



Training Manual

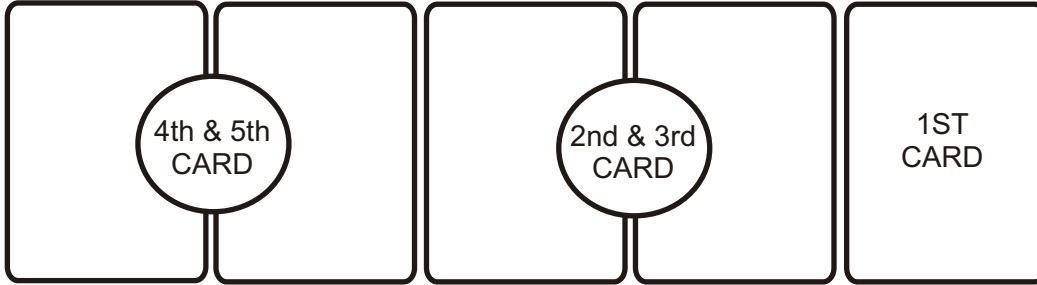
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Single Player Layout

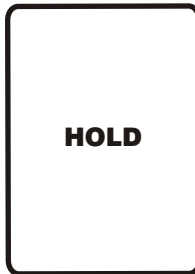
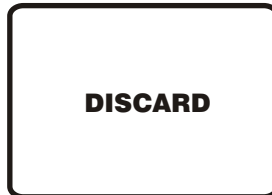


DEALER RECEIVES 5 CARDS - PAIRS DEALT TO THE DEALER HAVE NO VALUE



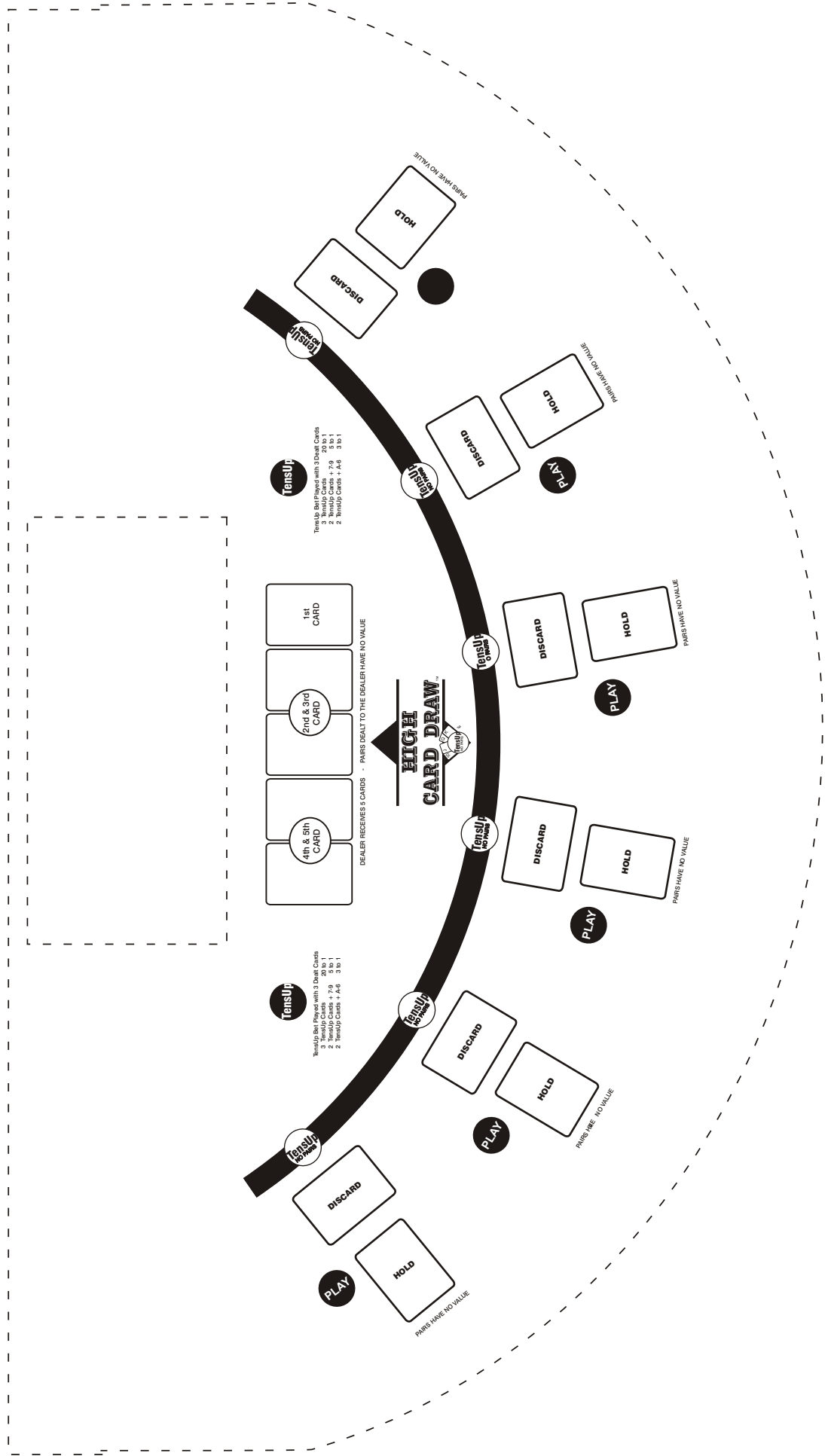
TensUp Bet Played with 3 Deal Cards

- | | |
|----------------------|---------|
| 3 TensUp Cards | 20 to 1 |
| 2 TensUp Cards + 7-9 | 5 to 1 |
| 2 TensUp Cards + A-6 | 3 to 1 |



