HOW TO PLAY FARO

EQUIPMENT

◆ A table covered with green baize, bearing the images of a complete suit of cards, usually the spade suit.

◆ A dealing box, from which one card can be slid at a time without exposing those underneath.

◆ A case-keeper. Used to show which cards in the pack have been played.

◆ One standard pack of 52 cards.

◆ Betting counters (poker chips).

◆ Faro coppers — copper pennies were originally used.

RULES

Any number may play, although ten players is probably a comfortable maximum. House officials are a DEALER, a LOOKOUT who supervises betting, and a CASE-KEEPER official.

1. The DEALER acts as the BANKER, and the stakes involved may be limited at his discretion.

2. Players purchase "counters" (poker chips) from the Banker.

3. The limits imposed by the banker on the size of bets are either a PLAIN or a RUNNING LIMIT.

4. The PLAIN LIMIT is the greatest amount to be staked on a card as an initial bet.

5. The RUNNING LIMIT is the plain limit multiplied by four. For example, if the plain limit is $5, the running limit would be $20. When the player bets $5 and wins, he can leave the original stake and its winnings, amounting to $10, where it was, or move it to another card, where he may win another $10, thus making his stake $20, which is the running limit imposed by the particular dealer. If he wins again he can stake only $20 on the next turn.

6. Allowing a bet to run on in this way is known as parleeing a bet. If the first bet was $5, the second would be $10, the third $20, the fourth $40, the fifth $80, etc. Most bankers allow players to parlee indefinitely, because the percentage is in their favor.

7. The banker has a board covered with a green cloth, on which are printed the thirteen cards of one suit, usually spades.

8. Having decided which cards on the Faro board they wish to bet on, the players lay their chips down on the cards selected. A bet can be placed between two cards or centered at the corners of four cards. If either card of the two, or any of the four, comes up a winner or a loser on a turn, it is paid accordingly. If one should come a loser and the other a winner on the same turn, it is a split (see rule 15), and the Banker takes half the bet.

9. When all the bets are placed, the dealer shuffles and cuts the pack, then places the cards face up beside the board, to his right on the table. Traditionally a metal box is used, to avoid cheating.

10. The first top card is known as SODA, and is not used, but discarded to the left of the board. The next card is the first loser, and is placed between the unplayed pack and soda (discard pile) in front of the dealer. The card left face up on the pack is the winner for that TURN. There is a winner and a loser for every turn, the loser being placed to the left of the pack, and the winner left on top of it. On the next and following turns, the winning card of the previous turn is discarded onto the same pile as soda.

11. Loser cards win for the banker, and he takes all stakes resting on the corresponding card on the board, unless the stake has been coppered. (see rule 14.)

12. Winning cards win for the players, the amount of any bet placed on the corresponding card on the board being paid by the banker.

13. Each pair of cards is known as a TURN. There are 25 turns to a game; the SODA and HOCK (the last card turned up) making up the 52 cards of the pack.

14. A player may bet that a card will be a loser by placing a copper on the top of his stake. This is called COPPERING, as copper coins were originally used.

15. Whenever the winning and losing cards in a turn are the same, (two kings, two sixes, etc.), this is known as a SPLIT, and the dealer takes half the chips staked on them. In an honest game this is the bank's percentage, and can be expected to occur about three times in two deals.

16. At the end of each turn bets are settled, and new ones made for the next turn.

17. When the pack is exhausted (note: the last card or hock is not used) a fresh deal is made and the playing continues as before. Originally the hock card belonged to the dealer, and increased the banker's percentage.

18. A player may avoid risking his stake on any particular turn by declaring to the dealer: "I bar this bet for a turn."

19. A player may reduce his stake by half, if he declares to the dealer: "One-half of this bet goes," and, unless the order is revoked, it remains in force until the end of the deal.

20. When there is only one turn left in the pack (two cards plus hock), players may "call the last turn", that is, guess the order in which the last three cards will appear. If the three cards are different, and the player guesses correctly, he wins four times his stake. If there are two cards the same, he wins twice his stake.

21. When all four cards of a denomination have been played, that denomination is dead. If anyone places a stake on a dead denomination, it becomes the property of the first player, including the dealer, to notice it and declare the error.

22. Wagers placed on the HIGH CARD bar are betting the winning card (second card drawn) will be higher than the losing card (first card drawn). This bet may also be "coppered" to reverse it and bet on the losing card (first draw) being higher than the winning card (second draw). Winning players are paid off one-to-one.

23. A record of the game is also kept on a CASE-KEEPER, managed by an employee of the banker.

• An ABACUS LIKE case-keeper in the form of a miniature board with four beads on a wire opposite each card. When the deal begins all the beads are pushed against the cards, but, as soon as soda is discarded, the corresponding bead is moved to the far end of the wire. With every turn the two beads opposite the cards involved are moved away.

• A PRINTED case-keeper card has all the numbers (and letters) representing the deck of cards. When the deal begins and the soda is discarded, the corresponding card number is crossed off. With every turn the two numbers representing the cards involved are crossed off.