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(54) **SYSTEM AND METHOD FOR CARD GAME BETTING BASED ON BURN CARDS**

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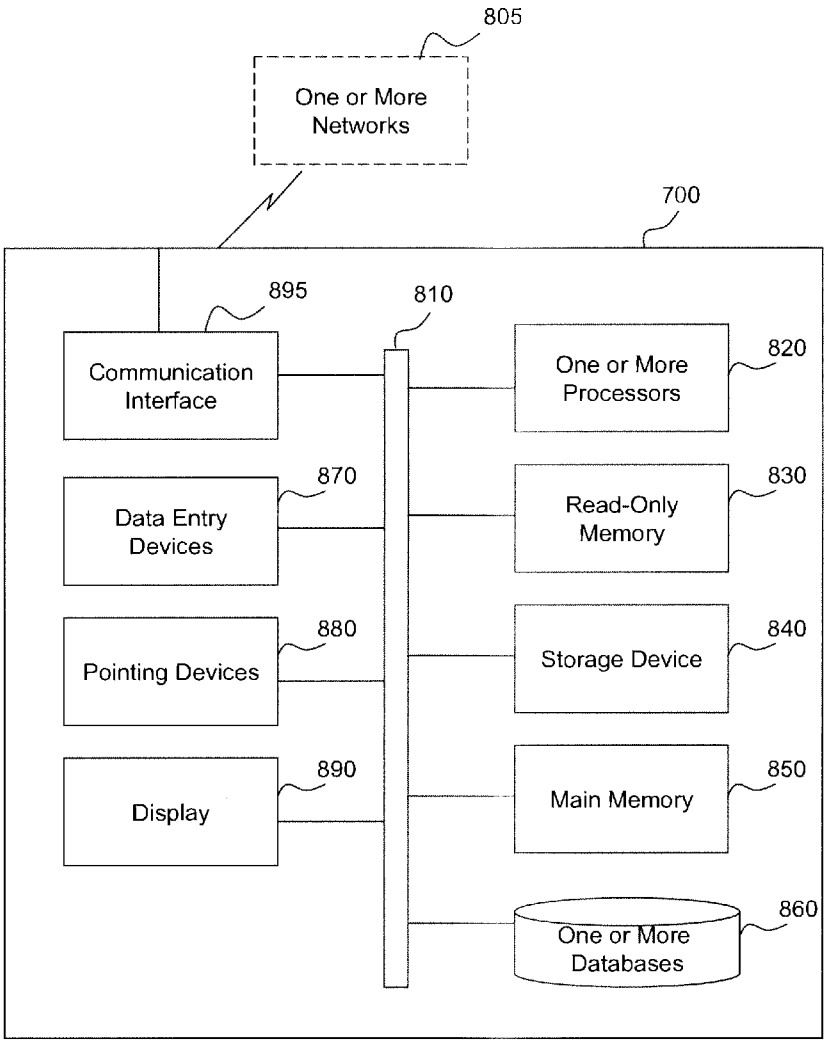
(57) **ABSTRACT**

A system and method of side betting based on burn cards is provided. The method enhances enjoyment of a card game and increases house revenue, without slowing or detracting from the game itself. Before a card gamer round is dealt, players make bets predicting the identity of a burn card hand that will be produced by combining the burn cards of the round. After the round is played, the burn cards are revealed. Winnings are distributed for all bets that meet specified winning requirements. Bets can be placed into a virtual or real side pot to be distributed among winners, or placed directly against the house according to house-established odds.



