

**Maryland State Lottery and Gaming Control Agency  
Standard Rules – High Card Flush**

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**Chapter 1 - Definitions.**

A. In this chapter the following terms have the meanings indicated.

B. Terms Defined.

(1) “Fold” means the withdrawal of a player from a round of play by not making a Raise Wager.

(2) “Raise Wager” mean the wager a player places after examining the player’s seven cards.

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**Chapter 2 - High Card Flush Tables.**

A. High Card Flush shall be played on a table which has betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side of the table.

B. The layout for a High Card Flush table shall be submitted to the Commission for approval and contain at least:

- (1) The name or logo of the facility operator;
- (2) Two separate betting areas designated for the placement of the Ante and Raise Wagers for each player required under Chapter 7 - Wagers;
- (3) Separate areas designated for the placement of the dealer's seven cards;
- (4) If a facility operator offers the optional Flush Bonus Wager authorized under Chapter 7 - Wagers, a separate area designated for the placement of the Flush Bonus Wager for each player;
- (5) If a facility operator offers the optional Straight Flush Bonus Wager authorized under Chapter 7 - Wagers, a separate area designated for the placement of the Straight Flush Bonus Wager for each player;
- (6) If a facility operator offers the optional Progressive Jackpot Wager authorized under Chapter 7 - Wagers, a separate area designated for the placement of the Progressive Jackpot Wager for each player; and
- (7) Inscriptions that advise player's the following:
  - (a) The payout odds or amounts for all permissible wagers, except that if the information is not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each High Card Flush table;
  - (b) The dealer qualifies with a three-card flush, nine high or pays the Ante Wager and pushes the Raise Wager;
  - (c) For Raise Wagers, if a player has:
    - (i) A two-card, three-card or four-card flush, a player may place a Raise Wager equal to the player's Ante Wager;

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(ii) A five-card flush, a player may place a Raise Wager up to two times the amount of the player's Ante Wager;

(iii) A six-card or seven-card flush, a player may place a Raise Wager up to three times the amount of the player's Ante Wager.

(d) ) The payout limit per hand established by the facility operator under Chapter 12 – Payout Odds; Envy Bonus; Rate of Progression; Payout Limitation or a generic inscription indicating the game is subject to the posted payout limit, except that if the information is not inscribed on the layout, a sign identifying the payout limit per hand established by the facility operator shall be posted at each High Card Flush table.

C. If a facility operator offers the Progressive Jackpot Wager in accordance with Chapter 7 - Wagers, a High Card Flush table shall have a progressive table game system for the placement of Progressive Payout Wagers that shall include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Progressive Payout Wager; and

(2) A device that controls or monitors the placement of Progressive Payout Wagers at the gaming table including a mechanism that prevents the recognition of any Progressive Payout Wager that a player attempts to place after the dealer has announced "no more bets".

D. A High Card Flush table shall have a:

(1) Drop box and a tip box attached on the same side of the gaming table as, but on opposite side of, the dealer, as approved by the Commission; and

(2) Discard rack securely attached to the top of the dealer's side of the table.

E. The Commission may approve an alternative location for the tip box if a card shuffling device or other table game equipment prevents the placement of the drop box and tip box as required in §D of this chapter.

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**Chapter 3 - Cards; Number of Decks.**

A. Except as provided in §B, High Card Flush shall be played with one deck of cards that are identical in appearance and two cover cards.

B. If an automated card shuffling device is utilized, High Card Flush may be played with two decks of cards in accordance with the following requirements:

- (1) The cards in each deck shall be of the same design.
- (2) The backs of the cards in one deck shall be a different color than the backs of the cards in the other deck.
- (3) One deck shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game.
- (4) Both decks are continually alternated in and out of play, with each deck being used for every other round of play.
- (5) The cards from only one deck shall be placed in the discard rack at any given time.

C. The decks of cards used in High Card Flush shall be changed at least:

- (1) Every 4 hours if the cards are dealt by hand; or
- (2) Every 8 hours if the cards are dealt from a manual or automated dealing shoe.

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**Chapter 4 - Opening a Table for Gaming.**

A. After receiving one or more decks of cards at the table, the dealer shall inspect the cards for defects and a floorperson assigned to the table shall verify the inspection.

B. After the cards are inspected, the dealer shall spread the cards out face up on the table, in horizontal fan shaped columns by deck according to suit and in sequence, for visual inspection by the first player to arrive at the table.

C. After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the dealer shall:

- (1) Turn the cards face down on the table;
- (2) Mix the cards thoroughly by washing them; and
- (3) Stack the cards.

