

TRENTE ET QUARANTE

The Rules



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CASINO
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DI VENEZIA



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TRENTE ET QUARANTE

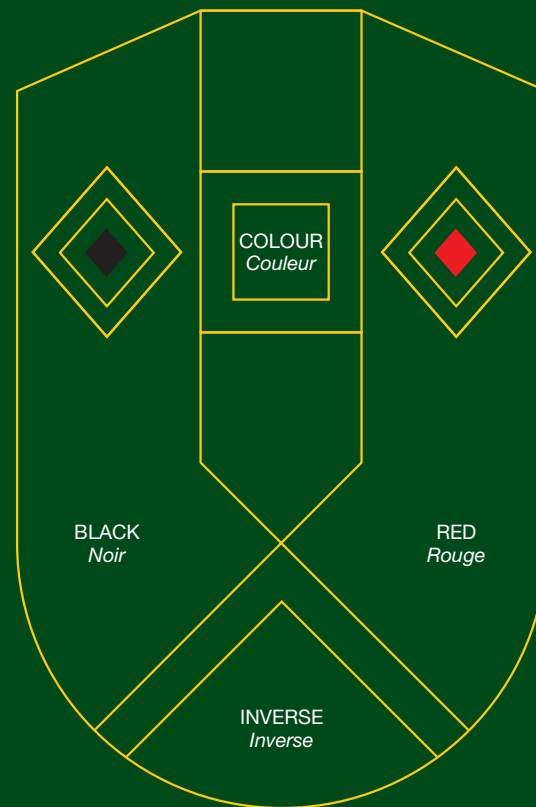
Trente et Quarante is one of the oldest and most original card games, and because of its qualities and gaming customs, it is only really at home in the most traditional and exclusive Casinos.

The game is played between the bank, representing the Casino, and the players. Stakes can be laid on four combinations (*chances*): Red, Black, Colour or Inverse. The combination that wins between Red and Black is the row with the lowest score between 31 and 40. This is calculated by adding together the values of the cards in first the top row that is laid out and then the bottom row. The combination that wins between Colour and Inverse, on the other hand, is decided by the colour of the suit of the first card dealt. Payment is 1 to 1.

In Trente et Quarante six decks of fifty-two playing cards (*six jeux de 52 cartes*) are used with thirteen cards for each of the four suits (Hearts-Diamonds-Clubs-Spades) that consist of: an Ace (*As*), nine number cards from 2 to 10, a Jack (*le Valet*), a Queen (*la Dame*) and a King (*le Roi*). The Ace is worth 1 point, the picture cards 10 points, and the other cards are worth their own number.

The gaming table

La table de jeu



THE GAME

The table (*la table de jeu*) is very similar to the one used in French Roulette. It is a rectangular, green baize table (*tapis verte*) with a grid (*tableau*) drawn on it that is divided into four areas: Red (*Rouge*), Black (*Noir*), Colour (*Couleur*), Inverse (*Inverse*). A maximum of seven players (*joueurs*) can sit at the table, whereas there is no limit to those standing up.

There is a Table Supervisor (*Chef de Table*) whose job it is to supervise the game and ensure that all the regulations are properly observed, and two stewards (*croupiers*) who sit, one on the right (*tailleur*) and one on the left (*payeur*) of the Chef de Table. Their job is to do everything that is needed to conduct the game orderly and efficiently.

Having thoroughly shuffled the cards manually, the Dealer (*tailleur*) places the cards in an automatic *shuffler* that shuffles them and prepares them for the game.

Once these procedures were performed manually and followed a strict ritual. The *sixain* was checked and shuffled, then the most glamorous lady at the table was asked to cut (*coupe*) the cards and then the cards were dealt out dramatically on the baize table and the scores were read.



The Cards

Les cartes à Jouer



Because this is such a special game and because considerable sums are often involved most Casinos reserve their most experienced stewards for Trente et Quarante.

The game begins, after the first five cards have been eliminated, "*Messieurs les cinq cartes*", when the steward announces, "*Messieurs faites vos jeux*", and betting finishes when the steward says "*Messieurs les jeux sont faites, rien ne va plus*". From this moment on, players cannot withdraw, shift or place any more bets.

To determine the "score", the Dealer (*tailleur*) extracts the cards one at a time and turns them face up, summing up the score mentally and positioning them from left to right in two rows. The first row plays for the *Noir* combination, the second for the *Rouge* combination.

Each row has to reach a score between 31 and 40. When the total score of the cards laid down in the first row exceeds 30, the Dealer stops and announces the "score" obtained and the individual cards laid. The Dealer then repeats the same procedure to form the second row. The winner of the two rows is the one with the lowest score.

The colour of the suit of the first card in the top row determines whether *Couleur* or *Inverse* wins:

Couleur wins if the colour of the first card is the same as that of the winning row. If it isn't *Inverse* wins.

