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Games Department High Card Flush Manual



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INTRODUCTION

“High Card Flush” (HCF) is a card game played with a standard 52-card deck of playing cards. There are multiple wagers that may be made by a player. Ranking of hands are based upon the number of cards of the same suit (a Flush) in the players or Dealer’s hand. The Ante and Raise wagers (described below) correspond to the players hand versus the Dealer’s hand. The Dealer must have a minimum hand of a 9-high Flush (at least 3 cards long) to qualify. Other wagers are based upon comparing the player’s hand to a predetermined payable (regardless of whether or not the Dealer’s hand qualifies). These wagers remain in action even if the player folds during play and forfeits their Ante and Raise wagers.

OPENING THE TABLE FOR PLAY

- A. A HCF deck consists of 52 playing cards. All jokers are removed and are not to be used. When opening a table for play, the Dealer will inspect both decks, fronts, and backs, for any flaws or marks. The Dealer will count the cards in both decks.
- B. One deck will be put into the discard holder while the Dealer washes and shuffles the other deck and loads it into the automatic shuffler. The deck in the discard holder will now be washed, shuffled then spread face down on the layout until ready for play. Any new cards will be washed and shuffled before being put into the automatic shuffler.
- C. Once a deck has been put into play, it is the dealer's responsibility to ensure that it is kept in good condition.
- D. Decks will be changed approximately no more than every 4 hours throughout the gaming day and at the discretion of the Games Supervisor.
- E. Dealer's may ask for a new deck at any time they believe it is necessary, because of the cards sticking together or any abnormality occurring during play.

SHUFFLING PROCEDURES

Automatic Shuffler

- A. Two (2) different colored single decks will be used.
- B. While one deck is in play, the automatic shuffler will be shuffling the other deck.
- C. When there is a malfunction with the automatic shuffler, a backup automatic shuffler will be put on the game, if available, or the dealer will shuffle by hand.

- D. Incorrect number of cards to any player or the dealer will constitute a misdeal for the entire table. An exception would be where the dealer omitted the seventh card from the dealer's hand and realized the error prior to any player discarding.
- E. The automatic shuffler will shuffle the deck of cards.
- F. After shuffling, the automatic shuffler will deal out seven (7) consecutive cards which the dealer will distribute to each player and themselves.
- G. After each hand is complete the dealer will box, spin 180 degrees, riffle and cut one time before placing in the automatic shuffler.

Standard/Manual Shuffle

- A. standard shuffle is performed to ensure a consistent, random mix of cards.
- B. Since the dealer will shuffle the deck of cards every hand, it will not be necessary to call "shuffle" before shuffling the cards.
- C. The shuffle will consist of the dealer demonstrating a box, spin, square and then separating the deck into two equal stacks then riffling.
 - 1. The deck will be shuffled twice as described above (without spin).
 - 2. The deck will then be "stripped".
 - 3. Repeat steps 1 & 2
 - 4. End with one more box, riffle then cut.
- D. Once the deck has been shuffled, the dealer (and not the players) will cut the deck. The deck will be cut by placing the cut card in front of the deck and then cut the top half of the deck with one hand onto the cut card. The bottom half of the deck will then be placed on the top half of the deck. The dealer will always attempt to cut as close to the middle as possible.
- E. While shuffling the dealer observes to see if all players electing to play the ante bet have done so, and that players electing to play the side bets have done so.
- F. When a new deck is introduced into play and after it has been inspected and counted, it will be washed. To wash the cards, the dealer will put all the cards face down on the layout and mix them all together. Then the dealer will go through the standard shuffle procedure twice before dealing.
- G. Standard shuffle will be used unless instructed otherwise by a supervisor.