D. After the cards have been stacked, the dealer shall shuffle them in accordance with Chapter 5 - Shuffling and Cutting the Cards.

E. If an automated card shuffling device is utilized and two decks of cards are received at the table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with §§A—D of this chapter.

F. If the decks of cards received at the table are preinspected and reshuffled, §§A—E of this chapter do not apply.

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**Chapter 5 - Shuffling and Cutting the Cards.**

A. Unless the cards were preshuffled, the dealer shall shuffle the cards so they are randomly intermixed, manually or with an automated card shuffling device:

- (1) Immediately prior to commencement of play;
- (2) After each round of play has been completed; or
- (3) When directed by a floorperson or above.

B. A facility operator may use an automated card shuffling device which inserts the stack of cards directly into a dealing shoe after shuffling is complete.

C. The deck shall be removed from the table if an automated card shuffling device:

- (1) Is being used which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present; and
- (2) The device reveals that an incorrect number of cards are present.

D. After the cards have been shuffled and placed in a single stack by the dealer or automated card shuffling device, the dealer shall:

- (1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with Chapters 8 - Procedure for Dealing Cards from a Manual Dealing Shoe, 9 - Procedure for Dealing Cards from the Hand or 10 - Procedure for Dealing Cards from an Automated Dealing Shoe or Shuffler.
- (2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with the procedures in §E of this chapter.

E. If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten cards in from the top of the stack.

- (1) After the cover card has been inserted, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack.
- (2) The stack of cards shall then be inserted into the dealing shoe for the commencement of play.

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F. After the cards have been cut and before any cards have been dealt, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

G. If there is no gaming activity at a High Card Flush table that is open for gaming, the dealer shall:

- (1) Remove the cards from the dealing shoe and the discard rack;
- (2) Unless a player requests that the cards be spread face up on the table, spread out the cards on the table face down; and
- (3) After the first player is afforded an opportunity to visually inspect the cards, complete the procedures in Chapter 4 - Opening a Table for Gaming.

H. A facility operator may use a dealing shoe or other device that automatically reshuffles and counts the cards provided if the device is submitted and approved prior to its use in the facility.

I. If a facility operator is using a device described in §H of this chapter, §§E—G of this chapter do not apply.



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**Chapter 6 - High Card Flush Hand Rankings.**

A. In order of highest to lowest rank, the rank of the cards used in High Card Flush is: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

B. All suits shall be equal in rank.

C. For purposes of the Ante, Raise and Flush Bonus Wagers, the permissible hands in the game of High Card Flush, in order of highest to lowest rank, are:

(1) A seven-card flush, which is a hand consisting of seven cards of the same suit in any order;

(2) A six-card flush, which is a hand consisting of six cards of the same suit in any order;

(3) A five-card flush, which is a hand consisting of five cards of the same suit in any order;

(4) A four-card flush, which is a hand consisting of four cards of the same suit in any order;

(5) A three-card flush, which is a hand consisting of three cards of the same suit in any order; and

(6) A two-card flush, which is a hand consisting of two cards of the same suit in any order;

D. When comparing two hands that are of identical rank under §C of this chapter or that contain none of the hands listed in §C of this chapter:

(1) The hand that contains the highest ranking card under §A of this chapter which is not contained in the other hand is the higher ranking hand; or

(2) If the hands are of identical rank after the application of this section, the hands are a tie.

E. For purposes of the Straight Flush Bonus and the Progressive Jackpot Wagers authorized under Chapter 7 - Wagers, the permissible hands are:

(1) A seven-card straight flush, which is a hand consisting of seven cards of the same suit in consecutive rank;

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(2) A six-card straight flush, which is a hand consisting of six cards of the same suit in consecutive rank;

(3) A five-card straight flush, which is a hand consisting of five cards of the same suit in consecutive rank;

(4) A four-card straight flush, which is a hand consisting of four cards of the same suit in consecutive rank; and

(5) A three-card straight flush, which is a hand consisting of three cards of the same suit in consecutive rank.

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**Chapter 7 - Wagers.**

A. A player shall make a wager at High Card Flush by placing a value chip, plaque or other Commission-approved wagering instrument on the appropriate betting areas of the table layout.

B. A verbal wager accompanied by cash may not be accepted.

C. Only a player who is seated at the High Card Flush table may place a wager at the game.

(1) After a player has placed a wager and received cards, the player shall remain seated until the completion of the round of play.

