



Oxford Casino

High Card Flush

Rules of the Game

Game Description

High Card Flush is a house-banked card game played with a standard 52-card deck. There will be one dealer and up to six players. 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 player's or dealer's hand. The Ante and Raise wagers (described below) correspond to the player's hand versus the dealer's hand. Other wagers are based upon comparing the player's hand to a predetermined pay table. These wagers remain in action even if the player folds during play and forfeits their Ante and Raise wagers.

Opening the Game

High Card Flush will be opened following the standard table games opening procedures. The front and backs of the cards will be inspected by a table games supervisor and the dealer. If during this process a flaw of any kind is noticed, the Manager will replace the flawed deck with a new one. An automatic shuffler will be utilized to shuffle the cards. If an automatic shuffler is unavailable, a manual shuffle will be performed.

Ante / Raise Wagers

Each player plays against the dealer. Players make an Ante wager and receive seven cards face down. The dealer also receives seven cards face down. 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, the third highest card is the determining factor and so on. This same rule follows until a winner or a tie is determined. Successive cards of the same suit (a "straight flush") have no significance (as it does in standard poker).

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. In that instance, a player with five suited cards may increase their Raise wager in the amount of equal to or double to their Ante wager. A player with more than five suited cards may increase their Raise wager in the amount of equal to, double to, or triple to their Ante wager.

Once all the players have acted on their hands, the dealer's cards are exposed. If the dealer's hand does not qualify (meet or exceed a nine high three card flush), all remaining players will receive an even-money payment equal to their Ante wager and their Raise wager will result in a push.

If the dealer's hand does qualify (meets or exceeds a nine high three card flush), the dealer's hand is compared to each player's hand, and:

- a. *If the player's hand ranks higher than the dealer's hand, the Ante and Raise wagers win and are paid even-money.*
- b. *If the player's hand ranks lower than the dealers hand, the Ante and Raise wagers lose and are collected.*
- c. *If the player's and dealer's hands tie, the Ante and Raise wagers push.*

Flush Bonus Wager

A player wins when their hand matches one of the hands on the corresponding pay table, (Schedule "A") even if they have folded their hand on the Ante / Raise wager. Only the highest qualifying hand is paid.

Straight Flush Bonus Wager

A player wins when their hand matches one of the hands on the corresponding pay table, (Schedule "B") even if they have folded their hand on the Ante / Raise wager. An Ace may be used as either the lowest or highest rank of the suit. Only the highest qualifying hand is paid. Should a player's seven-card hand consist of more than one straight flush, only the highest ranking straight flush will be paid.

Wagers

The player can make the following wagers in High Card Flush:

1. Ante - Players begin by placing wagers in the spot marked "Ante". This wager is required in order to receive seven-cards.
2. Raise - Once the players have reviewed their seven-card hand they can choose to either fold or bet by placing 1 times (with two, three, or four suited cards), 1 times or 2 times (with five suited cards) or 1 times, 2 times, or 3 times (with six or seven suited cards) the amount of their ante wager on the "Raise" wagering area. Players are not allowed to play "Blind" on this game due to the 1X, 2X, or 3X bet based on their number of suited cards.
3. Flush Bonus - An optional side bet that may also be offered. This wager, if made, must be made prior to receiving cards. An Ante wager must be made to qualify.
4. Straight Flush Bonus – An optional side bet that may also be offered. This wager, if made, must be made prior to receiving cards. An Ante wager must be made to qualify. Once the first card of any hand has been dealt, no player shall handle, add, remove or alter any wagers until a decision has been rendered and implemented with respect to that wager.
5. The table minimum and maximum will be clearly posted for the public at all times.