The Dealer (*tailleur*) announces in French, the two winning or losing "chances" (Red or Black, Colour or Inverse - one loses, the other wins), declaring whether *Rouge* and *Couleur* have won and the various combinations.

WINNING COMBINATIONS

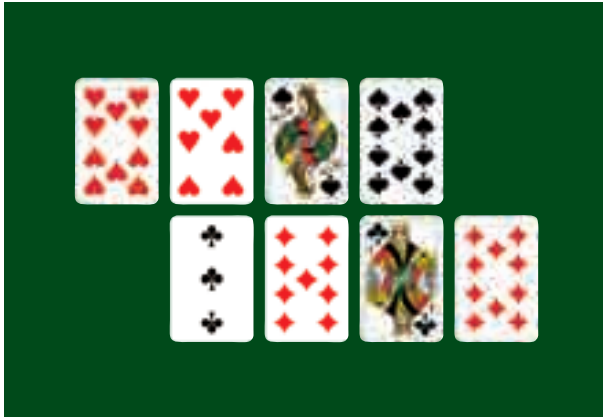
ROUGE GAGNE ET COULEUR	RED AND COLOUR
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ROUGE GAGNE, LA COULEUR PERD	RED AND INVERSE
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ROUGE PERD, LA COULEUR GAGNE	BLACK AND COLOUR
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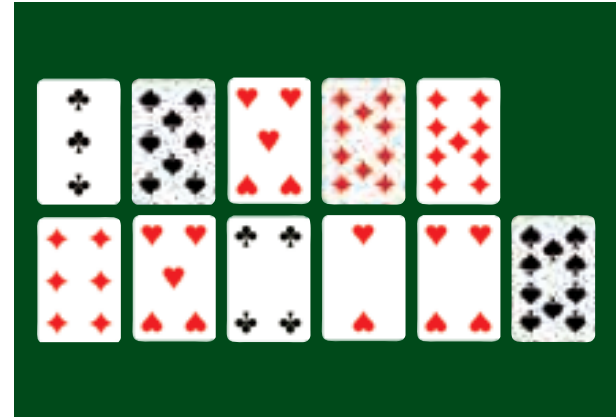
ROUGE PERD ET COULEUR	BLACK AND INVERSE
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ROUGE GAGNE ET COULEUR



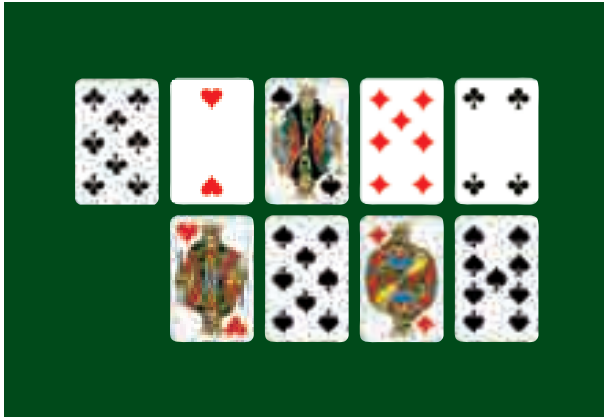
The first row scores 37 points, so the steward announces “Sept”. The second row scores 32 points, so the steward announces “Deux”. The second row, the *Rouge* row wins because it has a lower score. The first card in the first row is a 10 of hearts and therefore red, so *Couleur* wins because it is the same colour as the winning row. The Dealer (*tailleur*) announces: “Rouge gagne et Couleur”.

ROUGE GAGNE, LA COULEUR PERD



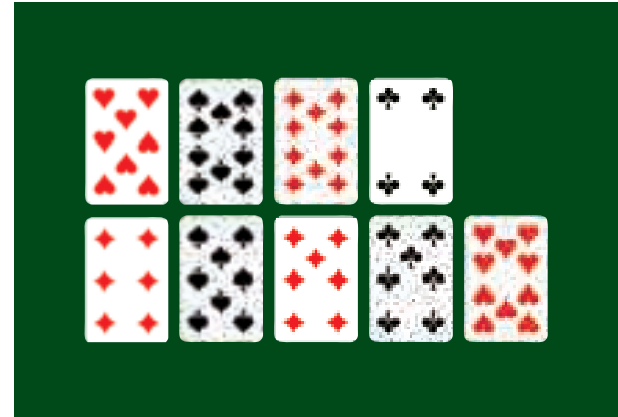
The first row scores 35 points, so the steward announces “Cinq”. The second row scores 31 points, so the steward announces “Un”. The *Rouge* row wins and as the first card in the first row is black, *Couleur* loses. The steward announces: “Rouge gagne, la Couleur perd”.

