



# Training Manual

SquareJack Gaming  
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## Ranking and Winning Hands

### *Object of Game*

The object of High Card Draw is to create a 3 card hand that contains high value cards with no pairs and is played against a dealer. Players receive 3 cards of which they can discard up to 2 cards and either draw new cards or draw from the 2 community cards. Dealer receives 5 cards and must play those cards only. Pairs in High Card Draw have no value, eliminating them from play. Straights/flushes are irrelevant. Player or dealer with the highest value cards wins. A bonus wager called TensUp is also available.

### *Ranking of Hands*

Game is played with one standard deck of 52 playing cards.

**King** holds the highest value of 13. **Ace** holds the lowest value of 1. Ranking: K-Q-J-10-9-8-7-6-5-4-3-2-A

The 10, Jack, Queen and King are considered TensUp cards and are used in Pat Hands and the TensUp bonus wager.

### *Qualifying Pat Hands And Draw Hands*

Player must draw 1 or 2 cards unless player has a Pat Hand.

A Pat Hand is any original 3 dealt cards containing 3 TensUp cards (no pairs).

Players with pairs or 3 of a kind in dealt hand should discard 1 or 2 cards. (Pairs in final hand have no value.)

### *Qualifying Final Hand*

Players that don't have at least 1 TensUp card (10, J, Q, K) in final hand LOSE.

Players that have 1 or more TensUp cards qualify to play against the dealer's hand.

Pairs in players' and dealer's final hand have no value and both cards are discarded.

If player or dealer have 3 of a kind, the pair is discarded and the 3rd card is playable.

If the dealer has 4 of a kind, there are 2 pairs and all 4 cards are discarded.

### *Winning and Losing Hands*

Dealer or player with the highest value cards wins.

Hands are compared highest card first, then 2nd highest card if tied, then 3rd highest if still tied.

(Q J 8 vs. K 8 5 - K 8 5 WINS because K has a higher ranked value than Q)

If the player's 3 cards are equal to the dealer's 3 cards, the hand results in a push. (If dealer wins ties, +.253% to house odds)



**Bonus wager is paid from a pay table.**



## Betting and Dealing Procedures

### Betting Procedures

All wagers are made before any cards are dealt.

Player must make a wager on the play bet to play.

Player may make an optional wager on the bonus game TensUp.

Card room operators must not allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

### Dealing Procedures

Players receive 3 cards face down.

Dealer receives 5 cards face down.

### Playing Procedure

Players look at their 3 card hand and decide to draw cards or not.

Players with dealt qualifying Pat Hands do not have to take a draw card, but may draw up to 2 cards.

Players without a dealt qualifying Pat Hand must take at least 1 draw card, but may draw up to 2 cards.

Players with dealt pairs should discard one or both cards.

Players with a dealt 3 of a kind should discard 2 cards.

Players' hold cards should be face up in Hold Area.

Players discards should be face down in Discard Area.

When all cards are discarded, dealer turns over the 1st 3 house cards.

Dealer will check for winning TensUp bonus wagers, starting from the right.

Dealer will pay all winners or collect lost bets on the TensUp bonus wager.

\*The TensUp bonus wager is played with the players' 3 dealt cards only (no draw cards).

Players with 2 TensUp cards (10, J, Q, K - no pairs) + a 3rd card holding a value of 1 (A) or higher win.

3 TensUp cards (no pairs) pays 20 to 1, 2 TensUp cards (no pairs) + 7-9 pays 5 to 1, 2 TensUp cards (no pairs) + A-6 pays 3 to 1

Dealer will collect all players' discards.

Dealer deals replacement cards to players, starting from the left or dealer turns over both community replacement cards.

Players that don't have at least 1 qualifying TensUp card (10, J, Q, K) lose.

Dealer will collect these lost bets.

Players with at least 1 TensUp card (10, J, Q, K) will play against the dealer's hand.

Dealer turns over 4th & 5th house cards.

Dealer forms his best 3 card hand by selecting his 3 highest value cards after pairs are removed.

Dealer or player with the highest value card wins.