(2) If a player leaves the table during a round of play, any wager made by the player may be considered abandoned and may be treated as a losing wager.

D. A player shall place all Ante, Flush Bonus, Straight Flush Bonus and Progressive Jackpot Wagers prior to the dealer announcing “no more bets” in accordance with the dealing procedure in Chapters 8 - Procedure for Dealing Cards from a Manual Dealing Shoe, 9 - Procedure for Dealing Cards from the Hand or 10 - Procedure for Dealing Cards from an Automated Dealing Shoe or Shuffler.

E. Except as provided in Chapter 11 - Procedure for Completing a Round of Play, a player may not make, increase or withdraw a wager after the dealer announces "no more bets" and begins dealing the cards.

F. The following wagers may be placed in the game of High Card Flush:

(1) A player shall compete against the dealer’s seven-card hand by placing an Ante Wager, then a Raise Wager, in accordance with with Chapter 11 - Procedure for Completing a Round of Play.

(2) A facility operator may, if specified in its Rules Submission, offer to each player at a High Card Flush table the option to make an additional Flush Bonus Wager that the player’s seven cards will form a four-card flush or higher.

(3) A facility operator may, if specified in its Rules Submission, offer to each player at a High Card Flush table the option to make an additional Straight Flush Bonus Wager that the player’s seven cards will form a three-card straight flush or higher.

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(4) A facility operator may, if specified in its Rules Submission, offer to each player at a High Card Flush table the option to make an additional Progressive Jackpot Wager that the player's seven cards will form a three-card straight flush or a four-card straight flush or higher.

(a) After placing an Ante Wager, a player may make an additional Progressive Jackpot Wager by placing a value chip into the progressive wagering device designated for that player.

(b) A player shall be responsible for verifying that the player's respective Progressive Payout Wager has been accepted.

G. A facility operator shall specify in its Rules Submission under COMAR 36.05.03.19 the number of adjacent boxes on which a player may place a High Card Flush Wager in one round of play.

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**Chapter 8 - Procedure for Dealing Cards from a Manual Dealing Shoe.**

A. If a manual dealing shoe is used, it must be located on the table in a location approved by the Commission.

B. After the procedures required under Chapter 5 - Shuffling and Cutting the Cards have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by the automated card shuffling device.

C. Prior to dealing any cards, the dealer shall announce "no more bets".

(1) If the Progressive Payout Wager is being offered, the dealer shall use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers.

(2) If any Progressive Payout Wagers have been made, the dealer shall:

(a) Collect the Progressive Payout Wagers;

(b) On the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system; and

(c) Place the value chips into the table inventory container.

D. Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

E. Starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deal one card face down to each player who placed an Ante Wager in accordance with Chapter 7 - Wagers and to the dealer, under a cover card, until each player who placed an Ante Wager, and the dealer, have seven cards.

F. After dealing seven cards to each player and to the area designated for the placement of the dealer's hand, the dealer shall remove the stub from the manual dealing shoe and, except as provided in §G of this chapter, place the stub in the discard rack without exposing the cards.

G. If an automated card shuffling device described in Chapter 5 - Shuffling and Cutting the Cards is not being used, the dealer shall count the stub at least once every

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5 rounds of play to determine if the correct number of cards are still present in the deck.

H. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

I. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

J. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt.

(1) If 52 cards remain in the deck, but the cards were misdealt so that a player or dealer has more or less than 7 cards, all hands are void and the dealer shall return all wagers to the players; and

(2) If the cards were not misdealt, all hands are void, and the dealer shall return all wagers to the players and remove the entire deck of cards from the table.

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**Chapter 9 - Procedure for Dealing Cards from the Hand.**

A. If the cards are dealt from the dealer's hand, the following requirements shall be met:

- (1) An automated shuffling device shall be used to shuffle the cards.
- (2) After the procedures required under Chapter 5 - Shuffling and Cutting the Cards have been completed, the dealer shall place the stacked deck of cards in either hand.
  - (a) After the dealer has chosen the hand in which he will hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play.
  - (b) The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.
- (3) Before dealing any cards, the dealer shall:
  - (a) Announce "no more bets"; and
  - (b) If the Progressive Jackpot Wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive Jackpot Wagers.
- (4) If any Progressive Jackpot Wagers have been made, the dealer shall:
  - (a) On the layout in front of the table inventory container collect the wagers;
  - (b) Verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system; and
  - (c) Place the value chips into the table inventory container.