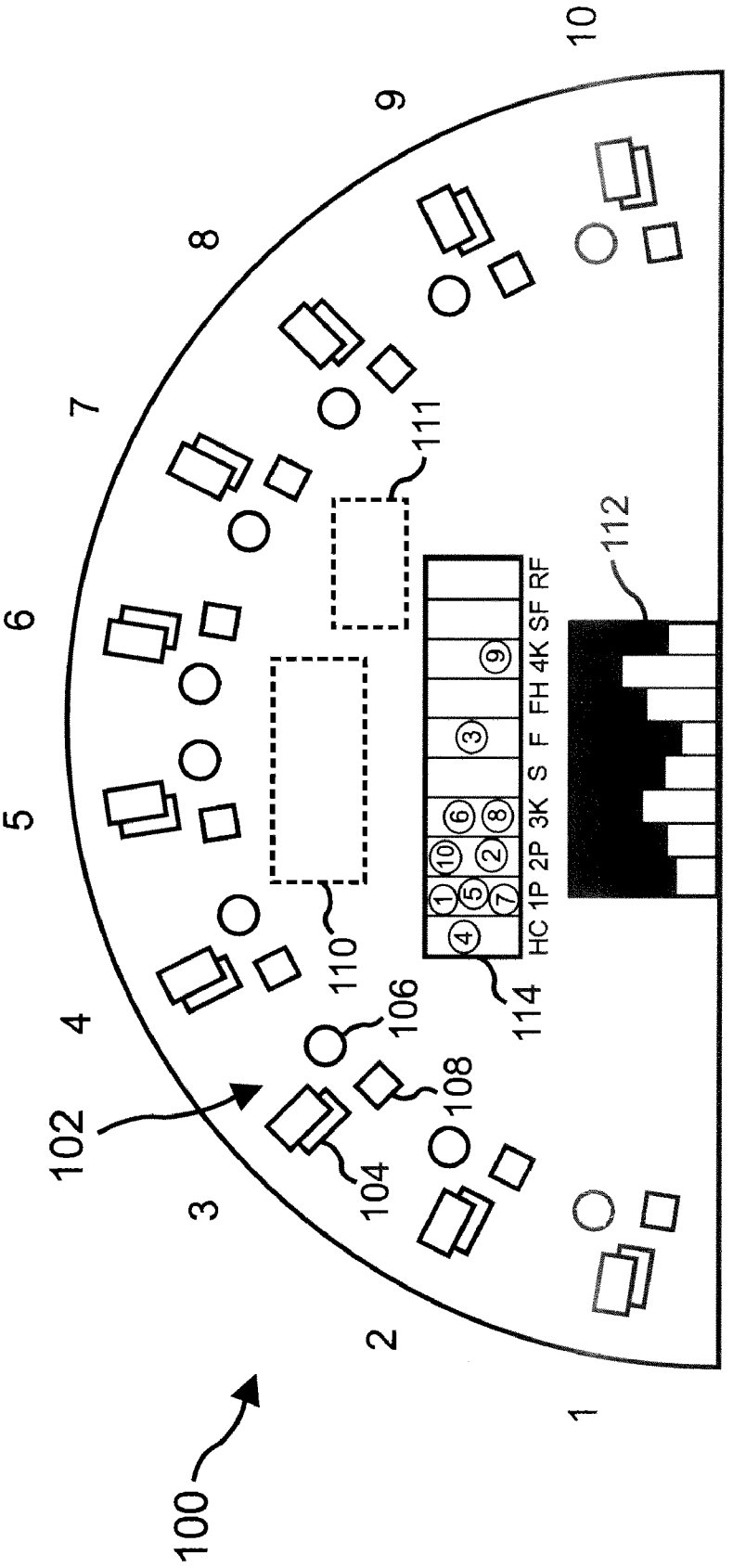

100
102
104
106
108
110
111
112
114
1
2
3
4
5
6
7
8
9
10
HC 1P 2P 3K S F FH 4K SF RF

FIG 1

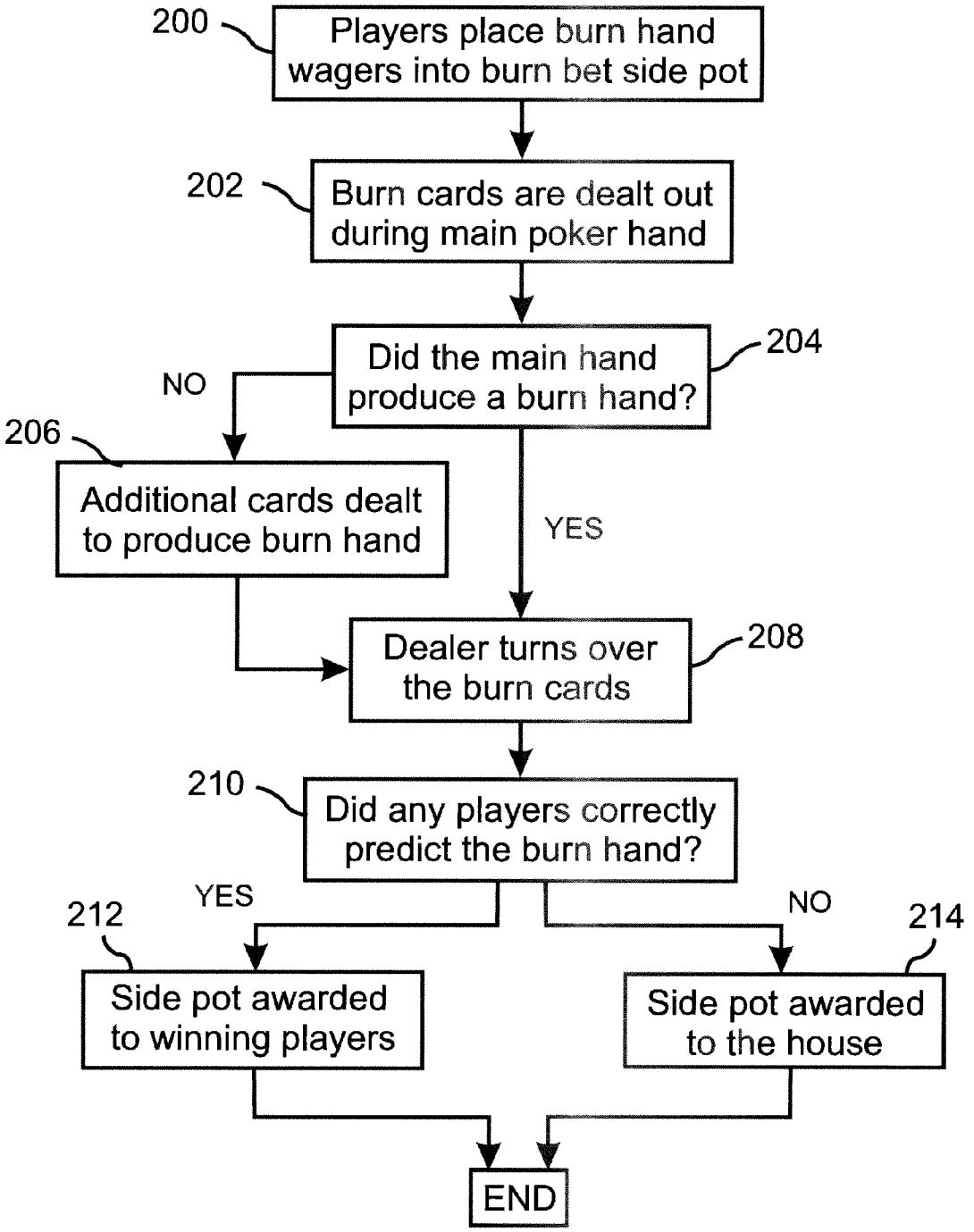

200
Players place burn hand wagers into burn bet side pot
202
Burn cards are dealt out during main poker hand
Did the main hand produce a burn hand?
204
NO
206
Additional cards dealt to produce burn hand
YES
Dealer turns over the burn cards
208
210
Did any players correctly predict the burn hand?
YES
212
NO
214
Side pot awarded to winning players
Side pot awarded to the house
END

FIG 2

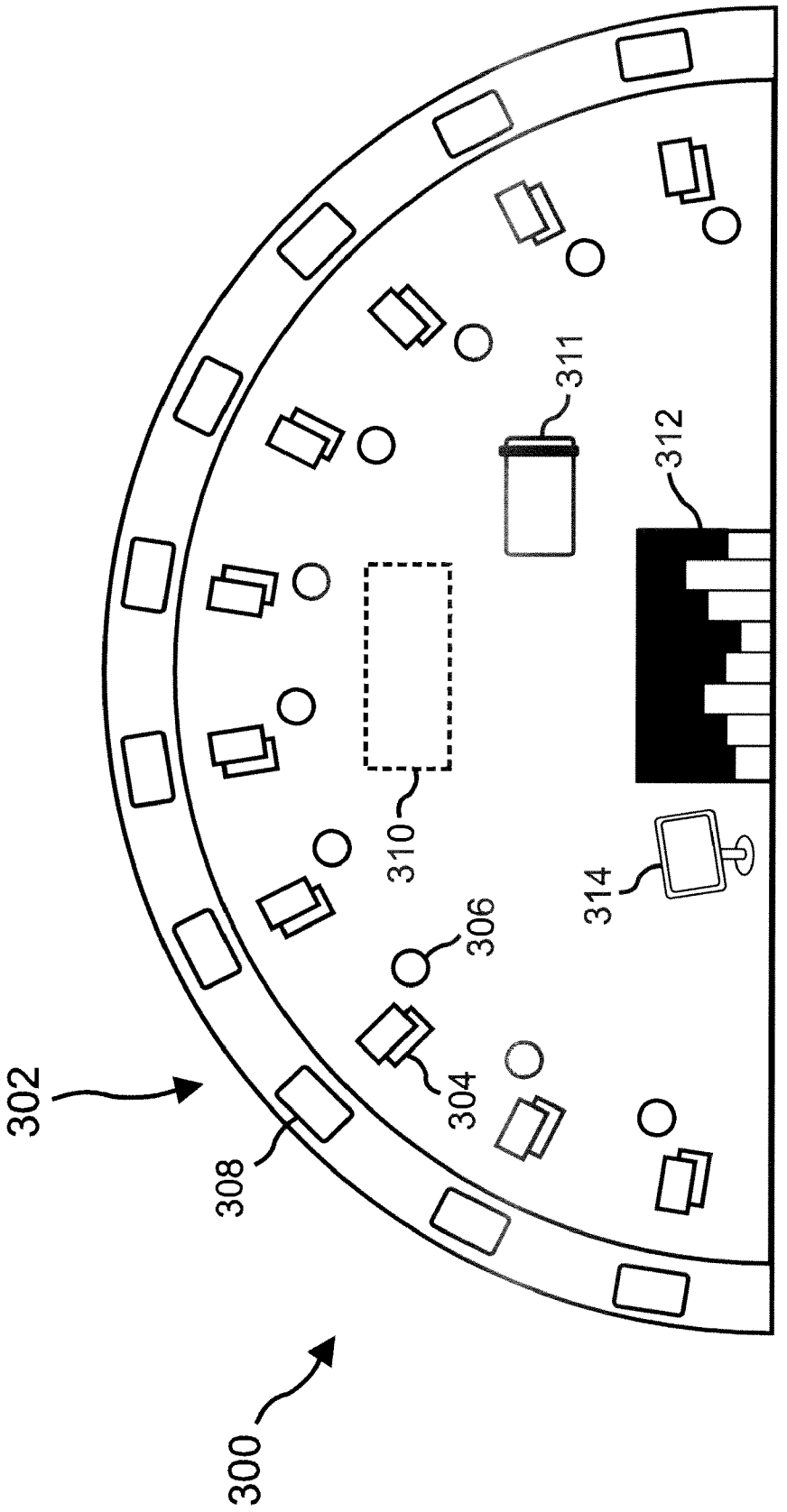


FIG 3

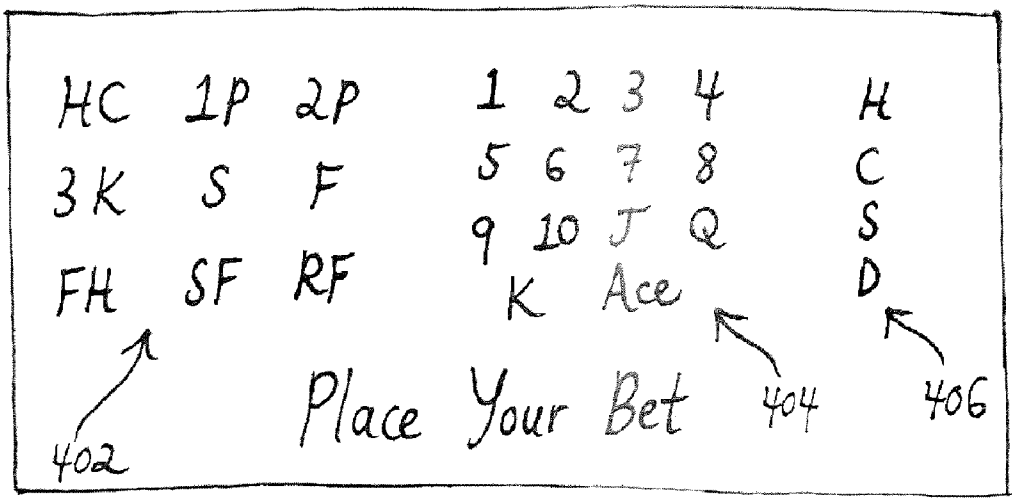

HC 1P 2P
3K S F
FH SF RF
1 2 3 4
5 6 7 8
9 10 J Q
K Ace
H
C
S
D
Place Your Bet
402
404
406
400