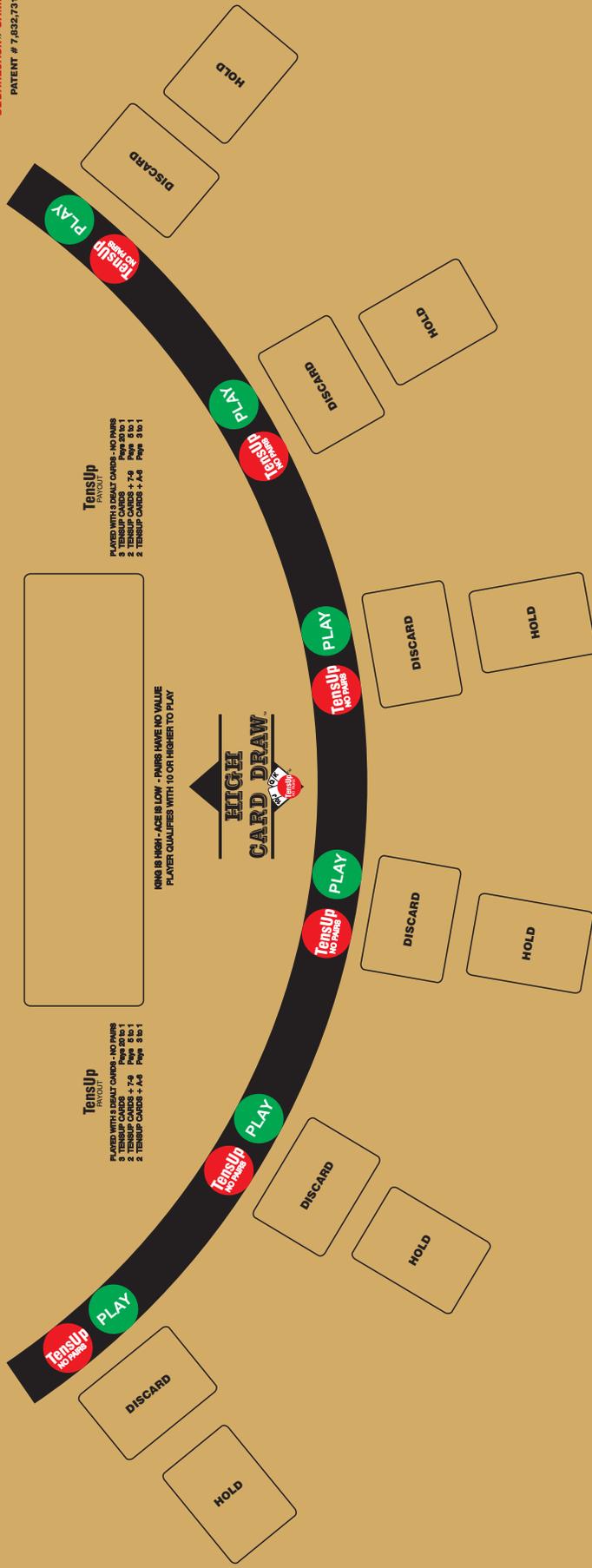
Hands are compared highest card first, if tied then 2nd highest card, if tied then 3rd highest.

(Q J 8 vs. K 8 5 - K 8 5 WINS because K has a higher ranked value than Q)

If the player's 3 cards are equal to the dealer's 3 cards, the hand results in a push.

Dealer will settle all bets at this time starting from his right. Winning High Card Draw wagers pay 1 to 1.

Dealer will collect all cards after paying winners and collecting losing bets.



**TensUp**  
PAVOUT

PAIRS WITH SUIT CARDS - NO PAIRS  
3 TENSUP CARDS - 2 to 1  
2 TENSUP CARDS + 7-8 Page 2 to 1  
2 TENSUP CARDS + A-6 Page 3 to 1

**TensUp**  
PAVOUT

PAIRS WITH SUIT CARDS - NO PAIRS  
3 TENSUP CARDS - 2 to 1  
2 TENSUP CARDS + 7-8 Page 2 to 1  
2 TENSUP CARDS + A-6 Page 3 to 1

KING IS HIGH - ACE IS LOW - PAIRS HAVE NO VALUE  
PLAYER QUALIFIES WITH 10 OR HIGHER TO PLAY

# HIGH CARD DRAW



# Single Player Layout



**KING IS HIGH - ACE IS LOW - PAIRS HAVE NO VALUE  
PLAYER QUALIFIES WITH 10 OR HIGHER TO PLAY**



Played with 3 Dealt Cards  
3 TensUp Cards 20 to 1  
2 TensUp Cards + 7-9 5 to 1  
2 TensUp Cards + A-6 3 to 1





## Odds and Probability

*House Odds with a pat hand of 2 TensUp cards (no pairs) + a 7 to 10 value card:*

Event	Pays	Probability	Frequency	Return
Final Hand 9 High or Less	-1	0.189800	1 in 5.3	-0.189800
Wins	1	0.491046	1 in 2.0	0.491046
Ties	0	0.002592	1 in 385.8	0.000000
Losses	-1	0.316562	1 in 3.2	-0.316562
<b>Total</b>		1.000000		-0.015316
			House Advantage	<b>1.5316%</b>

House Edge if player plays each hand optimally, except always keeps a dealt qualifying hand. 1.5733%

*House Odds with a pat hand of 3 TensUp cards (no pairs) and dealer wins all ties*

Event	Pays	Probability	Frequency	Return
Final Hand 9 High or Less	-1	0.189800	1 in 5.3	-0.189800
Wins	1	0.489796	1 in 2.0	0.489796
Ties	-1	0.002526	1 in 395.9	-0.002526
Losses	-1	0.317878	1 in 3.1	-0.317878
<b>Total</b>		1.000000		-0.020408
			House Advantage	<b>2.0408%</b>



## Bonus Wager Odds - TensUp

### TensUp (no pairs)

The TensUp bonus wager is played with the players' 3 dealt cards only (no draw cards).