RULES OF PLAY

- A. **Bets** - The following bets or combination of bets may be made for each hand:
1. Must bet ANTE to play. This bet is against the dealer.
 2. Bet ANTE plus FLUSH to play hand value only.
 3. Bet ANTE plus STRAIGHT FLUSH to play hand value only.
 4. Bet ANTE, FLUSH and STRAIGHT FLUSH to play all.
- Wager amounts may differ on ANTE, FLUSH and STRAIGHT FLUSH bets.
- B. **Betting Against the Dealer** - To play this game, the player must bet against the dealer in the form of an ANTE bet. After receiving their cards, the player will either fold and forfeit their ANTE bet if player does not like the hand or place a RAISE bet that can be 1x, 2x or 3x their ANTE, based on the number of flush cards. Folded hands are still eligible to win the FLUSH and/or STRAIGHT FLUSH bet.
- C. **Ante/Raise Wager**
1. Each player must play against the Dealer. Players place an Ante wager and receive seven cards face-down. The cards will be delivered in order from the first position (to the Dealer's immediate left) then continuing clockwise around the table. The Dealer also receives seven cards face-down which are delivered last. The object is to have more cards of the same suit (a "Flush") than the Dealer, regardless of suit. In the event both the Dealer and the Player have the same number of cards in their Flush, the winning hand is determined by the highest-ranking card (Ace – 2) of the Flush in each hand. The highest-ranking card is the same in both hands, the second highest card is the determining factor. the highest and second highest ranking cards are the same in both hands, the third highest card is the determining factor and so on. This same rule follows until a winner, or a tie is determined. If both the number of cards and values are identical (players and Dealers) the Ante and Raise are a push or tie. Successive cards of the same suit (a "Straight Flush") has no significance (as it does in standard poker or in the Straight Flush wager) to the Ante and Raise wagers. An Ace is always the highest valued card. (Exception: An Ace may be used to complete a player's low straight flush hand; such as Ace-Two-Three. Please note that a straight flush is only a valid hand for the "Straight Flush" wager. In all other circumstances there is no such thing as a straight flush in this game.)
 2. After examining their cards, each player must either fold their hand and surrender their Ante wager or place a Raise wager. The Raise wager amount must be equal to the Ante wager amount unless the Players hand consists of five or more cards of the same suit. In that instance, a player with five suited cards may increase their Raise wager up to double their Ante wager and a player with more than five suited cards (6 or 7) may increase their Raise wager up to triple their Ante wager.

3. Once all the players have acted on their hand, the Dealer's cards are exposed. If the Dealer's hand does not qualify, all remaining players receive an even-money payment equal to their Ante wager and their Raise wager results in a push (and is handed back to the player).
4. If the Dealer's hand does qualify, the Dealer's hand is compared to each player's hand, and:
 - a. If the Players hand ranks higher than the Dealer's hand, the Ante and Raise wagers win and are paid even-money.
 - b. If the Players hand ranks lower than the Dealer's hand, the Ante and Raise wagers lose and are collected.
 - c. If the Players and Dealer's hands tie, the Ante and Raise wagers push.

PROCEDURES

- A. **Folding with a Flush and/or Straight Flush** – Folding is when a player discards their entire hand (all seven cards), forfeiting their Ante wager. A folded hand may contain a Flush and/or Straight Flush. If the player chooses to fold, the player will tuck the entire hand under the side bets wager. Folded hands without side wagers should be handled immediately. Folded hands with side wagers, Ante will be collected right away, any side wagers will be handled during pay/take sequence.
- B. **Discarding a Straight Flush** – Discarding is when a player discards part of their hand (must be accompanied by a Raise wager). In the event a player wishes to discard a winning "Straight Flush Bonus" hand but is not folding the entire hand, the player should tuck the three-card Straight Flush face down in the Straight Flush betting area. Straight Flush wager will be handled during pay/take sequence.
- C. **Calling the Hand** – Once the Dealer has established their best High Card Flush hand, regardless if they qualify or not they should call their hand. Dealers should call the number of cards first and then the highest card. Example – The Dealer best High Card Flush hand is a Queen, 9, 7 of Clubs. Dealer calls out 3 cards, Queen high, all bets are in action.
- D. **Players Playing Blind** – Players cannot play their hand(s) blind.

DEALING PROCEDURE

Automatic Shuffle

- A. The dealer must announce "No More Bet" once all bets have been made, and the dealer will take the first set of cards from the shuffle machine and place them to the left side of the player's wagers spread them. The dealer will continue until all spots with wagers have received cards.

- B. The dealer will then take the next set of cards, which will be in the dealer's hand. Take the remaining cards out of the machine, checking for a red light, and place them in the discard holder. At this time (after a green light has been observed) the dealer will tell the players they are now allowed to look at their hands.
- C. Folded hands should be placed on the right side of the players' bets. Losing bets and cards are taken as players fold. Folded hands will be fanned face down to verify seven cards, and then placed in the discard rack.
 - 1. If the player is folding but has a winning FLUSH and/or STRAIGHT FLUSH, the player will tuck all the cards under the either side wagers. The Dealer will collect losing ANTE wager then act on the side wagers during pay/take sequence.
 - 2. Please note that the dealer should explain to the guest that folding a four card Flush hand is very irregular. If the player wishes to change their mind after the dealer's explanation, please allow them to do so.
- D. If a player decides to "call" his ANTE bet, he will place an additional wager in the RAISE wagering area. His/her cards are then placed underneath his bets. Once the player has placed a wager in the RAISE betting area, they have committed to playing the hand.