FIG 4A

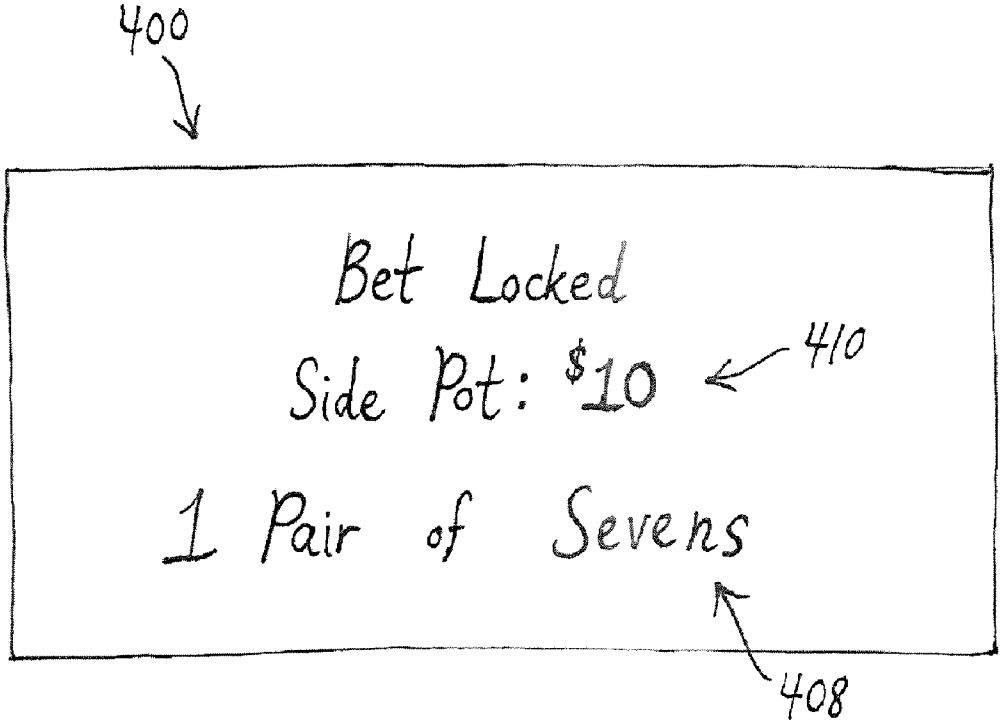

400
Bet Locked
Side Pot: $10
410
1 Pair of Sevens
408

FIG 4B

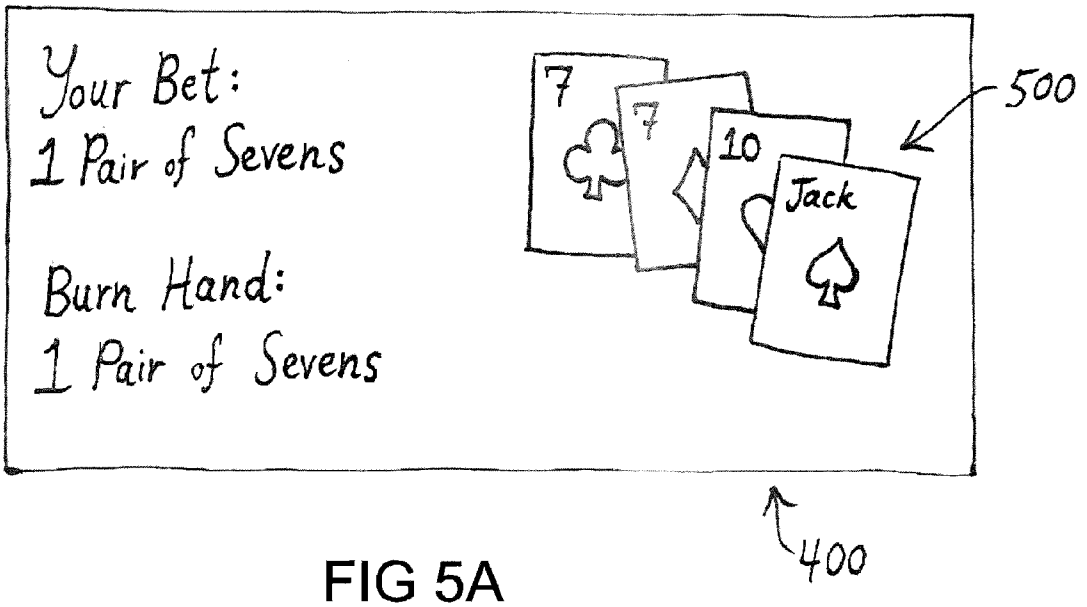

Your Bet:
1 Pair of Sevens
Burn Hand:
1 Pair of Sevens
7
7
10
Jack
500
400

FIG 5A

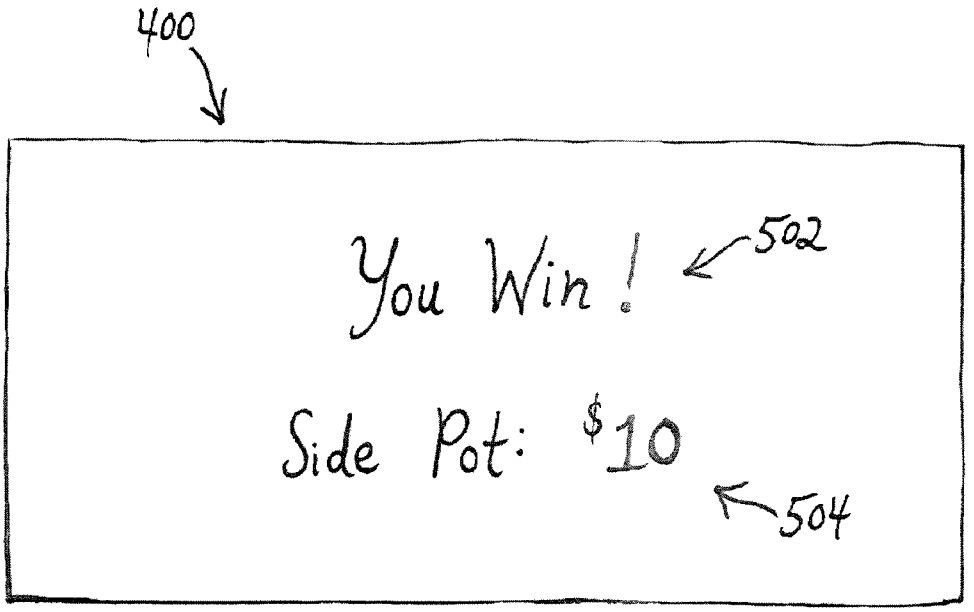

400
You Win!
502
Side Pot: $10
504

FIG 5B

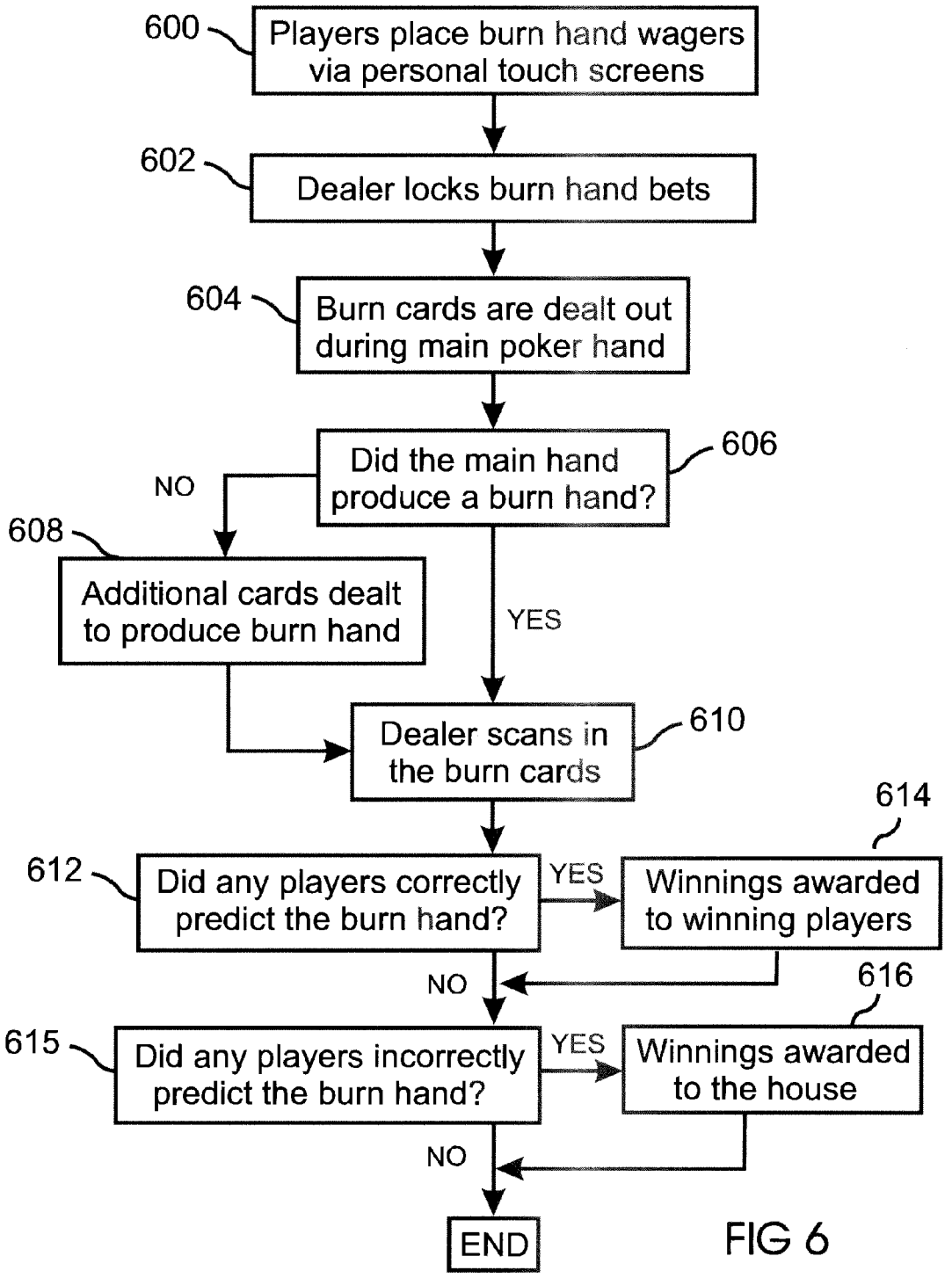

600
Players place burn hand wagers via personal touch screens
602
Dealer locks burn hand bets
604
Burn cards are dealt out during main poker hand
606
Did the main hand produce a burn hand?
NO
608
Additional cards dealt to produce burn hand
YES
610
Dealer scans in the burn cards
614
612
Did any players correctly predict the burn hand?
YES
Winnings awarded to winning players
NO
616
615
Did any players incorrectly predict the burn hand?
YES
Winnings awarded to the house
NO
END