Players with 2 TensUp cards (no pairs) + a 3rd card holding a value of 1 (A) or higher WIN.

3 TensUp cards pays 20 to 1

2 TensUp cards + 7-9 pays 5 to 1

2 TensUp cards + A-6 pays 3 to 1

Hand	Pays	Combinations	Probability	Frequency	Return
Three 10's	20	256	0.011584	1 in 86.3	23.1674%
Two 10's + 7, 8 or 9	5	1152	0.052127	1 in 19.2	26.0633%
Two 10's + A, 2, 3, 4, 5, or 6	3	2304	0.104253	1 in 9.6	31.2760%
Other	-1	18388	0.832036	1 in 1.2	-83.2036%
<b>Total</b>		22100	1.000000		-2.6968%

**House Edge 2.6968%**

## New Versions of High Card Draw With Jack as Player's Qualifying Hand

The third version of the game employs the following rule changes:

- The player automatically loses if his final hand is 10-high or lower.
- The player may not keep all 3 initially dealt cards unless he is dealt 3 non-matching high cards
- If the player wins with 3 non-matching high cards, he wins 3-2 on his wager.

For this version of the game, the house edge is 4.5282%, as summarized in Table 3.

Event	Pays	Probability	Frequency	Return
Final Hand 10 High or Less	-1	0.295994	1 in 3.4	-0.295994
Wins with 3 non-matching high cards	1.5	0.048150	1 in 20.8	0.072225
Wins	1	0.416000	1 in 2.4	0.416000
Ties	0	0.002343	1 in 426.7	0.000000
Losses	-1	0.237513	1 in 4.2	-0.237513
<b>Total</b>		1.000000		-0.045282
			House Advantage	<b>4.5282%</b>

*Table 3: House advantage summary for the third version of the game.*

The fourth version of the game is the same as the third version of the game, except the dealer wins all ties. This version of the game carries a house edge of 4.7625%, as summarized in Table 4.

Event	Pays	Probability	Frequency	Return
Final Hand 10 High or Less	-1	0.295994	1 in 3.4	-0.295994
Wins with 3 non-matching high cards	1.5	0.048150	1 in 20.8	0.072225
Wins	1	0.416000	1 in 2.4	0.416000
Ties	-1	0.002343	1 in 426.7	-0.002343
Losses	-1	0.237513	1 in 4.2	-0.237513
<b>Total</b>		1.000000		-0.047625
			House Advantage	<b>4.7625%</b>

*Table 4: House advantage summary for the fourth version of the game.*

## New Versions of High Card Draw With Jack as Player's Qualifying Hand

The fifth version of the game is the same as the third version of the game, except the player may keep all 3 initially dealt cards regardless of the value of those cards. This version of the game carries a house edge of 4.0954%, as summarized in Table 5.

Event	Pays	Probability	Frequency	Return
Final Hand 10 High or Less	-1	0.287956	1 in 3.5	-0.287956
Wins with 3 non-matching high cards	1.5	0.043186	1 in 23.2	0.064778
Wins	1	0.424409	1 in 2.4	0.424409
Ties	0	0.002264	1 in 441.6	0.000000
Losses	-1	0.242185	1 in 4.1	-0.242185
<b>Total</b>		1.000000		-0.040954
			House Advantage	<b>4.0954%</b>

*Table 5: House advantage summary for the fifth version of the game.*

The sixth version of the game is the same as the fifth version of the game, except the dealer wins all ties. This version of the game carries a house edge of 4.3208%, as summarized in Table 6.

Event	Pays	Probability	Frequency	Return
Final Hand 10 High or Less	-1	0.287321	1 in 3.5	-0.287321
Wins with 3 non-matching high cards	1.5	0.042625	1 in 23.5	0.063938
Wins	1	0.425114	1 in 2.4	0.425114
Ties	-1	0.002247	1 in 445.0	-0.002247
Losses	-1	0.242692	1 in 4.1	-0.242692
<b>Total</b>		1.000000		-0.043208
			House Advantage	<b>4.3208%</b>

*Table 6: House advantage summary for the sixth version of the game.*