

# **Cacho**



## **Background**

**Cacho is a Spanish betting card game that dates to 1691 or older. The rules were written in a 1729 text.**

**It is a trick taking game that uses only 24 cards, the A, 2, 3, 4, 5, and 6 of each of the four suits. It is usually played by two, three, or four players.**

**The ranking of the cards is – 6 (highest) to Ace (lowest).**

**Prior to beginning the game, the players agree on a monetary amount for each chip to be worth. Players are then given the amount of chips they wish to purchase.**

## **Dealing**

**There is no specific way mentioned on how to select the dealer, so any method may be used. Cards are dealt in a clockwise manner beginning with the person to the dealer's left (the eldest player).**

## **Playing the trick**

- ❖ **The first round.** A single card is dealt to each player. Each player (after looking at the card) chooses in turn whether to pass or bet. If a player passes on the first round, he/she is out of that hand and doesn't lose any money. If the player bets, then the player places one chip in the pot. This continues until each player has either passed or bet one chip. There are no raises in the first two rounds as in modern poker. If all players pass, the cards are shuffled back into the deck and another round begins.
- ❖ **The Second Round.** A second card is dealt to each of the remaining players. Just as before, each player in turn passes or bets. Players who pass lose the chip they bet in the first round. Players who bet place two more chips in the pot (which now contains three chips from each of the remaining players and any single chips from the players who bet in the first round but passed in the second). This continues until each player has either passed or bet two more chips. However, if everyone passes in the second round, all players remain in the game for the third.
- ❖ **The Third Round.** Each remaining player is dealt the third card and chooses to pass or bet. This continues as in modern poker, with each player either passing, matching the bet, or raising the bet. Once all players pass except one, that player wins the pot. If two or more players match the bet without a raise, then the hands are shown and the highest hand wins.

## **Resto - Limit on Raises**

**There is only one rule on how much a player may raise the bet in the third round. Players may not raise beyond the total amount of chips belonging to one of the remaining players. In other words, if one of the active players only has 7 chips left, the raising of the bids must end at 7. This is called the resto and prevents a player from being forced out of the game due to lack of funds.**

## **Winning**

**If there are two or more remaining players after the betting is over, the winner is determined by the best hand. The scoring below is in order from the best to lowest hand:**

- ❖ Three sixes (6) – best hand possible**
- ❖ Cacho - Three card flush (all of the same suit). If two or more players have a cacho, the points of the cards are added together with an additional 20 points being awarded for the cacho. If a player held the Ace, 4, and 5 of diamonds, then the points would be  $1+4+5+20=30$ . The player with the most points wins.**
- ❖ Two card flush – If two or more players have a two card flush, the points of only the two cards in the same suit are added plus an additional 20 points. If a player has a 4 of spades, a 2 of spades, and a 6 of diamonds, then the points would be  $4+2+20=28$ . The player with the most points wins.**
- ❖ Highest card**

## **Additional Notes**

- ❖ **Points are only added if there are two or more with a cachó or two or more with a two card flush. A cachó always beats a two card flush regardless of the points.**
- ❖ **If two players have the same point value, then the eldest player wins (the player closest to the dealer's left).**