

# onabet casino login - Os melhores casinos online da Bélgica

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## 1. onabet casino login :Os melhores casinos online da Bélgica

### Resumo:

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Fishing card game

Cassino The Great Cassino Origin England Type Fishing Family Matching Players 2–4 (2 best)

Skills Tactics Cards 52 3 Deck French-suited pack Play Clockwise Playing time 10-15 min.

Chance Medium Related games Skwitz • Tablanette • Zwickern

Cassino, sometimes spelt 3 Casino, is an English card game for two to four players using a standard, 52-card, French-suited pack.[1] It is the 3 only fishing game to have penetrated the English-speaking world.[1] It is similar to the later Italian game of Scopa and 3 is often said, without substantiation, to be of Italian origin. Cassino is still played today in Madeira, probably due to 3 English influence.[2]

History [ edit ]

Although Cassino is often claimed to be of Italian origin, detailed research by Franco Pratesi has 3 shown that there is no evidence of it ever being played in Italy and the earliest references to its Italian 3 cousins, Scopa and Scopone, post-date those of Cassino.[3] The spelling "Cassino" is used in the earliest rules of 1792 and 3 is the most persistent spelling since,[4] although German sources invariably use the spelling "Casino" along with some English sources.

Likewise an 3 origin in gambling dens appears unlikely since a casino in the late 18th century was a summer house or country 3 villa; the name was not transferred to gambling establishments until later.[5]

In fact, as "Cassino", the game is first recorded in 3 1792 in England[4] where it appears to have become something of a fashionable craze,[3] and certainly well known enough for 3 Mrs. Scatter to declare "I do long for a game of Cassino" in Frederic Reynolds' 1797 comedy, Cheap

Living.[6][a] At 3 that stage, the court cards had no numerical value and could only be paired, and there was no building; that 3 did not appear in English rules until the second half of the century.[7] The counting cards were the Aces and 3 two special cards known as the 'Great Cassino' (10) and 'Little Cassino' (2).[4] As the game developed, further counters were 3 added.

One country to follow hard on English heels was Austria-Hungary where, as early as 1795 in Vienna and Prague, rules 3 were published that incorporated English terminology such as "sweep" and "lurch."[8] Initially the rules followed those in English sources, but 3 as early as 1810, a markedly different variant appeared in which the court cards, Aces and Cassinos became far more 3 potent. The courts were given values of 11, 12 and 13 respectively, the Aces could be valued at 14 as 3 well as 1, the Great Cassino at 10 or 16 and the Little Cassino at 2 or 15.[9] This elaboration 3 of the Cassino went unnoticed in its country of origin and across the Atlantic, apart from a fleeting observation in 3 1846 by Lady Sarah Nicolas in 1846 who recounts that "the game of Cassino is thus played in some parts 3 of Germany:- Great Cassino takes sixteen. Little Cassino – fifteen. Every Ace – fourteen. King – thirteen. Queen – twelve. 3 Knaves – eleven." [10] Rules continued to be published in German until at least 1975,[11] but the game seems to have waned 3 in Germany and Austria towards the end of the 19th century.

However, while the game began to fade away in England, 3 it was in America that Cassino gained its second wind in the second half of the 19th century, initially due 3 to new moves such as building and calling and, later, through several interesting new variants that emerged, including what became 3 Royal Cassino, in which court cards were given a numerical value as in German Cassino such that they could capture 3 two or more cards, and Spade Cassino, in which players scored for the most Spades, and Diamond Cassino, in which 3 three cards are dealt instead of four. Royal Cassino is mentioned as early as 1894 when we learn that a 3 passenger on a line from New York to London played the game with a doctor and his wife [12] but its 3 rules first appear in English Foster's Complete Hoyle of 1897.[13] Cassino was eventually eclipsed by Gin Rummy.[3]

