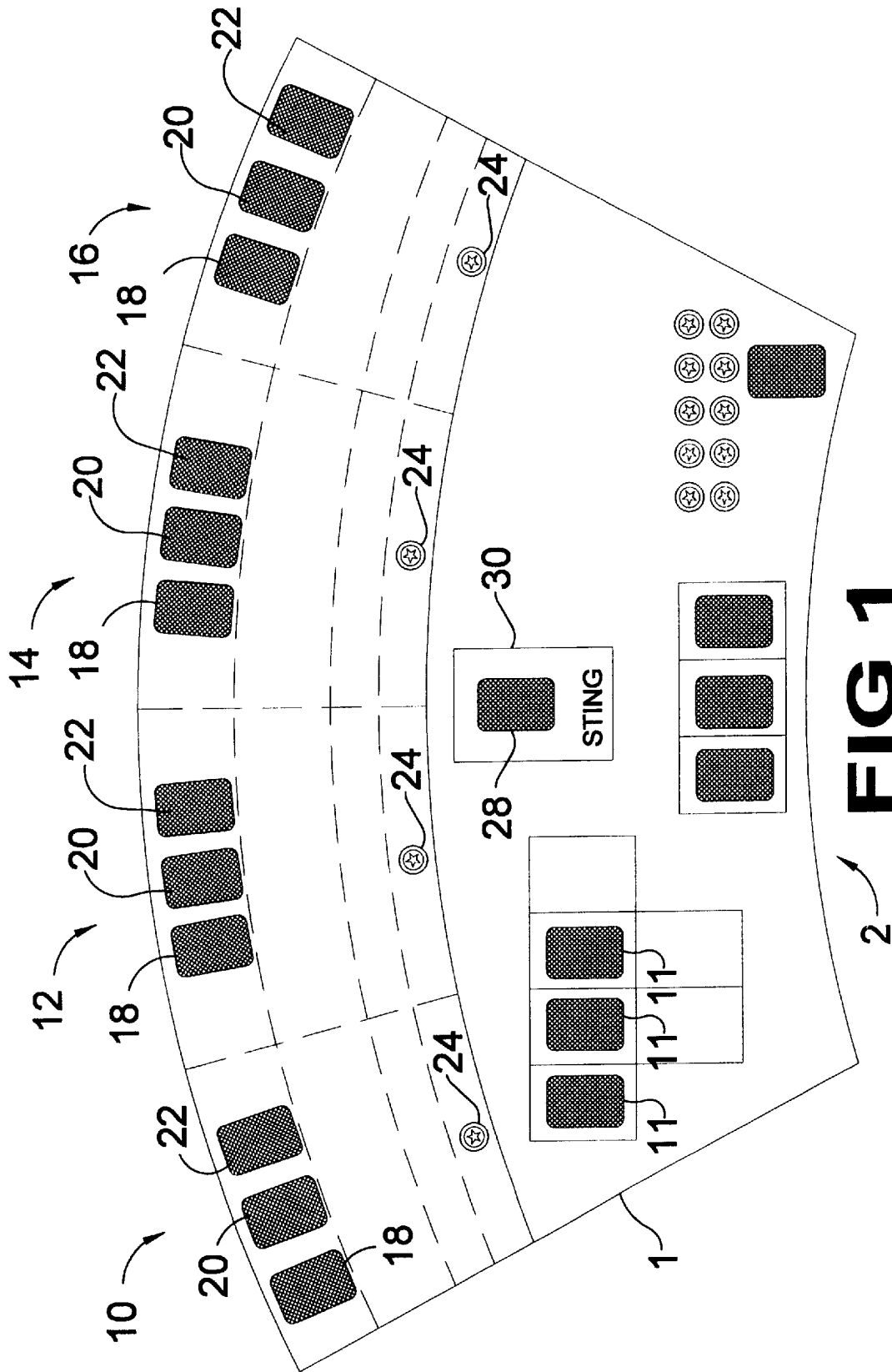
(74) *Attorney, Agent, or Firm*—Michael I Kroll