B. The dealer shall:

- (1) Deal each card by holding the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout;
- (2) Starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed an Ante Wager in accordance with Chapter 7 - Wagers and to the dealer, under a cover card,

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until each player who placed an Ante Wager and the dealer have seven cards;

(3) After seven cards have been dealt to each player and to the area designated for the placement of the dealer's hand, the dealer shall, except as provided in §C of this chapter, place the stub in the discard rack without exposing the cards.

C. If an automated card shuffling device described in Chapter 5 - Shuffling and Cutting the Cards is not being used, the dealer shall:

(1) Count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck; and

(2) Determine the number of cards in the stub by counting the cards face down on the layout.

D. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

E. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt.

(1) If 52 cards remain in the deck, but the cards were misdealt so that a player or dealer has more or less than 7 cards, all hands are void and the dealer shall return all wagers to the players; and

(2) If the cards were not misdealt, all hands are void, and the dealer shall return all wagers to the players and remove the entire deck of cards from the table.



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**Chapter 10 - Procedure for Dealing Cards from an Automated Dealing Shoe or Shuffler.**

A. If the cards are dealt from an automated dealing shoe or shuffler, the following requirements shall be met:

(1) After the procedures required under Chapter 5 - Shuffling and Cutting the Cards have been completed, the dealer shall place the cards in the automated dealing shoe or shuffler.

(2) Prior to the dealing shoe dispensing any stacks, the dealer shall:

(a) Announce “no more bets”; and

(b) If the Progressive Jackpot Wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive Jackpot Wagers.

(3) If any Progressive Jackpot Wagers have been made, the dealer shall:

(a) On the layout in front of the table inventory container, collect the wagers;

(b) Verify that the number of value chips wagered equals the number of Progressive Jackpot Wagers accepted by the progressive table game system; and

(c) Place the value chips into the table inventory container.

B. The dealer shall use the following procedures when dealing a game of High Card Flush:

(1) Starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, deal a stack of seven cards dispensed from the automated dealing shoe or shuffler to each player who has placed an Ante Wager in accordance with Chapter 11 – Procedures for Completing a Round of Play; and

(2) Deliver a stack of seven cards face down under a cover card to the area designated for the dealer’s cards;

(3) After each stack of seven cards has been dispensed and delivered:

(a) Remove the stub from the automated dealing shoe; and

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(b) Except as provided in §C of this chapter, place the cards in the discard rack without exposing the cards.

C. If an automated card shuffling device described in Chapter 5 - Shuffling and Cutting the Cards is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine that the correct number of cards are still present in the deck by counting the cards face down on the layout.

D. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

E. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt.

(1) If 52 cards remain in the deck, but the cards were misdealt so that a player or dealer has more or less than 7 cards, all hands are void and the dealer shall return all wagers to the players; and

(2) If the cards were not misdealt, all hands are void, and the dealer shall return all wagers to the players and remove the entire deck of cards from the table.

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**Chapter 11 - Procedure for Completing a Round of Play.**

A. After the dealing procedures required under Chapters 8 - Procedure for Dealing Cards from a Manual Dealing Shoe, 9 - Procedure for Dealing Cards from the Hand or 10 - Procedure for Dealing Cards from an Automated Dealing Shoe or Shuffler have been completed, a player shall examine the player's cards subject to the following limitations:

- (1) A player who wagers at High Card Flush is responsible for the player's hand;
- (2) No individual other than the dealer and the player to whom the cards were dealt may touch the cards of that player; and
- (3) A player shall keep the player's cards in full view of the dealer at all times.

B. After all players have examined their cards, beginning with the player farthest to the dealer's left and moving clockwise around the table, the dealer shall ask each player if the player wishes to place a Raise Wager or forfeit the Ante Wager and end the player's participation in the round of play.

- (1) The player may place a Raise Wager equal to the player's Ante Wager if the player has a two-card, three-card or four-card flush;
- (2) The player may place a Raise Wager up to two times the amount of the player's Ante Wager if the player has a five-card flush; and
- (3) The player may place a Raise Wager up to three times the amount of the player's Ante Wager if the player has a six-card or seven-card flush.
- (4) After each player who has placed an Ante Wager has either placed a Raise Wager on the designated area of the layout or forfeited the player's Ante Wager and hand, the dealer shall:
  - (a) Except for the cards of those players who placed a Flush Bonus, Straight Flush Bonus or Progressive Jackpot Wager, collect all forfeited wagers and associated cards and place the cards in the discard rack;
  - (b) Reveal the dealer's seven cards face up or remove the dealer's cards from the shuffler and expose the dealer's cards and place the cards so as to form the highest possible ranking High Card Flush hand;