By the early 20th 3 century, Cassino itself was obsolete everywhere, but two successors were emerging. Zwickern, a north German variant, introduced up to 6 3 Jokers as special cards and grew so popular that bespoke packs were made for it. Today the game is still 3 played in a few villages in Schleswig. Tablanette, another apparent variant in which the Kings, Queens, Knives and Tens are 3 also counters, appeared in the late 19th in a German source [14] and later featured in one of Hubert Phillips' games 3 compendia in 1939. It does not seem to have caught on, although it may have gained more traction in its 3 various eastern European forms.[15] English Cassino [ edit ]

These classic rules emerged in 1792 and remained largely unchanged until the mid-19th 3 century. The following are based on Long:[4]

The game is for two players using a standard pack. The dealer deals four 3 cards each and four to the table, placing the rest face down as the stock. Non-dealer plays the first card 3 and aims to capture as many cards from the table as possible that match the card played. For example, if 3 the table cards are 6–9–3–9–J, by playing a 9, a player may capture the 6 and 3 in combination as 3 well as two 9s. If a player is able to clear the table (later called a sweep) this scores 1 3 point. Captured cards are placed in a trick pile, face up, by the player who took them. A player unable 3 to capture anything must trail (add) a card to the table.

The players play cards alternately and when the first hand 3 of four is exhausted, the dealer deals four more cards each from the stock, but none to the table this 3 time. Play continues in this way until the stock is exhausted and the players have played their last hand of 3 four. Any cards left on the table are claimed by the last player to take a trick, unless the last 3 card played is a court card in which case its holder claims any remaining cards. In neither case does this 3 score a point.[b]

At the end of the hand, score as follows:

Feat Points Most cards 3 Great Cassino ( 10) 3 2 Little Cassino ( 2) 1 Most spades 1 Each Ace 1 Each sweep 1

Thus there are 11 points 3 in the game plus the bonus points for sweeps. If players tie on cards or spades, no point is awarded. 3 The lower score is deducted from the higher and the winner scores

the difference. Game is 11 points; if the 3 loser has less than 6, he or she is lunched and loses double.

Three-Handed Cassino [ edit ]

Only the scoring differs. 3 After totalling their points the two lower scores are combined and deducted from the highest score e.g. if A score 3 8, B 2 and C 1, A scores  $8 - (2 + 1) = 5$  game points; but if A 3 has 5, B 4 and C 2, A scores nothing.

Four-Handed Cassino [ edit ]

There are two teams of two and 3 they follow Whist rules for cutting for places, dealing and scoring the games singly or double. They play a rubber 3 i.e. the best of 3 games.

American Cassino [ edit ]

In 1864, William Brisbane Dick, alias "Trumps", published the first rules 3 that included the feature of "building up", whereby players were allowed to place a card on an existing table card 3 and, by announcing their combined value, fix the build at that value. In 1867, however, Dick published an even more 3 elaborate set of rules that included "calling" for the first time. The rules were based on research that included testing 3 and approval by "the best players in this city".[c] The following is a summary of those rules:[17]

Overview [ edit ]

The 3 game is played by two, three, four or six players with a 52-card pack. Four play as two pairs.

Deal [ 3 edit ]

Players cut for deal and the player with the lowest card deals first. Ties 'cut over' and Aces are 3 low. Dealer gives each player four cards, singly, eldest hand first. Four cards are dealt to the table either regularly 3 as he deals or in packets of two, three or all four. After the first four hand cards are played, 3 the dealer deals another four each, singly, but none to the table, and this continues until all cards have been 3 played out.

Play [ edit ]

Eldest hand leads a card and then each player in turn plays one card which may 3 be used for: Capturing. The played card may capture all table cards either by pairing – taking cards of the same 3 rank – or by combining – taking cards that, in combination, add up to the value of the played card.

Sweeping. 3 If a player captures all the table cards, this is a sweep and scores 1 point. The next player must 3 trail a card.

