

HIGH CARD FLUSH

HOW TO PLAY

Each player plays against the Dealer. 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.

If the highest ranking card is the same in both hands, the second highest card is the determining factor. If the highest and second highest ranking cards are the same in both hands, etc. 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. Successive cards of the same suit (a “straight flush”) have no significance. An Ace is the highest valued card.

GETTING STARTED

Players place an Ante wager and receive seven cards.

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 Player’s hand consists of five or more cards of the same suit. 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.

Once all the players have acted on their hand, the dealer’s cards are exposed.

DEALER QUALIFYING

The dealer qualifies with a hand of a 3-card Flush, nine high.

If the dealer does not qualify, all remaining players will receive an even-money payment equal to their Ante wager and their Raise wager results in a push.

If the dealer’s hand does qualify, the Dealer’s hand is compared to each player’s hand.

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WINNING & LOSING

If the Player's hand ranks higher than the Dealer's hand, the Ante and Raise wagers win and are paid even-money.

If the Player's hand ranks lower than the Dealer's hand, the Ante and Raise wagers lose and are collected.

If the Player's and Dealer's hands tie, the Ante and Raise wagers push.

OPTIONAL WAGERS:

"FLUSH" (BONUS WAGER)

A player wins when their hand matches one of the hands on the corresponding pay table below. Only the highest qualifying hand is paid.

| # of Flush Cards | Pays |
|------------------|-------|
| 7 | 200:1 |
| 6 | 60:1 |
| 5 | 12:1 |
| 4 | 1:1 |

"STRAIGHT FLUSH" (BONUS WAGER)

An Ace may be used as either the lowest or highest rank of the suit.

A player wins when their hand matches one of the hands on the corresponding pay table below. Only the highest qualifying hand is paid.

| # of Straight Flush Cards | Pays |
|---------------------------|-------|
| 7 | 500:1 |
| 6 | 200:1 |
| 5 | 100:1 |
| 4 | 50:1 |
| 3 | 9:1 |

The player's hand does not have to outrank the dealer's hand in order to win the "Flush" or "Straight Flush" bonus wagers. "Flush" and "Straight Flush" wagers are still eligible to win if a player folds. However, it is the patron's responsibility to inform the dealer that he/she has a winning "Flush" or "Straight Flush" bonus wager on a hand that has been folded.

\$25,000 Maximum Aggregate Payout per hand.

**Must be 21.
Gambling Problem? Call 1-800-589-9966 for help.**