ROUGE PERD, LA COULEUR GAGNE



The first row scores 31 points, so the steward announces *“Un”*. The second row scores 37 points, so the steward announces *“Sept”*. The *“Noir”* row wins and as the first card in the first row is black, *Couleur* wins. The steward announces: *“Rouge perd, la Couleur gagne”*.

ROUGE PERD ET COULEUR



The first row scores 32 points, so the steward announces *“Deux”*. The second row scores 38 points, so the steward announces *“Huit”*. The *“Noir”* row wins and as the first card in the first row is red, Inverse wins. The steward announces: *“Rouge perd et Couleur”*.

APRÈS HANDS

APRÈS

If the two rows score the same the hand is declared null and void. The steward announces the two tied scores and says “Après” after the second. Customers can then withdraw, shift or change their stakes.

31 APRÈS

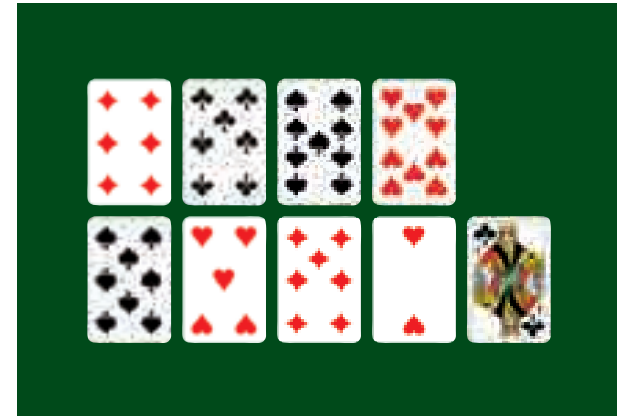
In the event of both rows reaching a score of 31 (*Un Après*) the stakes lose half their value and are imprisoned in the appropriate boxes.

At every “31 Après” players can either share their stake with the bank (*à partager*), leave it where it is, or move it (not remove it) to another combination for the next hand. If only one “31 Après” occurs, the stake (*en prison*) can only be withdrawn if the next hand wins. On the other hand, if a series of consecutive “31 Après” hands occur, to release the stake each hand after each “31 Après” must be won. There is a limit of three consecutive Après hands. At the fourth Après the sum left in play is divided.

At every hand in the round, to avoid losing half their stake as the result of a “31 Après” players can “insure” stakes that are not imprisoned (*assurer leur enjeux*) by paying the bank 1% of their value. The steward indicates

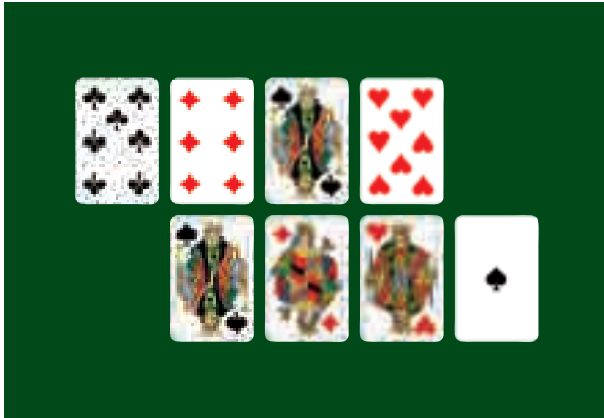
the sum insured by placing a “special marker” (*assurer*) on the insured chips.

APRÈS



The first row scores 32 points, so the steward announces “Deux”. The second row also scores 32 points, so the steward announces: “Deux Après” (the hand is tied).

31 APRÈS



The first row scores 31 points, so the steward announces “Un”. The second row also scores 31 points, so the steward announces: “Un Après” (The stakes are “imprisoned”).

GENERALS RULES

- It is a tradition at the Casinó di Venezia to allow players to withdraw the entire value of their stakes if after the first “31 Après” the round (*coup*) ends because there are no cards left in the shuffler.
- To conduct the game quickly, the *Payeur* always checks the first card in the top row. If it is black the Red row is Inverse, whereas if it is red the Red row is Couleur.

- Each deal is decided by the card the Dealer lays down first. If the Dealer should pick up more than one card, the top card should be laid down first and the others (which remain valid) should be laid down afterwards.
- If one or more cards are turned face up by the shuffler they remain a valid part of the deal and still contribute to the score. If in the following hands, one or more cards are turned face up, play continues until the third hand (not necessarily consecutive) and then the round (*coup*) is suspended and the cards are reshuffled.
- Any cards that are dropped on the ground or in the basket (the container at the centre of the table that used cards are put into) are automatically null and void.
- Only those playing may sit at the table.
- The minimum and maximum stakes are indicated on the individual tables using appropriate signs. These limits are applied strictly and players may not exceed them, or use third parties to exceed them. Any excess wins made by surpassing the maximum limit will not be paid and the difference in the stake will be returned to the customer.
- Any dispute that may arise will be settled without right of appeal by the Gaming Management.