FIG 6

FIG. 7

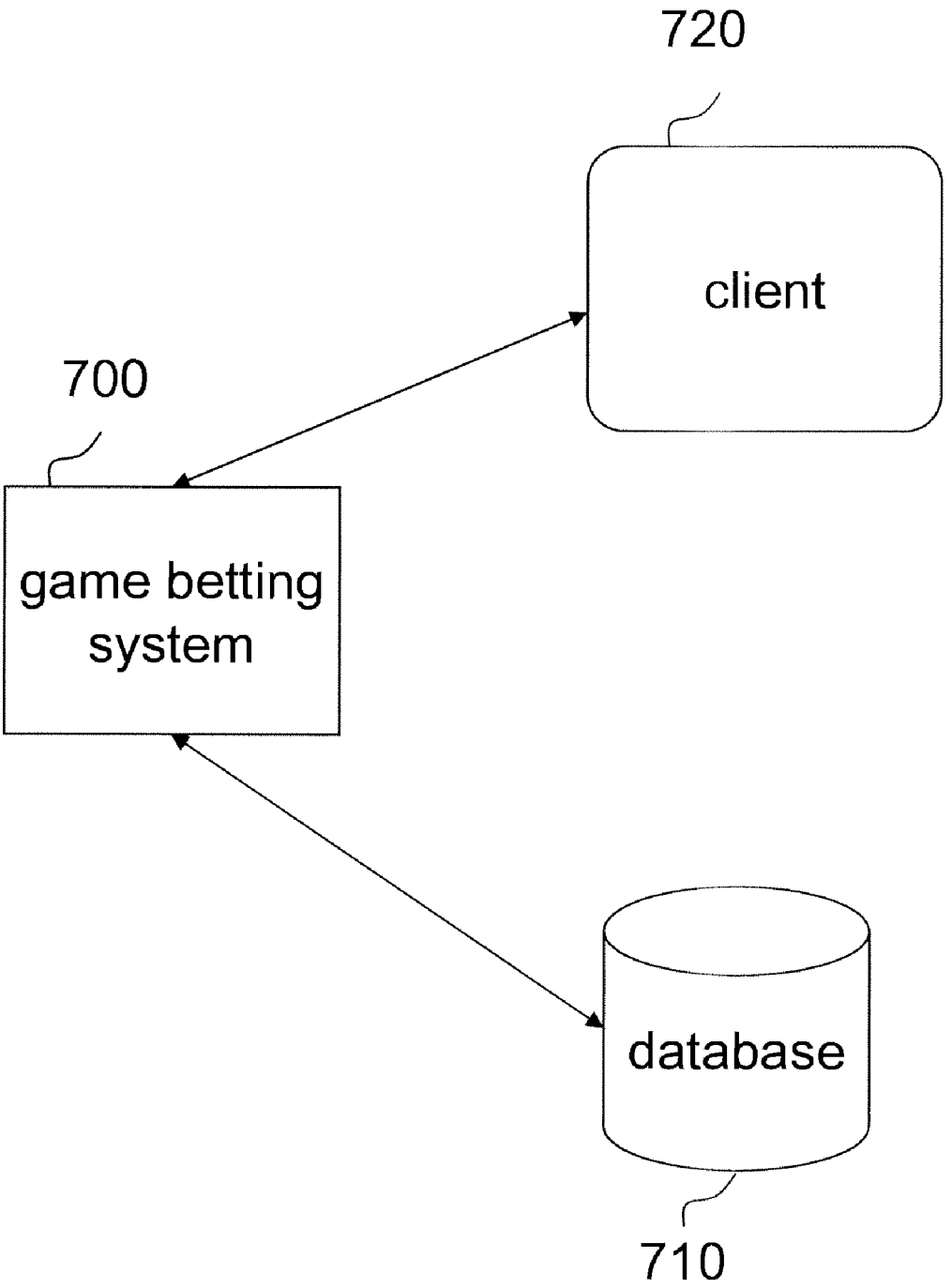


FIG. 8

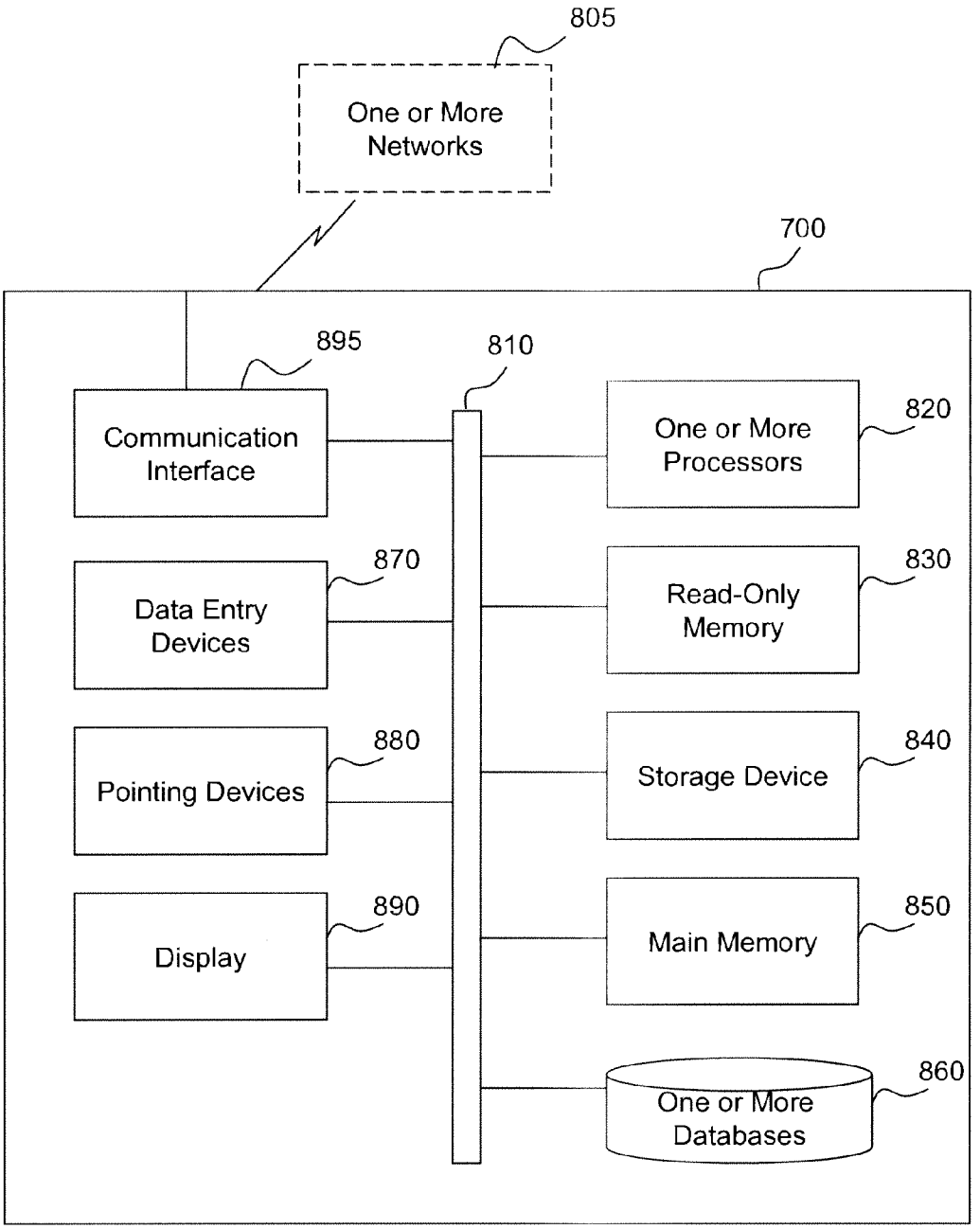
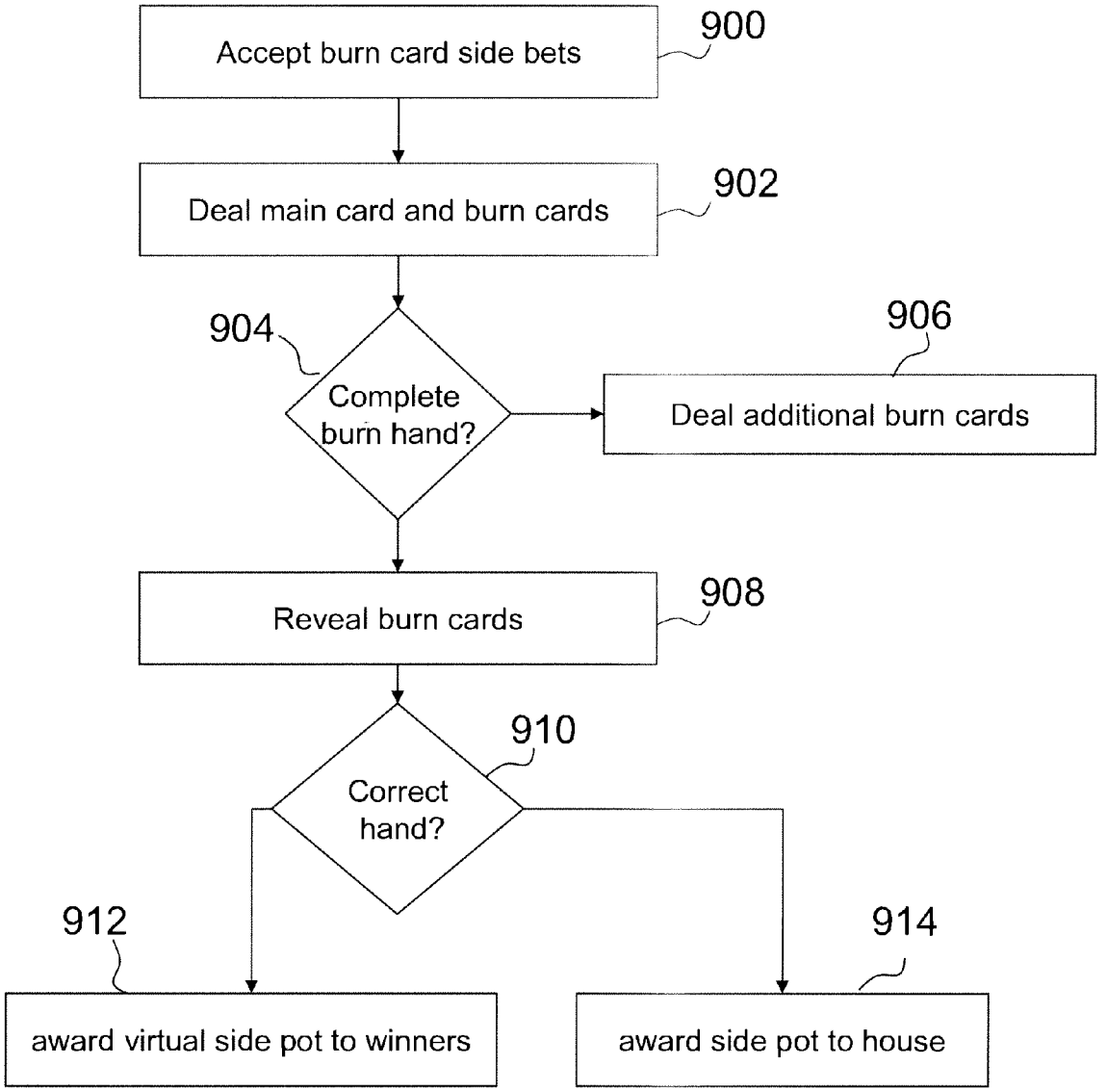