Calling. A player with 2 or more cards in hand of the same rank as one or more 3 table cards, may play one of them and call their rank e.g. "Fives". An opponent may only capture the card 3 by pairing, but may not build on that card or capture it as part of a combination.

Building. Simple Build. A 3 player may build by placing a hand card on a table card and announcing the total, thus fixing the value 3 of the build, e.g. Andrew holds 5 and 3, and there is a 2 on the table; he places the 3 3 on the 2 and calls "Five". The cards of the build cannot now be taken separately but must be 3 capturing by pairing with a 5 or as part of a combination where the build counts as 5. Multiple Build. 3 A player may build on an opponent's build provided that player has a hand card matching the new total. Players 3 may not build on their own build in succession, but only alternately on the same build. Second Build. Players may 3 make a second build on a different card or make any other legal play before taking up the first build. 3 Build and Call. A player with more than one card that matches a build may play it onto the build 3 and call their values e.g. "Eights". This then counts as a call and fixes the value of both build and 3 played card. The player must then capture both by playing the remaining card on a later turn.

Trailing. A player unwilling 3 or unable to do any of the above must trail a card i.e. add it to the existing table cards, 3 face up.

Scoring [ edit ]

Points are scored at the end of each hand as in classic English Cassino, but instead 3 of game being 11 points, each deal is a complete game and the player or team with the most points 3 wins.

Variants [ edit ]

Twenty-one Point Cassino [ edit ]

Twenty-one Point Cassino appears for the first time in print in Dick's 3 1880 Modern Pocket Hoyle

where he says that "Cassino is now very generally played for a fixed number of points 3 (usually twenty-one)". The first player to the target score wins and the points are scored as soon as made. Sweeps 3 are not turned down "as in the single deal game" but scored as they are taken. A player who erroneously 3 claims to have won loses the game.[18]

Royal Cassino [ edit ]

Royal Cassino appears for the first time in Foster's Complete 3 Hoyle (1897), however the concept of giving values to the court cards was a Austro-German invention of the early 19th 3 century. The only difference from standard American Cassino is that Jacks are now worth 11, Queens 12 and Kings 13, 3 so that, for example, a Queen can capture an Ace and a Jack or a 7 and a 5.[19] In 3 a variation recorded by David Parlett, the Ace is worth 1 or 14 as desired.[20]

Spade Cassino [ edit ]

Also making 3 its first appearance in 1897 was the "interesting variation" of Spade Cassino in which every spade scored a point except 3 for the J which scored 2. This replaced the usual score for "most spades" and gave 24 points per hand, 3 excluding sweeps. Game is 61 and hence it is scored on a cribbage board, all points being pegged as they 3 are made apart from "most cards" which is pegged at the end.[19]

Diamond Cassino [ edit ]

Diamond Cassino is a recent 3 variant that has been described as a "cross between Cassino and Scopa". Only 40 cards are used, the courts being 3 removed. Players are dealt three cards each, and four cards are dealt to the table. Game is 11 up and 3 players get 1 for most cards, 1 for most diamonds, 1 for the 7, 2 for all four 7s, 6s 3 or As, and 1 for each sweep.[21]

Draw Cassino [ edit ]

In Draw Cassino, first called Royal Draw Cassino,[22] players draw 3 a replacement card each time they make a play, so that they always have four cards in hand (until the 3 end), rather than being dealt cards in discrete rounds of four. It is a two-player game.[20]

Related games [ edit ]

There 3 are a number of other European fishing games in the same family as Cassino.