Standard/Manual Shuffle

- A. The dealer deals to each player with a bet and to self, dealing from left to right in rotation. Cards are dealt face down on the dealer's left side of the player's bets and are dealt one at a time from the handheld deck. Every player is dealt one card before they are dealt a second card, until they all have seven (7) cards.
- B. The dealer shall, as neatly as possible, deal the cards one on top of the other (logos exposed) and push the cards to the player when the seventh card is dealt.
- C. The dealer's last card is placed on top of the dealer's first six cards. The dealer's hand is kept directly in front of the chip tray and spread slightly so that the dealer can visually see the number of cards he/she has received. After the dealer receives his last card, he will "square up" the seven cards.
- D. All unused cards will be placed into the discard holder.
- E. Players may view their cards immediately after they are received.
- F. Folded hands will be handled the same as above in the "Automatic Shuffle: Section C."
- G. Called hands will be handled the same as above in the "Automatic Shuffle: Section D."

PAYOUT PROCEDURE

- A. The dealer will verify that each guest staying in the game has placed a RAISE bet (amount according to game rules) that all players' cards have been set face down on table.
- B. The dealer's hand is exposed, and the best possible High Card Flush hand is created. The cards are ranked from left to right, by suit, allowing the players to clearly read the hand. If the Dealer qualifies, the qualifying hand is pushed up and the non-qualifying cards are placed underneath them. **The Dealer should talk through the hands and the payouts.**
- C. If the dealer does not have a 9 high three card flush hand or better, it is a non-qualifying hand and does not play. Therefore:
 - 1. The RAISE bet is a push (and is handed back to the player).
 - 2. All ANTE bets are paid.
 - 3. The FLUSH BONUS is paid on a four card (or more) flush.
 - 4. The STRAIGHT FLUSH bet is paid on three card (or more) straight flush.
- D. If the dealer has a 9 high three card flush hand or better, it is a qualifying hand and plays. Therefore:
 - 1. The RAISE and ANTE bets are paid or taken as applies.
 - 2. The FLUSH BONUS is paid on a four card (or more) flush.
 - 3. The STRAIGHT FLUSH bet is paid on three card (or more) straight flush.
- E. When the dealer plays and the player and dealer hands are the same, it is a tie on the ANTE and RAISE bets. The ANTE and RAISE bets push, but the FLUSH BONUS and STRAIGHT FLUSH BONUS bets are paid if applicable.
- F. Bets are paid or taken from the back forwards, in this order: RAISE, ANTE, FLUSH BONUS and STRAIGHT FLUSH BONUS.
- G. Pay and take from right to left. A player's hand will be spread diagonally, with no more than one pip covered, to the dealer's left side of player's bets. After bets for a hand are paid or taken, that hand will be placed in the discard rack.
- H. to be sized into. Payouts more than even money will be broken down in front of the rack before paying out. The payouts should be cut out in the dealer's work area, with separate payouts for each bet, in a pattern similar to the betting areas so that the payout can be easily read. Working from the back RAISE bet first, pay each bet separately. A Supervisor should be called to verify the payout if it exceeds \$500.

OUTCOMES AND PAYOUTS

PLAYER AGAINST DEALER - OUTCOMES & PAYOUTS

Dealer plays with 9 high three card flush or better.

- a. If dealer does not play, there is no action on RAISE bet (push) the Ante will be paid at 1 to 1.
- b. If dealer plays and player beats dealer, the RAISE bet wins 1 to 1 and ANTE bet wins 1 to 1.
- c. If dealer plays and dealer beats the player, both the ANTE and RAISE bets lose.
- d. If dealer plays and dealer's hand ties the player's hand, there is no action on both the RAISE and ANTE bets (push).

SIDE BETS

FLUSH BONUS WAGER & STRAIGHT FLUSH BONUS WAGER

A player wins when their hand matches one of the hands on the corresponding payable even if they folded their hand on the Ante / Raise wager. The players 7 cards are compared to one of the triggering events in this corresponding payable:

Number of Cards (Flush or Straight Flush)	FLUSH BONUS ODDS (suited cards in any order)	STRAIGHT FLUSH BONUS ODDS (Suited cards in consecutive order)
7 cards	300 – 1 (paid at the end)	8000 – 1 (paid at the end)
6 cards	100 – 1	1000 – 1 (paid at the end)
5 cards	10 – 1	100 – 1
4 cards	1 – 1	60 – 1
3 cards	n/a (loss)	7 – 1

Notes:

- a. Both side bets can win during the same hand. Example: a 4-card straight flush will pay on both the FLUSH BONUS and STRAIGHT FLUSH BONUS wagers.
- b. Only the highest qualifying hand is paid for each wager.
- c. STRAIGHT FLUSH BONUS - An Ace may be used as either the lowest or highest rank of the suit. Should a player's seven-card hand consist of more than one Straight Flush, only the highest-ranking Straight Flush will be paid.
- d. A manager and surveillance must be called for any winning hand of 300-1 odds or more. The 300-1 or more bets will be paid last, after all other player's hands have been paid/taken. Leave the player's cards and 300-1 or more bets for the end of the hand. This player's other bets (of less than 300-1) will be paid/taken immediately.