805
One or More Networks
700
895
810
Communication Interface
One or More Processors
820
870
Data Entry Devices
Read-Only Memory
830
880
Pointing Devices
Storage Device
840
890
Display
Main Memory
850
One or More Databases
860

FIG. 9


Accept burn card side bets
900
Deal main card and burn cards
902
904
Complete burn hand?
906
Deal additional burn cards
Reveal burn cards
908
910
Correct hand?
912
award virtual side pot to winners
914
award side pot to house

SYSTEM AND METHOD FOR CARD GAME BETTING BASED ON BURN CARDS

CROSS-REFERENCE TO RELATED PATENT APPLICATIONS

[0001] The instant application is a continuation-in-part of U.S. patent application Ser. No. 12/372,459, filed Feb. 17, 2009, incorporated herein by reference in its entirety.

FIELD OF THE INVENTION

[0002] The invention generally relates to card games, and more specifically to a system and method for placing and facilitating bets in card games such as poker.

BACKGROUND

[0003] The following description is provided simply as an aid in understanding the disclosure and is not admitted to describe or constitute prior art.

[0004] Poker is a well known card-based betting game. Traditionally, card games such as poker are played in-person by participants at casinos, gambling houses, etc. However, in the last decade, technology has allowed card games to be played in numerous ways. For example, many computers and handheld devices are configured to run card game software that allow a user to play a card game on that device. In addition, gaming websites can host card games such as poker. Using the Internet, participants from across the globe can play against a computer and/or each other.

[0005] In addition to normal betting, card games may include side bet options (also referred to as proposition bets), wherein the players can bet on the likelihood of certain occurrences happening during the course of normal play. These side bets are independent of the main betting, but are often related to the cards that are played. Side bets are popular because of the profit they can generate for a casino, gaming website or gaming/gambling house (hereinafter generally referred to as "the house"). In addition, side bets increase the entertainment value provided for players.

[0006] There are various methods for making poker side bets known in the prior art. Side bets that are related to the cards also used for the main betting are popular. However, they are somewhat limited in the added interest and entertainment they can generate, because they depend on the cards in play, which are already under scrutiny. Other methods for side betting require dealing of additional cards, which can slow down and distract from the main hand at play. Still other types of side bets are unrelated to hands, or to playing cards in general. For example, in some prior art methods a side bet can be placed for predicting which player will win a round of poker. There are two main problems with the afore-mentioned side bets. First, either these side bets lack sophistication and variety, and therefore provide only limited interest; or second, these side bets require a player to learn sophisticated rules unrelated to the main card game being played, and therefore require an unrealistic investment of time and effort on the part of the player.

SUMMARY

[0007] According to one embodiment, a method of betting in a card game, the card game including generation of burn cards, comprises accepting, by one or more computers, a bet from a player, wherein the bet is based on a prediction of a burn card hand; during a round of the card game, dealing, by one or more computers, a plurality of burn cards so as to produce the burn card hand; and awarding, by one or more computers, winnings to the player if the prediction of the burn card hand meets a specified winning requirement.

[0008] According to another embodiment, a system for betting in a card game, the card game including generation of burn cards, comprises one or more computers, configured with the following components: a component for accepting a bet from a player, wherein the bet is based on a prediction of a burn card hand; a component for during a round of the card game, dealing a plurality of burn cards so as to produce the burn card hand; and a component for awarding winnings to the player if the prediction of the burn card hand meets a specified winning requirement.

[0009] According to yet another embodiment, a computer-readable medium has computer-executable instructions embodied therein, to be executed by a computer, for performing a method comprising accepting, by one or more computers, a bet from a player, wherein the bet is based on a prediction of a burn card hand; during a round of the card game, dealing, by one or more computers, a plurality of burn cards so as to produce the burn card hand; and awarding, by one or more computers, winnings to the player if the prediction of the burn card hand meets a specified winning requirement.

[0010] It is to be understood that both the foregoing general description and the following detailed description are exemplary and explanatory only, and are not restrictive of the claimed subject matter.

BRIEF DESCRIPTION OF THE DRAWINGS

[0011] The disclosure will be more fully understood by reference to the detailed description, in conjunction with the following figures, wherein:

[0012] FIG. **1** is a top view of a card game table in a preferred embodiment that includes manual betting and result processing;

[0013] FIG. **2** is a flow diagram illustrating the preferred embodiment of FIG. **1**;

[0014] FIG. **3** is a top view of a card game table in a preferred embodiment that uses electronic touch screens and card scanning;

[0015] FIG. **4**A illustrates an input screen showing bet options, in accordance with the preferred embodiment of FIG. **3**;

[0016] FIG. **4**B illustrates an input screen showing a locked bet, in accordance with the preferred embodiment of FIG. **3**;

[0017] FIG. **5**A illustrates an input screen showing a burn card hand, in accordance with the preferred embodiment of FIG. **3**;

[0018] FIG. **5**B illustrates an input screen showing a side bet outcome, in accordance with the preferred embodiment of FIG. **5**A;

[0019] FIG. **6** is a flow diagram illustrating the preferred embodiment of FIG. **3**;

[0020] FIG. **7** is a block diagram of a game betting system according to one embodiment;

[0021] FIG. **8** is a schematic block diagram for an electronic system for implementing one or more embodiments of a game betting system;

[0022] FIG. **9** is a flow diagram illustrating an operation of the game betting system shown in FIGS. **7** and **8**.

DETAILED DESCRIPTION

[0023] Embodiments of the disclosure will be described below with reference to the accompanying drawings. It should be understood that the following description is intended to describe exemplary embodiments, and not to limit the claimed subject matter.

[0024] The disclosed system and method is a way of enhancing the play of card games (e.g., poker) by the awarding of burn bonus winnings according to burn card criteria that depend on a burn card hand formed by combining burn cards dealt during the play of a main hand. In various embodiments, the burn card criteria require that the burn card hand be a specific hand (such as a royal flush in poker). For example, a fixed amount of winnings can be set aside in a jackpot, for example by a house that is hosting the card game, and distributed among all players participating in the card game if a royal flush burn card hand is dealt.

