

THE PARENTS' ASSOCIATION  
PRESENTS

A background image of a casino table with stacks of colorful chips and playing cards. The text is overlaid on this image.

M S D A  
CASINO  
NIGHT

**03.25.23**

MSDA Athletic Center



# Mount St. Dominic

## ACADEMY

*Empowering Young Women Since 1892*

Dear Parents, Friends, and Staff of the Mount,

On behalf of the MSDA Parents' Association executive board, we would like to thank you for coming to MSDA Casino Night. We all know that these young women are being afforded a wonderful opportunity to attend this college-preparatory institution. This would not be possible without the help of our fundraising events to give back to their education. As many have stated in the past, it takes a village. This could not be more true in regards to this event. The committee assembled in the Fall to organize and brainstorm about how to have a fun evening with the potential for the most profit. We could not have pulled off this event without your support. From the food, wine pull, gaming, raffles and decorations, we hope you have a magnificent and memorable evening.

Cheers to everyone being a winner.

Sincerely,

Lori-Jane Dolan

President, MSDA Parents' Association



# CASINO NIGHT

## PROGRAM

7:00PM	Casino Night Check-in Opens
7PM - 9PM	Wine Pull
7PM - 10PM	Dinner & Drinks & Games Galore
10PM	Games begin to Close; Time to Cash in your Chips
10PM- 10:30PM	Raffle Ticket Drop
10:30PM	Prize Drawing

## LET'S GET STARTED!

Now that you have your official Mount Funny Money, head to the game of your choice and redeem that for chips. You will use those chips to place your bets throughout the night. Don't worry, if you run out of chips, you can purchase more. There will also be Dealer Specials throughout the night, so listen for those.

Featured games this evening are 3-Card Poker, Blackjack, Craps, Roulette, Texas Hold 'em and some other fun games. Once you are done playing, redeem your chips for raffle tickets, and head to the Prize Table to drop them in the boxes for a chance to win the prize(s) of your choice. Just like a Tricky Tray, put as many tickets into as many or as few boxes as you like. At the end of the evening, we will draw the winning tickets. There is no cash value to the chips - all winnings are redeemable for Raffle Tickets Only. Want more Raffle Tickets? No problem - check in with the Banker to purchase more chips redeemable for Raffle Tickets.

Any questions? Not sure how to place a bet? Don't be shy - the dealers are here to help!

**Good Luck!**



## Take A Spin With Roulette

Roulette is one of the most exciting games of chance.

The roulette wheel has thirty-six (36) numbers from 1 to 36 in addition to 0 and 00.

The numbers are alternately colored red and black with 0 and 00 colored green.

The roulette table is numbered and colored the same as the roulette wheel.

You begin by placing your bets on any number or combination of numbers on the roulette table.

Roulette chips come in a variety of colors so every player has a different color

These chips are unique to that table and must be redeemed before leaving the table.

The dealer spins a small white ball inside the wheel.

The center of the roulette wheel rotates in one direction and the ball in the opposite direction.

You may place bets on any number of combinations:

columns or sections of numbers, red or black colors, odd or even numbers, or 0 and 00

Once the dealer announces "No more bets" none can be made.

Where you placed your chip(s) on the roulette table determines your bet.

The dealer will assist you as you learn the different combinations and payouts.

After the ball falls onto a number on the roulette wheel,

the dealer calls out the winning number and places the marker on it.

All losing bets are collected, and the winning bets are paid.

During this time no player should reach across the table to place or remove any chips.

Once the dealer is done collecting and paying all bets they will remove the marker.

When the dealer removes the marker the players can then collect their winnings and place new bets.

### **The Payout Odds On Roulette Are As Follows:**

<b>A bet placed:</b>	<b>Pays</b>
Any single number, "0" or Double "00"	35 to 1
Odd and Even, Red or Black, 1 to 18 or 19 to 36	1 to 1
12 numbers (Dozens or Section bet)	2 to 1
Column bets, top to bottom	2 to 1

### **A Split Bet On**

Any two numbers (Split)	17 to 1
Any three in a group (Street)	11 to 1
Any four in a group (Corner)	8 to 1
Any six in a group (Line)	5 to 1
Five numbers (Top Line):this bet plays 0, 00, 1, 2, 4	6 to 1

The dealer will explain the proper placement of the above listed wagers on the roulette layout.