PAIRS HAVE NO VALUE

6 Player Table Layout





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 draw new cards. Dealer receives 5 cards and must play those cards only. Pairs in High Card Draw have no value, eliminating them from play. Straights and flushes also have no value. Player or dealer with the highest value cards wins. A side 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 side 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.

Straights and flushes have no value.

Winning and Losing Hand

Dealer or player with the highest value cards wins.

Hands are compared highest card first, 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.

(House may choose to have dealer win ties adding .253% to the house odds.)

Player's winning hand pays 1 to 1.

Side bet is paid on a pay table. (see page 8)



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 side bet TensUp.

Dealing Procedures

Players receive 3 cards face down.
Dealer receives 5 cards face down.
Each player receives 1st card face down - Dealer receives 1st card face down (*optional house rule: dealer's 1st card is face up).
Each player receives 2nd card face down - Dealer receives 2nd and 3rd cards face down.
Each player receives 3rd card face down - Dealer receives 4th and 5th 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 up in Discard Area.

When all cards are discarded, dealer turns over the 1st house card (*if not already over by house rule).

Dealer will check for winning TensUp side wager hands, starting from the right.
Dealer will pay all winners or collect lost bets on the TensUp side wager.
*The TensUp side bet 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 + A-6 *pays 3 to 1*

Dealer will collect all players' discards.

Dealer turns over 2nd & 3rd house cards.

Dealer deals replacement cards to players, starting from the left.
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.

(continued on next page)



Betting and Dealing Procedures (continued)

Playing Procedure (continued)

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 cards wins.

Hands are compared highest card first, 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.

(House may choose to have dealer win ties adding .253% to the house odds.)

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.

*The house may choose to use the correction rule and dealer will correct any player mistakes.

Order of Corrections:

(Pairs - Discard 1 of the pair cards) (3 of a Kind - Discard 2 of the 3 cards) (Non-Qualifying Pat Hands - Discard the lowest card)

Discards can not be reentered into the game.



Odds and Probability

House Odds with a pat hand of 3 TensUp cards (no pairs): **1.788%**

House Odds if dealer wins all ties: **2.041%**

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

Hand	Pays	Probability	Frequency	Return
Final Hand 9 High or Less	-1	0.189799612	1 in 5.3	-0.189800
Wins	1	0.491045966	1 in 2.0	0.491046
Ties	0	0.002592219	1 in 385.8	0.000000
Losses	-1	0.316562203	1 in 3.2	-0.316562
Total		1.000000		-0.015316

House Edge

1.5316%

House Edge if player plays each hand optimally, except always keeps a dealt qualifying hand:

1.5733%



Optimal Playing Strategy

Basic Rules Of Play

Dealt Hand: player must draw 1 or 2 cards except with a qualifying Pat Hand.

Player can stand with a qualifying Pat Hand. (3 TensUp cards - no pairs)

One TensUp card is needed to qualify to play against the dealer after the draw.

(TensUp cards are 10, J, Q, K.)

Best Strategy

Keep all TensUp cards (except pairs).

Exception: Player's optimal strategy is to draw 2 cards with a J-10.

(Even though they are both TensUp cards, the combination is less than a Q-9 as stated below.)

Draw no cards with a Pat Hand.

Draw 1 card with a Q-9 and higher.

Draw 2 cards with a Q-8 and lower.

Draw 2 cards with a J-10.

Information about dealer's hand

	Highest Card	Combinations	Probability
13	K	782,832	30.12%
12	Q	569,520	21.91%
11	J	406,320	15.63%
10	10	284,016	10.93%
9	9	194,416	7.48%
8	8	130,352	5.02%
7	7	85,680	3.30%
6	6	55,280	2.13%
5	5	35,056	1.35%
4	4	21,936	0.84%
3	3	13,872	0.53%
2	2	9,840	0.38%
1	A	9,840	0.38%
	Totals	2,598,960	100.00%

median high Card Q



Side Bets

TensUp (no pairs)

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

Players with 2 TensUp cards (10, J, Q, K) + the 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%
Total		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
Total		1.000000		-0.045282
			House Advantage	4.5282%

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
Total		1.000000		-0.047625
			House Advantage	4.7625%

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
Total		1.000000		-0.040954
			House Advantage	4.0954%

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
Total		1.000000		-0.043208
			House Advantage	4.3208%

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