[0025] In many embodiments, the burn card criteria depend on players placing side bets based on predictions of specific burn card hands. FIG. **1** is a top view of a poker table **100** used in one embodiment. The table **100** may be set for one or more players (a ten player setup is shown in FIG. **1**). In this figure, each player's station **102** is shown with cards of a main hand **104**, a main bet area **106** that is related to the main hand, and a burn bet area **108** that is related to a burn hand that is produced by combining the burn cards that are dealt during the main hand. In the middle of the table **100** is a main hand card area **110**, where cards used for the main hand are placed (such as the flop, the turn, and the river in variants of hold'em poker). Closer to the dealer is a burn card area **111**, where all of the burn cards from the main hand are placed face down until the main hand is completed and the burn cards are revealed. A main pot area may be located to the immediate left of the burn card area **111**.

[0026] At the bottom of the table is a poker chips area **112**. In between the main card area **110** and the poker chips area **112** is a dealer's burn bet monitoring area **114**. The dealer can place player tokens **118** in appropriate burn hand areas **120** of the burn bet monitoring area **114**, according to the kind of hand that each player has bet upon. As shown in the figure, players **1**, **5** and **7** have bet upon a one pair burn hand, players **2** and **10** have bet upon a two pair burn hand, player **3** has bet upon a flush burn hand, player **4** has bet upon a high card burn hand, players **6** and **8** have bet upon a three of a kind burn hand, and **9** has bet upon a four of a kind burn hand. Certain hand options are omitted if they cannot be created by the number of burn cards generated in the variety of the card game being played. Furthermore, the house can restrict the hand options according to its preferences. For example, the house can decide that a side pot is put towards a jackpot which is only paid if a certain burn hand is produced, such as a royal flush.

[0027] The type of card game being played can determine how many burn cards will make up the burn hand, and therefore the different kinds of burn hands that are possible. For example, in seven card stud, the burn hand can include four burn cards, while some other varieties of poker card games produce burn hands with five burn cards. Depending upon the number of burn cards, the burn hand may or may not be able to produce certain traditional kinds of hands for the particular game.

[0028] FIG. **2** is a flow diagram according to on embodiment based on FIG. L First, in step **200**, all participating players in the main game and wishing to make a side bet place their bets into a burn bet side pot. In alternative embodiments, the players can place their bets individually against the house. Next, in step **202**, the main round is dealt, and the burn cards are dealt out during the dealing of the main round. In step **204**, it is deteremined if the main hand produced a burn hand. If the main round is not completed, and therefore does not produce a complete burn hand, in step **206**, additional cards are dealt as if the main round were completed, so as to produce a complete burn hand. After all of the burn cards have been dealt, the burn cards are revealed to the players (e.g., displayed, turned over) to reveal the burn hand in step **208**. In step **210**, it is determined if any players correctly predicted the burn hand. If any players correctly predicted the burn hand, those players share equally in the side pot in step **212**. In alternative embodiments where players place individual bets against the house, winning players are paid according to predetermined house odds. If no players correctly predicted the burn hand, the side pot is awarded to the house in step **214**. In embodiments where players place individual bets against the house, unsuccessful bets are awarded to the house and winning bets are rewarded according to odds determined by the house.

[0029] FIG. **3** is a top view of a card game table **300** in another preferred embodiment of the present invention. According to the embodiment shown in FIG. **3**, the table is set for ten players. In the figure, each player's station **302** is shown with cards **304** of a main hand, a main bet area **306** is shown which relates to the main hand, and an input/output unit **308** (e.g., keypad, touch screen, etc.) is provided at each player station that enables the player to make a burn bet based upon a prediction of a burn hand. As in FIG. **1**, the burn hand is the hand produced by combining the burn cards that are dealt during the main round.

[0030] Once entered via the input/output units **308**, the burn hand bets are stored and processed by a computer (e.g., the game betting system **700** described below). In the middle of the table **300** is a main hand card area **310**, where cards used for the main round are placed, such as, in poker, the flop, the turn, and the river. Adjacent to the main hand card area **310** is a burn card scanner window **311**, where all of the burn cards from the main round are placed face down until the main round is completed, at which time the burn cards are scanned and revealed. A main pot area is adjacent to (e.g., to the immediate left of) the burn card scanner window **311**.

[0031] According to one embodiment, the table **300** includes a poker chips area **312**. Next to the poker chips area **312** is a dealer's burn betting input/output unit (e.g., touch screen) **314**. Using the input/output unit **314**, the dealer can lock in all of the players' burn bets before dealing out the cards for the main round.

[0032] The type of the card game being played (e.g., poker) determines how many burn cards will be included in the burn hand, and therefore the different kinds of burn hands that are possible. For example, in seven card stud, the burn hand will include four burn cards. Some other varieties of poker will produce a burn hand that includes five burn cards. Depending upon the number of burn cards, the burn hand may not be able to produce certain traditional kinds of card game hands.

[0033] FIG. **4**A illustrates an input/output unit **308** implemented with a touch screen **400** showing bet options in accordance with the preferred embodiment of FIG. **3**. In this figure,

a player is presented with the various types of possible hands **402** that could be created by the burn cards. Certain hand options **402** are omitted if they cannot be created by the number of burn cards generated in the variety of card game being played. Furthermore, the house can restrict the hand options according to its preferences. For example, the house can decide to set up a tournament whereby winnings are only paid if a certain burn hand is produced, such as a royal flush. In FIG. **4**A, the options shown are high card, one pair, two pair, three of a kind, straight, flush, full house, straight flush, and royal flush.

[0034] In the embodiment of FIG. **4**A, there are also card numerical value bet options **404** and card suit bet options **406**. In some embodiments of the invention, it is required that a player choose at least one numerical value option **404** related to the burn hand, and/or at least one suit option **406** related to the burn hand. For example, a casino house may require a player to choose the numerical value **404** and/or the suit **406** of a high card in a high card hand. In other embodiments a player is required to choose the numerical value **404** of the cards in a pair, the numerical value **404** of the high card in a straight, or the suit **406** of the cards in a flush hand. Other stipulations can be placed upon the burn bet as requirements, according to house preferences, or as options, so as to allow higher odds and therefore higher winning returns.

[0035] FIG. **4**B illustrates a touch screen **400** showing a locked bet **408**, in accordance with the preferred embodiment of FIG. **3**. In this embodiment, the house dealer locks all players' bets before dealing the main round. The player using the screen shown in this FIG. **400** has placed a side bet **408** predicting a burn hand of a pair of sevens. In this example, the bet is included in a side pot that is worth ten dollars **410**.

[0036] FIG. **5**A illustrates a touch screen **400** showing a burn hand **500** in accordance with the preferred embodiment of FIG. **3**. After the main round is completed, the house dealer scans the burn cards, which are then displayed on all players' touch screens **500**. In this example, the burn hand matches the hand predicted by the player.

[0037] FIG. **5**B illustrates a touch screen **400** showing a side bet outcome **502**, in accordance with the preferred embodiment of FIG. **5**A. In this example, the side pot of ten dollars **504** is awarded to the player who correctly bet on the burn hand **500** being a pair of sevens. If more than one person correctly bet on the burn hand **500** being a pair of sevens, then the pot is evenly divided amongst the winners.

[0038] FIG. **6** is a flow diagram illustrating the preferred embodiment of FIG. **3**. First, in step **600**, all participating players place their bets via input/output devices such as personal touch screens. Then all players' burn hand bets are locked in step **602**, after which the main round is dealt and the burn cards are dealt during the dealing of the main round in step **604**. In step **606**, a determination is made as to whether the main hand produced a burn hand. If the main round is not completed, and therefore does not produce a complete burn hand, in step **608**, additional cards are dealt in the same order as if the round had been completed, so as to generate a complete set of burn cards. After all of the burn cards have been dealt, the dealer scans the burn cards in step **610** to reveal the burn hand on each player's touch screen. If any players correctly predicted the burn hand in step **612**, their individual winnings are paid according to predetermined house odds in step **614**, or in alternative embodiments using a side pot, each winning player will share equally in the side pot. For all players who incorrectly predicted the burn hand in step **615**, their bet is awarded to the house in step **616**. If the bets were pooled into a side pot, the side pot can be electronically rewarded and split as necessary, or the house can put the side pot into a jackpot, a tournament play, or the like.

[0039] FIG. **7** is a block diagram showing a game betting system (GBS) **700** according to one embodiment. The GBS **700** may be operably connected to a database **710**. The database **710** is configured to store information. The stored information can be retrieved by the GBS **700**. In addition, the GBS **700** may store data in the database **710**. According to one embodiment, the GBS **700** may also be connected to a client **720**. The client **720** is configured to send and receive signals (e.g., information, data, etc.) to and from the GBS **700** and provide information to a user/player in a perceptible format (e.g., via a display screen, audibly, in print, etc.).

[0040] FIG. **8** is a block diagram showing an embodiment of a game betting system (GBS) **700**, generally designated by reference number **700**, according to an exemplary embodiment of the present invention. In one embodiment, the GBS **700** according to the present invention may be communicatively coupled to one or more networks **805**, such as the Internet, to therethrough communicate with interested or authorized parties (e.g., players). The GBS **700** may also or alternatively be communicatively coupled to a network **805** comprising a closed network (e.g., an intranet), and thereby communicate information to a limited amount of receivers, potentially with an enhanced level of security. The GBS **700** may be configured to communicate, via the one or more networks **805**, with the respective computer systems (e.g., database **710**, one or more databases **860** or client **720**).