## Try Your Hand At Blackjack / 21

The object is to draw cards with a combined total closer to 21 than the dealer's cards - without exceeding 21.

You enter the game by placing a bet on the table in front of you.

This bet is not to be changed after the first card is drawn from the dealer's shoe.

The dealer deals two cards face-up to each player and two cards to himself, the first card is the dealer's face up card, the second is his "hole card" which remains face down until the end of the hand.

Number cards are counted at face value, Jacks, Queens, & Kings are all counted as 10.

An Ace shall have the value of 11 unless that would give total a score in excess of 21,

in which case, it shall have a value of 1. It will always be used as the most beneficial value and can change based on the progression of the hand, you do not have to make a choice.

Only the dealer is permitted to handle, remove, or alter any cards used.

### **Drawing Cards: "hit or stand"**

If your initial two (2) cards do not give you blackjack you may draw "Hit" as many cards as you wish up to a point count of 21. You must stop drawing cards "Stand", if your point count equals or exceeds 21.

The dealer must draw additional cards if their point count totals 16 or less - and stand on totals of 17 or more.

If you draw an additional card and your point count exceeds 21, you "Busted" & lose your bet, regardless of the dealer's hand.

If you have not exceeded 21, and the dealer "Busts", you win your bet regardless of your point count.

After all players stand, the dealer reveals their hole card & draws any additional cards for their hand until a count of 17 or better.

If your point count is then closer to 21 than the dealer's point count, you win your bet and the dealer will pay your bet one to one.

If your point count is lower than the dealer's, you lose.

If the dealer's hand is 17 or more, and you have identical point counts, the hand is then "pushed", meaning you don't win or lose.

When you want an additional card or "hit", indicate by a tapping motion on the table.

When you have a hand where you are satisfied with the point total, a waving motion indicates that you do not wish to draw.

Dealers will acknowledge hand signals more easily than verbal to avoid miscommunications.

### **Hitting Blackjack: "Ace and 10 on first two cards"**

If the first two cards dealt to you total 21, the dealer will announce that you have "Blackjack". If the dealer's face-up card is any card 2 through 9, you have won your bet. Your dealer will pay your bet at odds of three to two and remove your cards.

If you have a blackjack and the dealer's up card is an Ace or 10, no decision will be made on your hand until the dealer checks their "hole" card. If the dealer has Blackjack your hand is a "push"

If the dealer's "hole" card and first card do not equal 21, then your blackjack wins.

### **Splitting Pairs: "if your fist two cards are a pair"**

If the initial two (2) cards dealt to you are identical in value, you may split the pair and form two (2) hands.

If you do, you must place an additional bet equal to your initial bet.

The dealer will deal a second card to the first of your hands, announce your point count, and respond to your decision to double down, stand, draw, or split again (if the card drawn creates another pair) before dealing to your second hand.

There are some special rules when splitting pairs.

The option of re-splitting pairs; a player may split up to three times (a total of four hands)

The cards of any split pair can not give you a "Blackjack", you may have twenty-one but it is not a *blackjack*.

If your pair is Aces you may split only once (a total of two hands).

You are dealt only one (1) additional card to each split hand and you may not take any additional cards.

### **Doubling Down: "double your bet and take only 1 card"**

If your initial two (2) cards do not give you a black jack, you may make an additional bet equal to, or less than, the amount of your initial bet. This is known as doubling down. You must draw one, and only one, additional card on the hand which you double down.



## *Class Act Casino Events*

### **Roll the Dice with Craps**

This is a fast exciting game and the only one that the players create the action with their own hand by shooting the dice.

The dice are thrown by the "Shooter" and everyone gets a chance to shoot the dice at some point.

In every single roll of the dice, there are a number of combinations in which a player can wager.

Every player is betting on the outcome of the dice, *NOT* against the shooter, dealers, or other players.

#### **The Main Game: "The Pass Line"**

The main game, begins with a wager on the "Pass Line" which means you are betting the shooter will roll a number "4, 5, 6, 8, 9, 10" which is known as the "Point" and then roll that same number again, before rolling a "7".

On the first roll of the dice, before a point is established, if a "7" or "11" roll this is known as a "Natural"

If a Natural is rolled the pass line wagers automatically win and get paid then the same shooter tries again.

If a "2", "3", or "12" roll, this is known as "Craps" and the pass line wagers lose and are collected by the dealers.

The same shooter will continue to roll the dice to try to "Make the Point".

