

Our patented playing cards with 11 and 12 spots are the only cards made for 6-hand Five Hundred, 7 and 8-hand Poker and other full-hand games requiring more than 53 cards.

Game of Five Hundred.

Copyright, 1899-1904, by The U. S. Playing Card Co., Cincinnati. Complete rules for above game, vest pocket edition, sent for 6¢ stamps.

2-handed, use 24 cards, 9's low; 3-handed, 32 cards, 7's low; 4-handed, 44 cards, 4's low; 5-handed, full pack; 6-handed, 60-card pack, with 11 and 12 spots. Joker may be used. Cards rank as in Euchre—with bowers. In some localities cards rank as in Whist—without bowers—thus: A (high), K, Q, J, 10, etc.

Deal each 10 cards—3, 3, 3 1; balance in widow. (In 2-handed, deal 2 extra cards to each, to take up after bid is made). Each player bids number of tricks he will take, naming trump suit or "no trump." Bids are as in tables following. If a player passes, he can not bid thereafter. If no one overbids a player, he can not raise his own bid.

Bidding goes 'round till no one will bid higher. (In some localities only one bid is allowed each player).

On "no-trump" bid, the hand is played without trumps. The Joker is the highest card of any suit holder may name. He can not name a suit in which he has previously renounced, however. When led, leader names suit he desires played to it, and other players must play that suit if possible.

Highest bidder takes widow, discards all but ten cards, and leads any card he desires. (In some localities player at dealer's left leads). Suit must be followed.

If bidder takes as many tricks as bid, he scores as per whichever of following schedules is preferred.

The Avondale Schedule is recommended as making the suits more equal in value and having no two bids of the same amount.

FIVE HUNDRED.

Avondale Schedule.

If trumps are	6 tricks	7 tricks	8 tricks	9 tricks	10 tricks
Spades	40	140	240	340	440
Clubs	60	160	260	360	460
Diamonds	80	180	280	380	480
Hearts	100	200	300	400	500
No Trump	120	220	320	420	520

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FIVE HUNDRED.

Original Schedule.

If trumps are	6 tricks	7 tricks	8 tricks	9 tricks	10 tricks
Spades	40	80	120	160	200
Clubs	60	120	180	240	300
Diamonds	80	160	240	320	400
Hearts	100	200	300	400	500
No Trump	120	240	360	480	600*

Inverted Schedule.

If trumps are	6 tricks	7 tricks	8 tricks	9 tricks	10 tricks
Clubs	40	80	120	160	200
Spades	60	120	180	240	300
Hearts	80	160	240	320	400
Diamonds	100	200	300	400	500
No Trump	120	240	360	480	600*

* A player may be 100 in the hole and score out on a 600 bid.

If bidder takes all ten tricks on any bid of less than 250, he scores 250 instead of amount bid. Each other player scores 10 points for each trick he takes.

If bidder does not take as many tricks as bid, he is "set back" amount bid. 500 points are game.

Progressive (3 or 4 handed), 1 deal around—then progress.

In buying our patented cards with 11 and 12 spots, ask for

No. 500. Five Hundred Playing Cards,

—OR—

No. 555. Full-House Poker Playing Cards

Sixty-Card Poker.

11 and 12-spot playing cards, (patented June 30, 1896, by The United States Playing Card Company, of Cincinnati, Ohio,) contain sixty instead of fifty-two cards, exclusive of the Joker. The "11" and "12" spots are introduced between the 10 and J of each suit. With these cards, seven and eight people are enabled to play poker without using the discard for the draw. Or the 11's and 12's may be removed at any time, thus reducing the pack to fifty-two cards for the use of a smaller number of players as desired.

The use of the 11 and 12-spot cards in poker does not change the precedence that one kind of hand takes over another in the game. Players should, however, become familiar with the manner of making straights. 12, J, Q, K and A is a straight with the 11 and 12-spot cards, not 10, J, Q, K and A. In a like manner 8, 9, 10, 11 and 12 make a straight with the 60-card cards, not 8, 9, 10, J and Q as with a pack of fifty-two.

The following table shows the total number of each kind of hands in the 60-card packs as compared with a pack of fifty-two:—

	60-Card Packs.	Packs of 52.	Difference
Royal Flushes, - - -	4	4	0
Straight Flushes, - - -	44	36	8
Four of a Kind, - - -	840	624	216
Full Houses, - -	5,040	3,744	1,296
Flushes, -	11,904	5,108	6,858
Straights, -	12,240	10,200	2,040
Three of a Kind, -	87,860	54,912	32,448
Two Pairs, -	100,560	123,552	73,008
One Pair, -	2,006,640	1,008,240	998,400
Card-high or No-Pair, -	3,050,820	1,802,540	1,748,280
	5,461,512	2,568,960	2,892,552

The following table shows the odds against getting any particular kind of hand on the deal in 60-card poker as compared with the odds against the same hands on the deal in 52-card poker:—

Kind of Hand.	60-Card Pack.	52-Card Pack.
Royal Straight Flush,	1,365,377 to 1	649,739 to 1
Straight Flush, -	124,124 ³ / ₁₁ to 1	72,192 ¹ / ₃ to 1
Four of a Kind, -	6,500 ²⁸ / ₃₅ to 1	4,164 to 1
Full House, - -	1,083 ¹⁹ / ₃₀ to 1	693 ¹ / ₆ to 1
Flush, - - -	456 ⁹⁹¹ / ₂₉₉₁ to 1	507 ¹⁰²⁴ / ₁₂₇₇ to 1
Straight, - -	445 ¹⁰³ / ₅₁₀ to 1	253 ⁶⁸ / ₈₅ to 1
Three of a Kind, -	61 ²⁶⁹ / ₅₂₀ to 1	463 ⁷⁷ / ₁₁₄₄ to 1
Two Pairs, - -	26 ⁹¹⁹ / ₁₁₇₀ to 1	20 ⁹¹ / ₂₅₇₄ to 1
One Pair, - -	175 ⁴⁹ / ₁₂₄₈₀ to 1	116 ⁷⁷ / ₄₅₇₆ to 1

Calculations by J. B. Van Deusen.