[0041] The communication interface **895** may provide data communication through one or more networks **805** to other data devices. The network **805** may represent a generic network, which may correspond to a local area network (LAN), a wireless LAN, an Ethernet LAN, a token ring LAN, a wide area network (WAN), the Internet, a proprietary network, an intranet, a telephone network, a wireless network, to name a few and any combination thereof. Depending on the nature of the network employed for a particular application, the network **805** may be implemented accordingly. The network **805** serves the purpose of delivering information between connected parties.

[0042] The GBS **700** may be used in some embodiments to implement a computing platform for providing computer-implemented operations, for example, via a server and the one or more networks **805**. An exemplary GBS **700** may operate under the control of computer—executable instructions (computer software) to carry out the process steps described herein (e.g., a computerized implementation of a card game). Computer-executable instructions comprise, for example, instructions and data which cause a general or special purpose computer system or processing device to perform a certain function or group of functions. Computer software for the GBS **700** may comprise, in an embodiment, a set of software objects and/or program elements including computer-executable instructions collectively having the ability to execute in a single processor, or independently in a plurality of processors to comprise a thread or logical chain of process evaluation, and permitting the flow of data inputs/outputs therebetween.

[0043] The GBS **700** may be implemented as, or include, one or more personal computers, workstations, notebook computers, servers, mobile computing devices, handheld devices, multi-processor systems, networked personal com-

puters, minicomputers, mainframe computers, personal data assistants, Internet appliances (e.g., a computer with minimal memory, disk storage and processing power designed to connect to a network, especially the Internet, etc.), or controllers.

[0044] The GBS **700** may comprise, in one embodiment, a bus **810** or other communication component that couples the various system elements **820**-**895**, and may be configured to communicate information between the various system elements **820**-**895**.

[0045] As shown in FIG. **8**, one or more computer processors **820** may be configured to process and handle information and execute instructions, and may be coupled with the bus **810**. The GBS **700** also may include a main memory **850**, such as a Random Access Memory (RAM) or other dynamic storage device, coupled to the bus **810** for storing information and instructions to be executed by the one or more processors **820**. The main memory **850** also may be used for storing temporary variables or other intermediate information during execution of instructions by the one or more processors **820**.

[0046] The GBS **700** further may include a Read-Only Memory (ROM) **830** or other static storage device (e.g., EPROM, EAROM, EEPROM, PROM, flash, and the like) coupled to the bus **810** for storing static information and instructions for the one or more processors **820**. Furthermore, a storage device **840**, such as a magnetic disk or optical disk, such as a CD-ROM or other optical media may be provided and coupled to the bus **810** for storing information and instructions.

[0047] In addition to the ROM **830**, one or more databases **860** (represented in FIG. **7** as database **710**) may be coupled to the bus **810** for storing static information and software instructions. Information stored in or maintained using the database **860** may be provided in conformance with a database management system format such as, but not limited to, the Structured Query Language (SQL) format. Database query and access instructions, for example, in the form of one or more scripts, may be used which, when executed by a processor such as the processor **820**, serve to store and retrieve data maintained in the database **860** according to the instructions contained in the script, and the data fields to be accessed, as well as their arrangement.

[0048] Furthermore, the GBS **700** may comprise application software instructions which may comprise a user interface portion for generating interactive pages or display screens by which a user may provide data to and receive information from the GBS **700** and the database **860** using a human-machine interface such as a graphical user interface (GUI). Interactive pages may include user dialog boxes for accepting user entered information. In particular, the (GUI) portion may prompt the user to enter data by providing an interactive dialog box or message box instructing the user to enter particular data, or to select from among a multitude of options provided using a pull-down menu. A user may interact with the GBS **700** via the graphical user interface provided by the GUI portion by using a pointing device and/or other data entry device. The GUI portion may place the output of the GBS **700** in a format for presentation to a user via a display **890**, discussed below. In at least one embodiment, the GUI may be implemented as a sequence of programming language instructions.

[0049] A data entry device **870**, including alphanumeric and other keys, or a pointing device such as a mouse or trackball, or a scanner, etc., may be coupled to the bus **810** for communicating information and command selections to the processor **820**. The data entry device **870** may be coupled to the bus **810** via an interface (not shown), wherein the interface may be, for example, a serial port, a RS-232 port, or the like. In addition, the interface may be a wireless interface and provide connection-less communication via, for example, Bluetooth communication. According to another embodiment the data entry device **870** may be an integral component of the GBS **700** such as a physical or touch screen keyboard.

[0050] The GBS **700** may be coupled via the bus **810** to a display **890** for outputting information to a computer user. In addition, a user may use the display (e.g., touch screen) to provide information to the GBS **700**. In one embodiment, the display **890** may be a Cathode Ray Tube (CRT) display, a Liquid Crystal Display (LCD), a plasma display, a LED display, a projector, a touch screen, or other suitable display, capable of displaying information.

[0051] According to at least one embodiment of the present invention, the various program operations as described herein may be provided by the GBS **700** in response to the one or more processors **820** executing one or more sequences of computer-readable instructions contained in the main memory **850** (e.g., card game software). Such instructions may be read into the main memory **850** from another computer-readable medium, such as the ROM **830**, the storage device **840**, or the database **860**. Execution of the sequences of instructions contained in the main memory **850** may cause the one or more processors **820** to perform the process steps described herein. It should be appreciated that an embodiment of the GBS **700** may perform fewer or additional processes as compared to those described herein. As noted, the one or more processors **820** may be arranged in a multiprocessing arrangement. Alternatively, hard-wired circuitry may be used in place of or in combination with software instructions to implement the GBS **700**. Thus, embodiments of the GBS **700** are not limited to any specific combination of hardware circuitry and software.

[0052] The Willi "computer-readable medium" or "computer-readable storage medium," as used herein refers to any medium that is computer-readable and participates in providing instructions to the processor **820** for execution. Such a medium may be removable or non-removable and may take many forms, including, but not limited to, non-volatile media and volatile media. Non-volatile media include, for example, optical or magnetic disks, such as the storage device **840**. Volatile media include dynamic memory, such as the main memory **850**. Common forms of computer-readable media include, for example, floppy disk, a flexible disk, hard disk, magnetic tape, any other magnetic medium, a Compact Disc Read Only Memory (CD ROM), Digital Video Disc (DVD) or any other optical medium, punch cards, paper tape, any other physical medium with patterns of holes, a Random Access Memory (RAM), a Programmable Read Only Memory (PROM), an Erasable Programmable Read Only Memory (EPROM), a Flash EPROM, any other memory chip or cartridge, or any other medium from which a computer can read computer instructions. Combinations of the above are also included within the scope of computer-readable media. Machine-executable instructions comprise, for example, instructions and data which cause a general purpose computer, special purpose computer, or special purpose processing machine to perform a certain function or group of functions. It should be appreciated that the one or more databases **860**, the main memory **850**, the storage device **840**, and the

ROM **830** may, in some embodiments, be described as a "computer-readable medium" or a "computer-readable storage medium."

[0053] The GBS **700** also comprises a communication interface **895** coupled to the bus **810** and providing one-way, two-way or multi-way data communication with the network **805**, or directly with other devices. For example, the communication interface **895** may comprise a modem, a transceiver, an Integrated Services Digital Network (ISDN) card, a WAN card, an Ethernet interface, or the like, to provide a data communication connection to a corresponding type of communication medium. As another example, the communication interface **895** may comprise a LAN card to provide a data communication connection to a compatible LAN. Wireless links may also be implemented. In such wireless links, communication interface **895** may communicate with a base station communicatively coupled to a network server. In any such implementation, the communication interface **895** sends and receives electrical, electromagnetic, radio, infrared, laser, or optical signals that carry digital data streams representing various types of information. Any combination of the above interfaces may also be implemented.

[0054] In one embodiment, the communication interface **895** may provide a connection through a local network to a host computer or to data equipment operated by an Internet Service Provider (ISP). The ISP may in turn provide data communication services through a worldwide packet data communication network such as the Internet. These networks use electrical, electromagnetic, or optical signals that carry digital data streams.

[0055] In one embodiment, the communication interface **895** may be communicatively coupled to a web server configured to generate and output web content that is suitable for display using a web browser at a computing device. In an embodiment, the server may generate and transmit requested information through the communication interface **895** to a requesting terminal via Hypertext Transfer Markup Language (HTML) formatted pages, eXtensible Markup Language (XML) formatted pages, or the like, which may be provided as World Wide Web pages that may enable navigation by hyperlinks. The server program may be used to receive commands and data from the clients' terminals, and third party database terminals, etc., access and process data from various sources, and output computer-executable instructions and data using the network **805**.

[0056] According to one embodiment, the GBS **700** is configured to execute computer-readable instructions such as card game software. With the software, the GBS **700** can facilitate the playing of a card game by one or more players over a network such as the Internet. According to one embodiment, a player can play the card game by interacting directly with the GBS **700** or through a client **720** as described above. The card game software may run entirely on the GBS **700** or may require that some code be downloaded and installed on the client **720**. Upon first accessing the GBS **700**, a player may be prompted to create an account so that the GBS **700** may store in database **710** personal information about the user including, for example, payment sources such as bank accounts, credit cards, etc. After the player has created an account, subsequent access to the GBS **700** may only require that the player provide a user name and password. Once a player has been authenticated, the GBS **700** may present the user with several options for playing a variety of card games including the option of placing a side bet on burn cards. In addition, the player may given the option to play against one or more real players or computer simulated players or some combination of the two.