Callabra [ edit ]

In this "fast and 3 simple forerunner of Cassino", each player is dealt three cards, and five are dealt to the table. Players may trail 3 or take cards from the table, if they have cards which match the cards on the table, or if they 3 have two cards which add up to a card on the table and equal the table card's value. In this 3 game, Jacks are worth eleven points, Queens are worth twelve points and Kings are worth thirteen points. Game ends when 3 a player finally clears all the cards from the table.[23]

Tablanette [ edit ]

Tablanette is said to be of Russian provenance. 3 In this game, each player has six cards, and a player with a jack may use it to clear the 3 whole table. At the end of a round, players score points for holding the most cards, and extra points if 3 they are holding picture cards.[24]

Diloti [ edit ]

In this Greek fishing game,[25] players are dealt 6 cards. Matching face cards 3 must be captured, so that no two face cards of the same value can ever be together in the pool. 3 The scoring differs most notably in that there is no special suit, and sweeps are very valuable:

Higher number of cards: 3 4

10 of diamonds: 2

2 of spades: 1

Each ace: 1

Each sweep (Xeri): 10 (!) extra points

See also [ edit ]

Notes [ 3 edit ]

^ According to Pratesi, at that stage, sweeps were not part of the rules, but Long admits 1 point 3 for a clearing the table, although this is not included in his summary table which may explain why Pratesi thought 3 it was absent. ^ [16] but only hinted at in Long. The rule about a court card played last clearing 3 the table is explicit in later rules, e.g. Jones (1796)but only hinted at in Long.

^ Presumably New York where 3 the rules were published.

References [ edit ]

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## 3. onabet casino login :betboo fora do ar

### Vitória do BJP na Índia é considerada derrota devido às altas expectativas

O Partido Bharatiya Janata (BJP), liderado pelo primeiro-ministro da Índia, Narendra Modi, conquistou mais assentos do que a aliança de oposição, mas onabet casino login vitória tem um gosto de derrota. Por que?

Nos dias que antecederam as eleições, o slogan principal do BJP era *A bki baar, 400 Paar*, uma chamada aos eleitores para enviar mais de 400 de seus candidatos para o parlamento de 543 membros. Este slogan, pronunciado por Modi onabet casino login seus comícios, definiu um alto patamar para o partido. A maioria das pesquisas de opinião havia previsto uma vitória massiva para o BJP - e agora os resultados, com o partido tendo vencido apenas 240 assentos, sugerem que o eleitorado enviou uma mensagem disciplinadora ao partido no governo e cortou seu orgulho.

### Derrota do BJP onabet casino login Faizabad ilustra a realidade do eleitorado

Faizabad, no estado de Uttar Pradesh, também inclui a cidade de Ayodhya. Em janeiro, Modi inaugurou, com grande pompa e circunstância, um templo construído no local onde uma multidão hindu havia derrubado uma mesquita do século XVI. A abertura do templo não apenas cumpriu uma promessa de três décadas do BJP, como também consolidou a noção da Índia como um Estado majoritariamente hindu.

As cerimônias de inauguração foram conduzidas por Modi e ele esteve presente no santuário do templo, no seu santuário, com o chefe do grupo hindu militantemente ultranacionalista Rashtriya Swayamsevak Sangh (RSS). Modi chamou esse momento de "o início de uma nova era", mas para muitos, ele significou o fim dos ideais seculares por trás da ideia da Índia.

Um dos resultados mais significativos dessas eleições foi a derrota do candidato do BJP onabet casino login Ayodhya. Não foi a inauguração do templo e o espetáculo televisionado assistido por celebridades que importaram no final; onabet casino login vez disso, foram as questões mais pressantes como desemprego e aumento dos preços que preocupavam os eleitores. Uma pesquisa realizada onabet casino login 19 dos 28 estados da Índia mostrou que, enquanto 22%

das pessoas consideravam que a construção do templo foi a "ação mais apreciada" do governo de Modi, apenas 8% disseram que era onabet casino login principal preocupação. Em contraste, o desemprego foi a principal preocupação de 27% dos entrevistados.

Você não saberia disso se ouvisse o barulho nos estúdios de televisão da Índia, onde apresentadores entusiasmados refletiam as declarações agressivas de Modi, especialmente suas declarações hostis e bigotas sobre os muçulmanos - mas não houve onda Modi. Houve apenas o calor.

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