(57) **ABSTRACT**

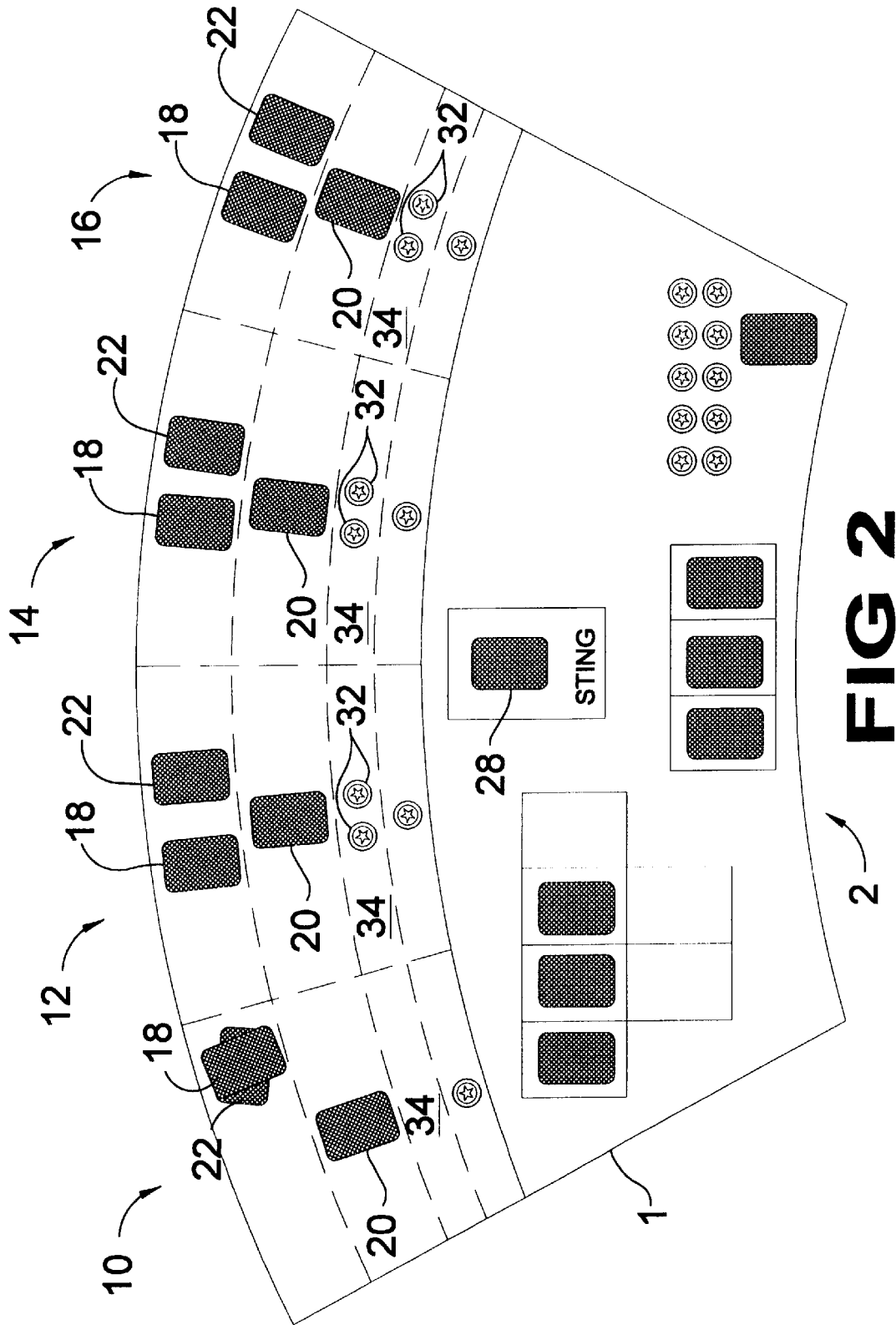
A card game to be played by preferably seven players completing individually against a dealer. The card game is generally patterned after conventional gambling games such as poker, but includes novel features practiced as steps of a method of play. One feature is that of having each player arbitrarily divide his or her initially dealt cards into two groups each of which is independently pitted against the dealer in two separate comparisons. Two stakes are thus established, one corresponding to each comparison. A second novel feature is that of being allowed to recombine cards to establish a new competitive position if the first comparison with the dealer results in a draw. A third novel feature is that the recombination can utilize a card from the dealer's holding. To play the novel game, the dealer is dealt four cards whereas the players are each dealt but three. The dealer's card holding which participates in the first comparison is predetermined, whereas for the players, this holding is selected at the player's discretion.