If they roll any number: "4, 5, 6, 8, 9, 10" this becomes the new point.

Once the point is established the shooter will continue to try and roll it again. When they do it is called a "Pass" and the pass line wagers get paid. Then the shooter starts again trying to make a new point.

Once the point is established, if the shooter rolls a "Seven" its called "Seven Out" the pass line wagers lose and are collected by the dealers and the next shooter begins.

#### **Other common wagers**

##### **Odds bet: " A Supplemental Wager, placed on the point after it is established"**

You may make a bet in addition to your original pass line bet any time after a point is established.

The amount of odds you can bet is limited to 5x the amount of your original pass line bet.

Winning odds bets are paid at true odds and this is considered the "best bet in the casino"

##### **Place Bets: "A wager placed on a specific number"**

Wagers that can be placed on any or all of the point numbers (4, 5, 6, 8, 9, and 10).

A place bet wins when the number bet rolls and it loses if a 7 rolls.

##### **Field Bets: "A wager placed on a specific group of number"**

There is a large section of the table with the "Field" numbers listed: 2, 3, 4, 9, 10, 11, and 12

A field bet is good for one roll and pays if any number in the field comes on the next roll.

If any other number rolls, the field bet loses.

These are just the basics and there are many more options of wagers as you learn the game but this should get you started and confident enough to walk up to our craps table and shoot the dice!

**Just remember, the dealers at the table are always there to help you, so don't be shy.**



## Anti Up for Three-Card Poker

Three-Card Poker is an exciting variation to poker where each player plays against the dealer.

### **The Play: "Your three card hand against the dealers"**

To play you start with a mandatory Ante wager,

there is optional pair plus wager as well, betting you will have a hand of at least a pair or better.

Three cards are then dealt face down to each player and to the dealer.

You are only playing the dealer and not other players & cannot show your hand to other players.

After viewing your three cards, you have these options:

A. - Place a PLAY wager to equal your ANTE wager if you think your hand will beat the dealers.

B. - Forfeit your ANTE and if applicable, your PAIR PLUS wager.

A common strategy dictates the player should "play" all hands greater than Queen-6-4 and up.

### **To "Qualify": "The dealer must have a reasonable hand to play"**

The dealer must have at least a queen high or better to play.

If the dealer's hand does not contain queen high or better;

your ANTE wager wins 1 to 1 and your PLAY wager is returned.

If the dealer's hand does contain a queen or better;

If the dealer's hand beats the player's hand, the PLAY wager and the ANTE wager are lost.

If player's hand beats the dealer's hand, the PLAY wager and the ANTE wager are paid.

In the event of a tie, then it is a PUSH and the wagers are returned.

### **Ante Bonus Payouts: "The top three hands get a bonus payout"**

#### **Pair Plus Wager: "bet in advance on the chance you're dealt a pair or better"**

This wager allows you to win based on the value of the hand regardless of the dealers hand.

An ANTE wager must be placed in conjunction with the PAIR PLUS wager.

The pair plus bet is determined completely independent to what the dealer has.

#### **Rank Of Hands**

**Straight Flush:** Three Cards of the same suit, in consecutive rank.

**Three of a Kind:** Three cards of the same rank, regardless of suit.

**Straight:** Three cards of consecutive rank, regardless of suit.

**Flush:** Three cards of the same suit, regardless of rank.

**Pair:** Two cards of the same rank, regardless of suit.

**High card:** three random cards not connected

<b>Pair Plus Payouts</b>	
Pair	1 to 1
Flush	3 to 1
Straight	6 to 1
Three of a Kind	30 to 1
Straight Flush	40 to 1
Mini Royal Flush	50 to 1

<b>Ante Bonus Payouts</b>	
Straight	1 to 1
Three of a Kind	4 to 1
Straight Flush	5 to 1

#### **General Rules**

Ace is high, except in a 3-2-Ace sequence.



## Go All In at Texas Hold'em

Texas Hold 'em (or Hold'em, Holdem) is the most popular poker variant played in casinos in the United States

This is the only game where the players play against each other and not the dealer

Every hand is a competition between all of the players at the table to win the pot.

### The Basic overview:

Each player is dealt two private cards ("Hole Cards" or "Pocket Cards"), after which there is a betting round.

Then three community cards are dealt face up (the "Flop"), followed by a second betting round.

A fourth community card is dealt face up (the "Turn"), followed by a third betting round.