[0057] FIG. **9** is a flow diagram according to one embodiment based on FIGS. **7** and **8**. In step **900**, during a card game such as hold'em poker, the GBS **700** accepts bets from all participating players in the main game and wishing to make a side bet on burn cards. In alternative embodiments, the GBS **700** can accept bets from players individually against the house. Bets are saved in a virtual side pot. Next in step **902**, the main round is dealt, and the burn cards are dealt out during the dealing of the main round. In step **904**, the GBS **700** determines if the main round produced a complete burn hand, and if not, additional cards are dealt as if the main round were completed in step **906** to produce a complete burn hand. After all of the burn cards have been dealt, the burn cards are revealed to the players to reveal the burn hand **908**. If any players correctly predicted the burn hand (Step **910**), the GBS **700** allocates equal shares to those players from the virtual side pot (Step **912**). In alternative embodiments where players place individual bets against the house, winning players are paid according to predetermined house odds. In step **914**, if no players correctly predicted the burn hand, the funds in the virtual side pot are awarded to the house. In embodiments where players place individual bets against the house, unsuccessful bets are awarded to the house and winning bets are rewarded according to odds determined by the house.

[0058] One specific aspect of the disclosed method and system is a method of facilitating side betting in a poker game that includes generation of burn cards. The method includes accepting of a side bet by a player, the side bet being based on a prediction of a burn card poker hand, playing of a round of poker, including dealing a plurality of burn cards so as to produce the burn card poker hand, revealing the burn card poker hand, and awarding burn card winnings to the player if the prediction of the burn card poker hand meets a specified winning requirement.

[0059] In preferred embodiments, if the playing of the round of poker terminates before a complete burn card poker hand has been produced, the system and method further includes the dealer dealing additional cards in a manner simulating continued play of the round of poker until a complete burn card poker hand has been produced.

[0060] In some preferred embodiments, the prediction of the burn card poker hand can be one of a royal flush, a straight flush, four of a kind, a full house, a flush, a straight, three of a kind, two pair, one pair, and a high card. In other preferred embodiments, the prediction of the burn card poker hand can include a prediction of the suit of a card included in the burn card poker hand, and/or a numerical value of a card included in the burn card poker hand.

[0061] In various preferred embodiments, the side bet is placed into a virtual side pot, the contents of which are divided, after playing of the round of poker, among all players who placed side bets based upon predictions that met a specified winning requirement. And in certain preferred embodiments the side bet is placed against a house that may be represented by the dealer, and the burn card winnings are awarded according to odds predetermined by the house.

[0062] Another aspect of the disclosed method and system is a method of side betting in a poker game that includes a dealer representing a house, and generation of burn cards. The method includes accepting entry of a side bet by a player, an electronic device being used by the player to enter the side bet

into a computer, the side bet being based upon a prediction of a burn card poker hand, playing of a round of poker, including the dealer dealing a plurality of burn cards so as to produce the burn card poker hand, the dealer revealing the burn card poker hand, the computer awarding burn card winnings to the player if the prediction of the burn card poker hand meets a specified winning requirement, and the computer awarding the side bet to the house if the prediction of the burn card poker hand does not meet any specified winning requirement.

[0063] In some embodiments, the prediction of the burn card poker hand can be one of a royal flush, a straight flush, four of a kind, a full house, a flush, a straight, three of a kind, two pair, one pair, and a high card. In other embodiments, the prediction of the burn card poker hand can include a prediction of the suit of a card included in the burn card poker hand, and/or a numerical value of a card included in the burn card poker hand.

[0064] In preferred embodiments, the electronic device used to place the side bet includes a touch screen accessible to the player. In various preferred embodiments the method further includes the dealer causing the computer to electronically save and lock all side bets before the playing of the round of poker. And in certain preferred embodiments if the playing of the round of poker terminates before a complete burn card poker hand has been produced, the house dealer deals additional cards in a manner simulating continued play of the round of round of poker until a complete burn card poker hand has been produced.

[0065] In some embodiments, the side bet is placed into a virtual side pot, and the computer awards the burn card winnings by dividing the contents of the virtual side pot between players who placed side bets based on predictions of the bum card poker hand that met specified winning requirements. And in other preferred embodiments the side bet is placed against the house, and the burn card winnings are awarded according to odds pre-established by the house.

[0066] In some embodiments, the house dealer revealing the burn card poker hand includes the house dealer electronically scanning the identities of the burn cards into the computer. And in some of these embodiments the house dealer revealing the burn card poker hand includes displaying of the burn card poker hand on the electronic device.

[0067] The foregoing description has been presented for purposes of illustration and description. It is not intended to be exhaustive or to be limited to the precise form disclosed, and modifications and variations are possible in light of the above teaching or may be acquired from practice of the disclosure. The above-referenced embodiments were chosen and described in order to explain the principles of the disclosure and as a practical application to enable one skilled in the art to utilize the disclosure in various embodiments, and with various modifications, are suited to the particular use contemplated. It should be understood that the following description is intended to describe exemplary embodiments, and not to limit the claimed subject matter.

What is claimed is:

1. A method of betting in a card game, the card game including generation of burn cards, the method comprising:

accepting, by one or more computers, a bet from a player, wherein the bet is based on a prediction of a burn card hand;

during a round of the card game, dealing, by one or more computers, a plurality of burn cards so as to produce the burn card hand; and

awarding, by one or more computers, winnings to the player if the prediction of the burn card hand meets a specified winning requirement.

2. The method of claim **1**, further comprising, if the playing of the round of the card game terminates before a complete burn card hand has been produced:

dealing additional cards in a manner simulating continued play of the round of the card game until a complete burn card hand has been produced.

3. The method of claim **1**, wherein the prediction of the burn card hand can be one of a royal flush, a straight flush, four of a kind, a full house, a flush, a straight, three of a kind, two pair, one pair, and a high card.

4. The method of claim **1**, wherein the prediction of the burn card hand can include a prediction of at least one of:

the suit of a card included in the burn card hand; and

a numerical value of a card included in the burn card hand.

5. The method of claim **1**, wherein the bet is placed into a virtual side pot by one or more computers, the contents of which are divided, after playing of the round of the card game, among all players who placed side bets based upon predictions that met the specified winning requirement.

6. The method of claim **1**, wherein the bet is placed against a gambling house and the winnings are awarded according to odds predetermined by the gambling house.

7. A system for betting in a card game, the card game including generation of burn cards, the system comprising:

one or more computers, configured with the following components:

a component for accepting a bet from a player, wherein the bet is based on a prediction of a burn card hand;

a component for during a round of the card game, dealing a plurality of burn cards so as to produce the burn card hand; and

a component for awarding winnings to the player if the prediction of the burn card hand meets a specified winning requirement.

8. The system of claim **7**, further comprising, if the playing of the round of the card game terminates before a complete burn card hand has been produced:

a component for dealing additional cards in a manner simulating continued play of the round of the card game until a complete burn card hand has been produced.

9. The system of claim **7**, wherein the prediction of the burn card hand can be one of a royal flush, a straight flush, four of a kind, a full house, a flush, a straight, three of a kind, two pair, one pair, and a high card.

10. The system of claim **7**, wherein the prediction of the burn card hand can include a prediction of at least one of:

the suit of a card included in the burn card hand; and

a numerical value of a card included in the burn card hand.

11. The system of claim **7**, wherein a component places the bet into a virtual side pot, the contents of which are divided, after playing of the round of the card game, among all players who placed side bets based upon predictions that met the specified winning requirement.

12. The system of claim **7**, wherein a component places the bet against a gambling house and the winnings are awarded according to odds predetermined by the gambling house.

13. A computer-readable medium having computer-executable instructions embodied therein, to be executed by a computer, for performing a method comprising:

accepting, by one or more computers, a bet from a player, wherein the bet is based on a prediction of a burn card hand;

during a round of the card game, dealing, by one or more computers, a plurality of burn cards so as to produce the burn card hand; and

awarding, by one or more computers, winnings to the player if the prediction of the burn card hand meets a specified winning requirement.

14. The computer-readable medium of claim **13**, further comprising, if the playing of the round of the card game terminates before a complete burn card hand has been produced:

computer-executable instructions for dealing additional cards in a manner simulating continued play of the round of the card game until a complete burn card hand has been produced.

15. The computer-readable medium of claim **13**, wherein the prediction of the burn card hand can be one of a royal flush, a straight flush, four of a kind, a full house, a flush, a straight, three of a kind, two pair, one pair, and a high card.

16. The computer-readable medium of claim **13**, wherein the prediction of the burn card hand can include a prediction of at least one of:

the suit of a card included in the burn card hand; and

a numerical value of a card included in the burn card hand.

17. The computer-readable medium of claim **13**, further comprising computer-executable instructions for placing the bet into a virtual side pot, the contents of which are divided, after playing of the round of the card game, among all players who placed side bets based upon predictions that met the specified winning requirement.

18. The computer-readable medium of claim **13**, further comprising computer-executable instructions for placing the bet against a gambling house, and the winnings are awarded according to odds predetermined by the gambling house.

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