**3 Claims, 6 Drawing Sheets**



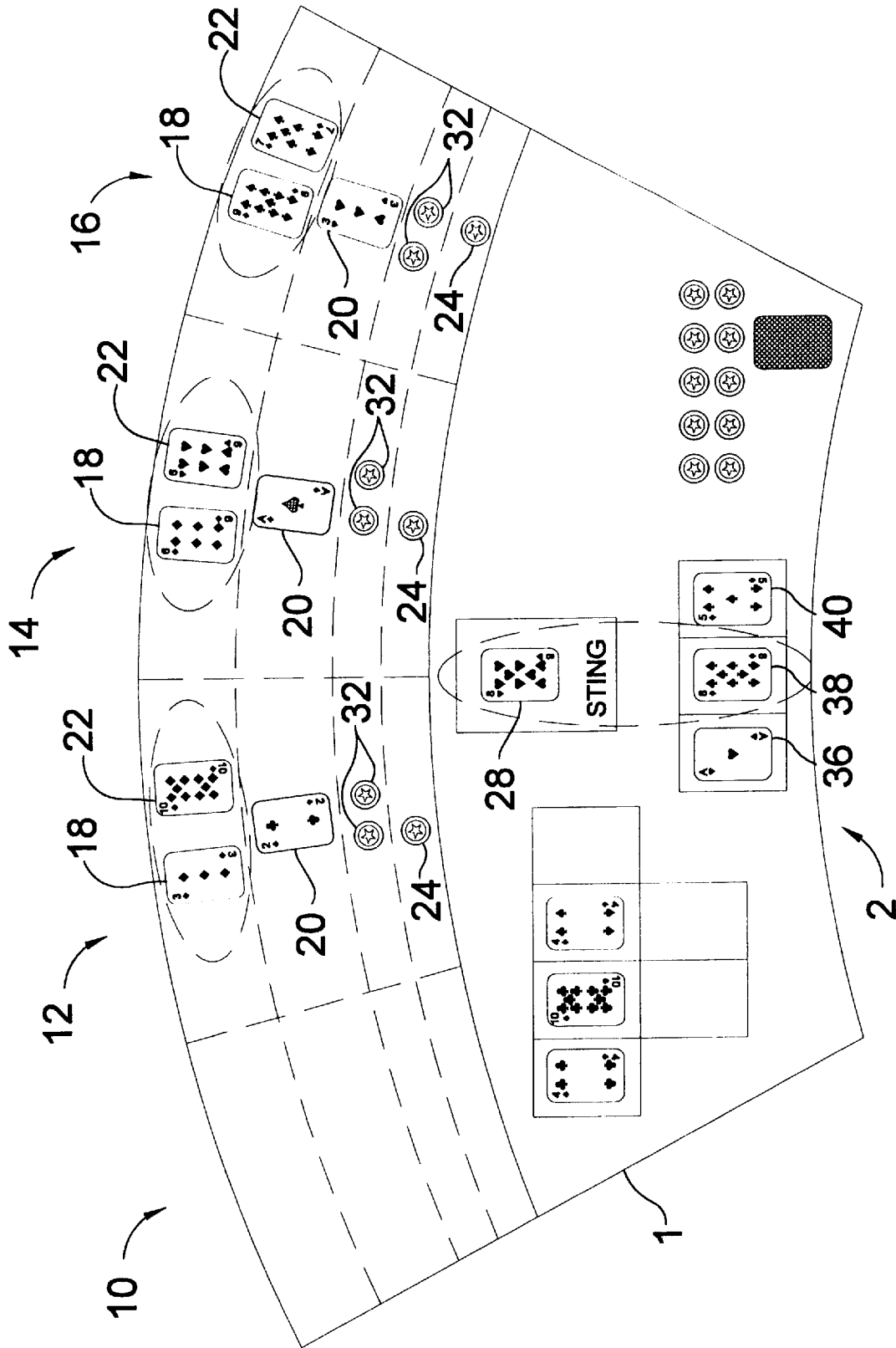


**FIG 1**



**FIG 2**





**FIG 4**





**CARD GAME****BACKGROUND OF THE INVENTION****1. Field of the Invention**

The present invention relates generally to card games and, more specifically, to a gaming card game using one or more standard decks of playing cards involving a dealer and up to seven players wherein each player is playing his or her hand against the dealer's hand. The principal application of the invention is commercial casinos, which entice the gaming public with a variety of card and other gambling games. However, the invention may also be practiced in other settings, wherein amusement is derived from a gambling game employing playing cards. Private gatherings, social clubs, and other recreational endeavors drawing numbers of gambling devotees together can employ the present invention.

**2. Description of the Prior Art**

There are numerous card games involving one or more decks of playing cards and incorporating gaming or gambling with tokens. These card games may be suitable for the purposes for which they were designed, but have lost a certain measure of allure to the gaming public due to excessive long standing familiarity. It is thus desirable to provide a new and novel card game wherein a number of players each pit their hands against a dealer's hand.

Games such as blackjack, poker, and others pit a dealer against a plurality of other players. The value of the player's hands, taken individually, is pitted against that of the dealer's hand. This may be accomplished by simple arithmetic addition, or by arbitrarily awarding superior status to certain cards or to certain combinations thereof.

However, all prior art games known to the applicants fail to offer an automatic opportunity on every deal to split a card holding into two independently pursued holdings, as occurs in the present invention.

**SUMMARY OF THE PRESENT INVENTION**

The present invention relates generally to card games and, more specifically, to a gaming card game using one or more standard decks of playing cards. The participants include a dealer and up to seven players, wherein each player is playing his or her hand against the dealer's hand. In the play, the players pit the game value of their cards against the game value of the