Dealing the Game

1. Players begin by placing wagers in the spot marked “Ante”. This wager is required in order to receive a seven-card hand. Players choosing to wager the optional side bets must do so prior to receiving a seven-card hand as well.
2. Players are allowed to play only one hand.
3. Players are not allowed to play their hand blind.
4. Dealer will scan the layout and verify that all players have finished placing their Ante wagers.
5. Each player and the dealer receive seven cards face down. Cards are distributed from left to right with the dealer’s hand last.
6. The cards will be placed on the right side of the players’ wagers and fanned toward the dealer in a left diagonal formation.
7. If less than or more than seven cards are dealt to any one player or the dealer, all hands will be void.
8. Once all players and dealer have their cards, the remaining cards will be removed from the shuffler and placed in the discard rack.
9. The dealer will “square up” his/her cards and will push the players’ cards toward the player.
10. Once the players receive their cards, the players are not allowed to discuss or show each other their hands. They also must keep their cards above the table in full view at all times. If a player violates these rules, they will be warned by the supervisor. Further violations of these rules may result in the player(s) hand being void.
11. After examining their cards, the players with an Ante wager will have the option to make a Raise wager or forfeit their Ante bet. Both the Ante and the Raise wagers are against the dealer. If the player has the Flush Bonus and/or Straight Flush bonus wagers made and folds, the cards will be tucked under bonus wager made. (For spots 1, 2, and 3 the folded hand will be tucked under the Straight Flush Bonus wager. For spots 4, 5, and 6 the folded cards will be tucked under the Flush Bonus wager.)
12. The player will keep only the cards used in his/her flush hand. They will discard the unused cards by placing the unused cards face down, to the players left side/ dealers right side, of the wagers.
13. If the player has multiple flushes in their hand, they must choose only one flush to play through to the end. If the player has a bonus payout in the cards to be discarded, the player will turn those cards face up when discarding. The dealer will then face and set the cards high to low and then pay the winning bonus at that time.
14. All discarded cards will be picked up from left to right (spot 1 to spot 6) and placed into the discard rack.
15. The dealer will expose and set his/her cards to form the highest possible ranking hand. The dealer qualifies with a nine high three card flush.

16. The dealer will push forward (up) the flush hand that is being used and put the cards in numerical order. The remainder of the cards will stay on the table but separated from the flush cards in use.
17. If the dealer does not qualify, no cards will be pushed up.
18. Starting from right to left, the dealer will reveal the flush hand of each player, face and set the cards high to low, and compare his/her hand to the player's hands using the following steps:
 - The hand with more cards of the same suit (a "flush"); regardless of the suit will win. 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, the third highest card is the determining factor and so on. This same rule follows until a winner or a tie is determined. Successive cards of the same suit (a "straight flush") have no significance.
19. If the player wins, the dealer will pay the player. The Ante and Raise bets always pay 1 to 1. The bets are to be paid outside/in. If the player loses, the dealer will pick up the player's money. If there is a tie, the dealer will signify a push by tapping the back of their hand on the table top next to the player's cards.
20. The dealer will then address the Flush Bonus bet in accordance to the payout schedule. If the player has a 4 card flush or better, the dealer will pay the player. If the player does not have a 4 card flush or better, the dealer will pick up the player's money.
21. The dealer will then address the Straight Flush Bonus bet in accordance to the payout schedule. If the player has a 3 card straight flush or better, the dealer will pay the player. If the player does not have a 3 card straight flush or better, the dealer will pick up the player's money.
22. Each player's bet will be resolved one at a time (pick and pay) and the cards put in the discard rack before the dealer moves on to the next player's hand.
23. The dealer's seven (7) cards shall be picked up last and placed on top of the discards.
24. The dealer will then take the cards out of the discard rack and place them in the working area and proceed to riffle, strip, and riffle prior to loading them in the shuffler.

Flush Bonus Pay Table

(Schedule A)

<u>7 Card</u>	<u>300 to 1</u>
<u>6 Card</u>	<u>100 to 1</u>
<u>5 Card</u>	<u>10 to 1</u>
<u>4 Card</u>	<u>1 to 1</u>

Straight Flush Bonus Pay

(Schedule B)

<u>7 Card</u>	<u>8000 to 1</u>
<u>6 Card</u>	<u>1000 to 1</u>
<u>5 Card</u>	<u>100 to 1</u>
<u>4 Card</u>	<u>60 to 1</u>
<u>3 Card</u>	<u>7 to 1</u>

Maximum payout per player per hand will not exceed \$25,000.

Aggregate payout per round on Straight Flush Bonus bet(s) will not exceed \$50,000.

IRREGULARITIES

When an unusual event occurs on a game, the Dealer will call the Supervisor to resolve the situation. Supervisor decisions are final. Some examples including, but not limited to, are:

1. Too many or too few cards in the deck will be interpreted as a Mis-Deal or Dead Hand which would constitute all wagers returned to all patrons.
2. Automatic shuffler miscounts the cards (Red Light) will be interpreted as a Mis-Deal or Dead Hand which would constitute all wagers returned to all patrons.
3. If dealer presses any button in error it will be interpreted as a Mis-Deal or Dead Hand which would constitute all wagers returned to all patrons.
4. If two players drop a card or cards at the same time on the floor it will be interpreted as a Mis-Deal or Dead Hand which would constitute all wagers returned to all patrons.
5. If the shuffler, malfunctions and co-mingles two hands it will be interpreted as a Mis-Deal or Dead Hand which would constitute all wagers returned to all patrons.
6. Not enough cards or too many cards are dealt to a Patron or the Dealer will be interpreted as a Mis-Deal or Dead Hand which would constitute all wagers returned to all patrons.

Oxford Casino reserves the right to modify any and/or all of these rules with the approval of Maine Gambling Control Board.