
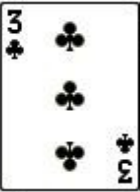

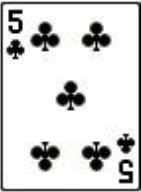
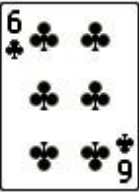
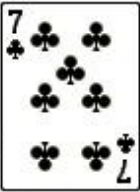
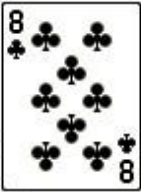
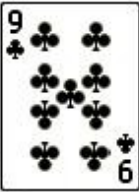
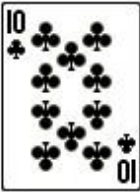

















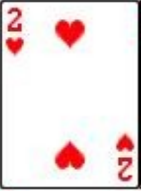













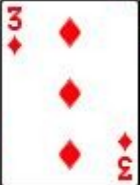
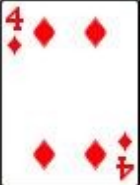



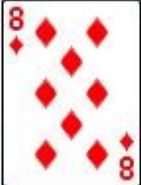








English Vocabulary – Playing Cards

	Two	Three	Four	Five	Six	Seven	Eight	Nine	Ten	Jack	Queen	King	Ace
Clubs													
Spades													
Hearts													
Diamonds													

Other Vocabulary



suit _____

a round _____

hand _____

to bet on _____

player _____

a dummy hand _____

dealer _____

to deal the cards _____

winner _____

to shuffle the cards _____

The card game “Newmarket”

The object of the game is to win all the money on the table! A game for 4 to 8 players.

Preparation: 4 ‘horses’ (taken from a separate pack of cards) are placed in the center of the table, and each player receives 9 coins.

To Play:

- Each player bets two coins on the horses and places one in the center (the ‘pot’).
- The dealer deals all the cards to all the players, and also creates a dummy hand.
- The player to the left of the dealer examines his hand and if he wishes, can swap it with the dummy hand. Once swapped, he can’t swap back.
- All players look at, and prepare, their hands: separate into suits (♦♣♥♠), ascending order (2 to ace).
- The player to the left of the dealer lays his lowest **red** card on the table in front of him, and **says its number and suit.**
- Whoever has the following card (**in ascending order**) also lays that card on the table in front of him, and **says its number.**
- This continues until the sequence is broken.
- The player who last laid a card on the table then lays his lowest **black** card on the table, and **says its number and suit.**
- Whoever has the following card (in ascending order) also lays that card on the table, and **says its number.**
- This continues until the sequence is broken.
- This process continues, alternating **red, black, red, black**, etc.
- *If anybody lays a ‘horse’ on the table, he immediately collects the money on that horse, and play continues.*
- *If a player doesn’t have a red card, or a black card, to begin a new sequence, play passes to the next player to the left. If nobody has an appropriate colored card, the round finishes and the pot remains uncollected.*

The End of a Round:

- The round finishes when someone lays his last card on the table. He is the winner of the round and collects the pot.
- All other money on horses remains on the table.
- Any player without money leaves the game.
- The game finishes when only one person has money. *He is the winner of the game.*
- The game can also finish after any round. *The winner is the person with the most money.*