dealer's cards. Each player is given an opportunity to divide his dealt holding into two new holdings. Each of the resulting new holdings are pitted independently against corresponding holdings of the dealer. Alternatively, the player can attempt to gain the stake by playing fewer than the number of dealt cards, with some cards being withdrawn from play.

It is further desirable to provide variations of the aforementioned card game by varying the value of the cards, by varying the number of wagering steps in a hand and value of tokens wagered, and by allowing a player to split one hand into two hands based on the value of his two card hand. In addition, combinations of players' cards can be made, in certain situations, by combining cards from the dealer with his or her own original cards. The option to divide the holding and to pursue a stake with fewer than the originally dealt cards, and the option to utilize another's cards mark significant differences between prior art card games and the novel game.

It is therefore an object of the present invention to provide a card game suitable for gaming which is new to the gaming public.

Another object of the present invention is to provide a new and novel card game using one or more decks of playing cards and a plurality of tokens.

Yet another object of the present invention is to provide a new and novel card game using one or more decks of playing cards and a plurality of tokens wherein a player has an opportunity to win back his or her ante without continuing to play the full deal.

Still yet another object of the present invention is to provide a new and novel card game wherein players can better their hands based on cards held in another hand.

Another object of the present invention is to provide a new and novel card game wherein players can increase the number of cards in their hands after dealing has been terminated.

Additional objects of the present invention will appear as the description proceeds.

To the accomplishment of the above and related objects, this invention may be embodied in the form illustrated in the accompanying drawings, attention being called to the fact, however, that the drawings are illustrative only, and that changes may be made in the specific construction illustrated and described within the scope of the appended claims.