A fifth community card is dealt face up (the "River") and the the fourth and final betting round.

After all betting is complete the players show their cards "The Showdown" and the dealer will declare the winner.

At the Showdown, each player plays the best five-card hand they can make using any five cards

from the two pocket cards and the five community cards (or Board Cards).

The cards speak and the dealer will determine the best 5 cards if the player calls the wrong hand.

### Poker terms you should know:

**Dealer Button:** Large chip that designates where the dealer will start dealing the cards.

**Big Blind:** Forced bet equal to the minimum bet. This replaces an "Ante".

**Small Blind:** Forced bet equal to half of the minimum bet. This ensures 2 players participate.

**Pot:** The chips wagered each betting round are collected in the center of the table.

**Check:** To pass on your option to bet.

**Bet:** The first wager in a round of play is a bet.

**Call:** To match a bet with an equal amount.

**Raise or Re-raise:** To increase an oponents bet & the minimum raise will at least double the original bet.

**Fold:** To surrender your hand and forfeit any stake in the pot.

**All In:** Declaration by a player that indicates they are wagering all of their remaining chips.

**Chop Pot:** When two or more players have equal hands the pot is divided equally.

**The Board:** The community cards in the center of the table.

This is an easy game to learn but can take time to get familiar with the terms and rules  
and the best way to learn is to play at our table tonight.

**Just remember, the dealers at the table are always there to help you, so don't be shy.**



Wishing You  
The Luck of the Draw!

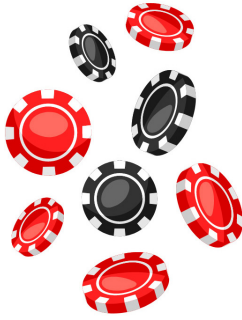


The Hladik Family



Platinum Sponsor





Have a  
Winning Night!



**McGINLEY**  
WE BUILD

The McGinley Family &  
McGinley Construction

Platinum Sponsor

# Luck be a Lady Tonight!



The O'Connor Family &  
The Falcone Family

Dwyer Connell & Lisbona Law

Platinum Sponsor



# Winner Winner Chicken Dinner!!

The Families of the  
Class of  
2023  
2024  
2025  
2026



Platinum Sponsor

# Good Luck!



## The Law Firm of Robert Hess

Silver Sponsor

# Good Luck!



## The Camporeale Family

Silver Sponsor



# Good Luck!



## D'Angelo & D'Angelo Counsellors at Large

Silver Sponsor

# Good Luck!



**GREGORY S. LISS, DDS**

*Advanced Dentistry for Health, Comfort and Appearance*

## Dr. Gregory Liss

Bronze Sponsor



Thank you!

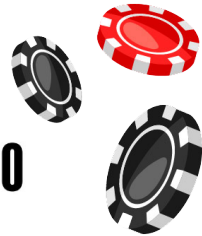


to the Sasfai Family  
& Pickett's Village Bar

Wine Sponsor



Thank you!



to the Tortoriello Family  
& Avenue Bistro

Beer Sponsor





THANK  
YOU!

The MSDA Parents' Association would like extend special thanks to:

**Eileen Mohr** and **Amy Galasso** *for the spirited decorations*

All our **Casino Night Sponsors**

All our amazing **Parent Volunteers**

The **Mulvihill Family** *for the Crystal Springs Package*

The **Lambie Family** *for the Wu-Tang: An American Saga (Hulu) Package*

The **Backfisch Family** *for the Opus One 1990*

The **MSDA Board of Trustees**

**Tom Barone** and the *Dining Partnership Group team*

**David Giunta** and the **Class Act Casino Dealers**



**Thank you to all the Mount Families that supported  
the Wine Pull:**

The Abboud Family

The Baron Family

The Campagna Family

The Camporeale Family

The Capezio Family

The Castano Family

The Chipelo Family

The Cronin Family

Joy Crosby

The D'Angelo Family

The Dolan Family

The Gutierrez Family

The Heaney Family

The Honan Family

The Johnson Family

The Lambie Family

The Leiva Family

The McGovern Family

The McKeon Family

The O'Connor Family

The Palumbo Family

The Peepas Family

The Pizarro Family

The Rayden Family

The Rivera Family

The Schmey Family

The St. Ledger Family

The Tanella Family

The Tagliareni Family

*Our hope with this list was to thank all of our families who donated to the Wine Pull, but if we missed you we sincerely apologize, and please do let us know.*

