



### THREE CARD MONTE

One of the most popular card game played by the cowboys was Three Card Monte. The cowboys played this card game usually right after the evening meal until it became too dark to see. On some cattle drives, betting on cards or dice was forbidden and on some drives cards were outlawed altogether. Once the drive reached town, the favorite game was Faro or Bucking the Tiger.

In Three Card Monte, the dealer would deal two cards face up and the cowboy would have five ways to make a bet. He could bet that the third card played would either be greater than, less than, exactly as, or in between the two cards laying face up. For example, if the two cards played consisted of a four and a ten, then the cowboy could bet the following choices:

- ☞ The next card would be lower than a four
- ☞ The next card would be a four
- ☞ The next card would be between four and ten
- ☞ The next card would be a ten
- ☞ The next card would be greater than ten

If the first two cards played were the same number or were consecutive numbers, then the hand was replayed. Aces counted as a one, not as a high card. The cowboy would often have to watch the dealer to insure that the deck was not stacked against him, which was easy to do in Three Card Monte.