**BRIEF DESCRIPTION OF THE DRAWING FIGURES**

various other objects, features and attendant advantages of the present invention will become more fully appreciated as the same becomes better understood when considered in conjunction with the accompanying drawings, in which like reference characters designate the same or similar parts throughout the several views.

FIG. 1 is an illustration of a representative hand or deal after dealing and prior to play, to be played according to the game of the present invention.

FIG. 2 is an illustration of a subsequent step in the play of the hand displayed in FIG. 1.

FIG. 3 is an illustration of the continuation of the hand displayed in FIG. 2.

FIG. 4 is an illustration of the continuation of the hand displayed in FIG. 3.

FIG. 5 is an illustration of a different representative hand or deal to be played according to the game of the present invention, shown with play partially underway.

FIG. 6 is an illustration of the combination of the hand displayed in FIG. 5.

**DESCRIPTION OF THE PREFERRED EMBODIMENTS**

The present invention sets forth a card game in which a plurality of players individually pit their hands against that of a dealer. All prospective players who wish to partake in a hand place one or more tokens into a designated area in front of themselves, as an ante, thereby signalling to the dealer that they wish to play a hand. The cards are dealt out by the dealer one at a time to both players and the dealer. The cards are laid face down in front of each player and the dealer until each participant has three cards face down. The dealer then finished the dealing by placing first a single card face down, this being designated the Player's "sting" card, for each of the non-players in this seven player card game, and secondly a final card. The final card will hereinafter be referred to as the dealer's "sting" card, and is placed face down in a predetermined location between the dealer and the players.



FIG. 1 illustrates the initial position in a representative deal. Cards have been dealt to players at playing positions **10, 12, 14, 16** on a playing surface **1**, such as a table bearing indicia demarcating areas devoted to placement of cards and of tokens for wagering. The dealer (indicated as position **2**) has dealt three cards **18, 20, 22** to each participant who has put up an ante. The ante is in the form of a token **24**. In the illustrated deal, since there are fewer than seven players, an additional players "sting" card **11** was set aside to complete the seven player field. In addition the dealer has placed an additional card, that being the dealer's "sting" card **28** in the predetermined location, which is sting box **30**.

Each player picks up and assesses his or her three cards **18, 20, 22** and selects one of the three cards **18, 20, 22** as his or her sting card and places the selected sting card face down in front of him or herself. This is shown in FIG. 2, wherein the selected card for all active players (occupying positions **10, 12, 14, 16**) is arbitrarily designated sting card **20**. In addition, each player decides whether he or she will play the remaining two cards **18, 22** against the dealer's two card hand. The player signals the dealer of his or her decision by either surrendering the two cards, which option risks forfeiting the ante, or alternatively by placing one or more tokens **32** into the player's designated wagering area **34** as an additional wager based on the remaining two cards **18, 22**. The remaining two cards **18, 22** are to be played as a hand independently of card **20**, and will be pitted against the dealer's two card hand. Thus each player can potentially undertake two separate wagers arising from the one deal, or if preferred, proceed with only one wager.

In the illustrated example, the player at position **10** has surrendered the option to bet on cards **18, 22**, instead choosing to proceed only with sting card **20**. The stake corresponding to sting card **20** is token **24**. It will be seen that no other tokens are placed on betting area of position **10**.

As seen in FIG. 3, the dealer then turns the dealer's "sting" card **28** face up and, in turn, each of the seven players' "sting" cards **11** or **20**. Should any of the players "sting" cards **11** or **20** be of equal value to the dealer's "sting" card **28**, the dealer pays one or more tokens to said player whether or not he or she surrendered the hand which includes cards **18, 22**. In summary, active players have the option to invest the entire future of the deal selectively in a single comparison by employing his or her sting card **20**, or in a combination of two comparisons, one being sting card **20** and the other being the remaining two cards **18, 22**.