GENERAL RULES

- A. Prior to the first card being dealt, each player places a bet on the ANTE alone, or on the ANTE plus the FLUSH and/or STRAIGHT FLUSH bets.
- B. Original bets on the ANTE, FLUSH or STRAIGHT FLUSH may not be increased, decreased, or withdrawn after the first card has been dealt.

- C. The RAISE bet will be 1x, 2x or 3x the ANTE bet (based on number of Flush cards).
- D. Each player may play only one hand and may not bet on or against another player.
- E. Any incorrect number of cards dealt to either a player or the dealer constitutes a total misdeal. An exception would be where the dealer omitted the seventh card from the dealer's hand and realized the error prior to any player discarding.
- G. Players may not show their hand to each other and/or discuss the hand in progress and must always keep cards above the table, inside the rail and in their own area. Players may not touch each other's cards. Players must be seated while playing.
- H. Ace is always high except on the STRAIGHT FLUSH bet where it can be used low to complete the straight flush.

TABLE MINIMUMS AND MAXIMUMS

The minimum and maximum wagers shall be posted on a sign at each table. The approval of the Table Games Shift Manager or above and either the Director of Table Games, Vice President & Assistant General Manager or above will be required for maximums over the posted maximum wager.

- A. Minimum and maximum bet limits will be prominently posted on all games and will inform players of the lowest wager and of the highest wager allowed.
- B. When a player wagers less than the posted table minimum and the dealer does not notice it before the cards come out, the dealer will pay or take the amount actually bet and inform the player of the table minimum.
- C. The maximum wagers on the Ante and Raise (at 1x) bets will be \$500.
- D. The maximum wager on the Flush bet is \$25. Minimum bet is always \$5.
- E. The maximum wager on the Straight Flush bet is \$25. Minimum bet is always \$5.
- F. The maximum token bet a player can make for a dealer is 10% of the table maximum if the player is betting the table maximum. If the player is not betting the table maximum, the player bet, and the token bet cannot exceed the table maximum plus 10%.
- G. *NOTE: Table minimums and maximums can change without notice!!!

CHANGING DEALERS

Dealer relieving and being relieved:

- A. The incoming Dealer shall enter the game from behind and to the left of the outgoing Dealer.
- B. Continue to deal until the relief Dealer is physically at the table.
- C. The incoming Dealer shall tap the outgoing Dealer on the shoulder and enter the game. The incoming and the outgoing Dealers will be both required to clear their hands.
- D. Dealers will not be relieved by another Dealer until all work has been completed for a given hand. The outgoing dealer will spread the cards on the table prior to the incoming dealer tapping in.

TAKING TIPS

- A. A player cannot make a "Raise" bet for the Dealer unless the player made an "Ante" bet for them prior to the start of the hand.
- B. A player can wager 1, 2 or 3 times the "Ante" wager but is not required to do so.
- C. Soliciting of tokens is **STRICTLY PROHIBITED**.
- D. Both the bet and payoff of all winning token bets must be dropped in the token box. Token bets may not be "parlayed".
- E. All tip bets won shall be shown to the Surveillance camera and then immediately placed in the token box by the Dealer.
- F. If a player throws in a token and does not specify that Dealer bet the token or give the Dealer the option to bet or keep the token, the token must be put into the token box.
- G. The token wager should always be paid after the player's wager, not before.
- H. Tokens will not be colored up without first announcing it.
- I. If a player's token wager is more than allowed, the dealer can accept the excess as a direct token and deal to the remainder. The dealer should explain this limitation to the player and make the transaction before dealing the cards so there is no confusion if the wager should lose.
- J. The maximum token bet a player can make for a dealer is 10% of the table maximum if the player is betting the table maximum. If the player is not betting the table maximum, the player bet, and the token bet cannot exceed the table maximum plus 10%.

IRREGULARITIES & DISPUTES

- A. An incorrect number of cards dealt to a player, or the Dealer constitutes a misdeal.
- B. A card that is found face up while the cards are being dealt will be considered a misdeal and the cards will be reshuffled.
- C. If an automated card shuffling device is being used and the device jams, stops shuffling During a shuffle, or fails to complete a shuffle cycle, the round of play will be void and the cards will be reshuffled.
- D. Under all circumstances, the Dealer will contact the Floor Supervisor or above who will then make the final determination of the dispute or irregularity.