In the illustrated example, none of the non-players' or players' "sting" cards **11** or **20** is of equal value to the dealer's "sting" card **28**.

Turning now at FIG. 4, the dealer combines the three card dealer's hand including cards **36, 38, 40** and the dealer's sting card **28** to create the best possible two card hand. The resulting two card hand, which comprises cards **28, 38**, is then pitted against the hands comprising cards **18, 22** of the players. In addition, any players having surrendered their two card hand **18, 22** and not having matched the dealer's sting card with their player's "sting" card **20** forfeits their ante (token **24**). This condition characterizes the player at position **10**, and cards **18, 20, 22** and token **24** of position **10** are accordingly deleted from the view of FIG. 4. The hand then continues for all seven players with the exception of the non-players and those players who surrendered their two card hand **18, 22** and their ante (token **24**) if no players "sting" card **20** matches the value of the dealer's "sting" card.

The dealer exposes the dealer's three cards **36, 38, 40** and including the dealer's "sting" card **28** must have at least a

queen high for the dealer to continue playing. The players expose their two card hands **18, 22** which are compared to the dealer's best two card hand (cards **28, 38**) out of the four cards **28, 36, 38, 40**. The dealer's two card hand **18, 38** is compared to each player's two card hand **18, 22** in turn. When the dealer's hand is higher than any given player's hand, the player forfeits his or her ante (token **24**) and the bet (tokens **32**). This comparison is continued for all player's and completes the hand.

Play continues for the remaining players by comparing the value of their hands against the value of the dealer's hand in the following manner. Should any of the players "sting" card **20** be of equal value to the dealer's "sting" card **28** then each and every player can selectively create a new two card hand optionally combining the value of the dealer's "sting" card **28** to better his or her hand. In addition, the player or players matching the value of the dealer's sting card **28** are allowed to create the best four card hand using their original two card hand **18, 22**, their respective "sting" card **29** and the dealer's "sting" card **28**.

In none of the seven player's "sting" cards **20** is of equal value to the dealer's "sting" card **28** then the dealer can selectively use the dealer's "sting" card **28** to better the dealer's two card hand.

The hand is concluded when the dealer claims all tokens **24, 32** in front of each player having a hand of less value than the dealer's hand or by paying a player or players a predetermined amount of tokens based on whether that player's hand is of equal or greater value than the dealer's hand.

Turning now to FIG. 5, the dealer has displayed the dealer's "sting" card **128**, the non-players "sting" cards **111** and the player's "sting" cards **120**. Two of the four player's "sting" cards **120** (these being players at positions **110** and **116**) match the dealer's "sting" card **128**. The dealer pays out one or more tokens, matching the original ante, to each of these players. The player or players having matched the dealer's "sting" card retrieve their winnings and the hand continues without those players having previously chosen not to play their two card hand.

The dealer turns over the dealer's three cards **136, 138, 140** and must have a Queen or better to continue playing. The players turn over their two card hands (cards **118, 122**) and create the best three card hand combining the values of their original two cards **118, 122** and the dealer's sting card **128**. This procedure is not followed by the player's having matched the dealer's "sting" card **128**. This player or players create the best four card hand using the original two card hand (cards **118, 122**), their "sting" card **120**, and the dealer's "sting" card **128**. The dealer is only allowed to build the best two card hand out of the dealer's three cards **136, 138, 140**.

FIG. 6 is an illustration of the continuation of the hand displayed in FIG. 5. The dealer exposes the dealer's three cards **136, 138, 140**, which must have a queen or high or better for the dealer to continue playing. The players expose their two card hands derived from the originally chosen two cards **118, 122** plus the sting card **120**. The player or players whose sting card **120** has matched the sting card **128** of the dealer then designate the best four card hand, drawing from the original two cards **118, 122**, their "sting" cards **120**, and the dealer's "sting" card **128**. The player at position **116** enjoys this option, the four cards being indicated by broken line **131**.

The dealer's two card hand (cards **136** and **138**, in the depiction of FIG. 6) is compared to each player's hand in