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(5) Beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player:

(a) Turn the seven cards of each player face up on the layout;

(b) Examine the cards of the player and form the highest possible ranking High Card Flush hand for each player;

(c) If the dealer's highest ranking High Card Flush hand does not contain at least a three-card flush, nine high, pay each player's Ante Wager in accordance with the payout odds in Chapter 12 – Payout Odds, Envy Bonus, Rate of Progression, and return the player's Raise Wager; and

(d) If the dealer's highest ranking High Card Flush hand contains at least a three-card flush, nine high, and the player's highest ranking High Card Flush hand is ranked:

(i) Lower than the dealer's High Card Flush hand, immediately collect the Ante and Raise Wagers made by the player;

(ii) Higher than the dealer's High Card Flush hand, pay the Ante and Raise Wagers in accordance with the payout odds in Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression; and

(iii) Equally with the dealer's High Card Flush hand, return the player's Ante and Raise Wagers;

(e) Notwithstanding §B(5)(d)(i) of this subsection, if the player has made a Flush Bonus, Straight Flush Bonus or Progressive Jackpot Wager, the player's cards will remain on the layout; and

(f) All winning Ante and Raise Wagers shall be paid in accordance with the payout odds in Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression.

(6) After settling the player's Ante and Raise Wagers, the dealer shall settle the Flush Bonus, Straight Flush Bonus or Progressive Jackpot Wager if offered by the facility operator;

(7) If a player has won the Flush Bonus, the dealer shall pay the winning Flush Bonus Wager in accordance with Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression; and

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(8) If a player has won the Straight Flush Bonus, the dealer shall pay the winning Straight Flush Bonus Wager in accordance with Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression.

(9) If a player has won the progressive payout, the dealer shall settle the Progressive Payout Wager as follows:

(a) Verify that the hand is a winning hand;

(b) Verify that the appropriate light on the progressive table game system has been illuminated;

(c) Ensure that a floorperson or above validates the progressive payout in accordance with the facility operator's approved internal control procedures;

(d) Pay the winning Progressive Jackpot Wager in accordance with Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression;

(e) Pay any Envy Bonus won in accordance with Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression:

(i) A player making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same High Card Flush table is the holder of an Envy Bonus Qualifying Hand;

(ii) A player is entitled to multiple Envy Bonuses if more than one player is the holder of an Envy Bonus Qualifying Hand; and

(iii) A player is not entitled to an Envy Bonus for the player's hand.

C. After all wagers have been settled, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand if there is a question or player dispute.

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**Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression.**

A. A facility operator shall pay each winning Ante Wager and Raise Wager at odds of 1 to 1.

B. A facility operator shall pay each winning Flush Bonus Wager at the odds in one of the following paytables selected by the facility operator in its Rules Submission:

(1) Paytable A:

(a) For a Seven-card flush the payout is 300 to 1;

(b) For a Six-card flush the payout is 100 to 1;

(c) For a Five-card flush the payout is 10 to 1;

(d) For a Four-card flush the payout is 1 to 1;

(2) Paytable B:

(a) For a Seven-card flush the payout is 100 to 1;

(b) For a Six-card flush the payout is 20 to 1;

(c) For a Five-card flush the payout is 10 to 1;

(d) For a Four-card flush the payout is 2 to 1;

(3) Paytable C:

(a) For a Seven-card flush the payout is 200 to 1;

(b) For a Six-card flush the payout is 20 to 1;

(c) For a Five-card flush the payout is 10 to 1;

(d) For a Four-card flush the payout is 2 to 1;

(4) Paytable D:

(a) For a Seven-card flush the payout is 300 to 1;

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(b) For a Six-card flush the payout is 75 to 1;

(c) For a Five-card flush the payout is 5 to 1;

(d) For a Four-card flush the payout is 2 to 1;

(5) Paytable E:

(a) For a Seven-card flush the payout is 200 to 1;

(b) For a Six-card flush the payout is 60 to 1;

(c) For a Five-card flush the payout is 12 to 1;

(d) For a Four-card flush the payout is 1 to 1;

(6) Paytable F:

(a) For a Seven-card flush the payout is 500 to 1;

(b) For a Six-card flush the payout is 50 to 1;

(c) For a Five-card flush the payout is 12 to 1;

(d) For a Four-card flush the payout is 1 to 1;

(7) Paytable G:

(a) For a Seven-card flush the payout is 400 to 1;

(b) For a Six-card flush the payout is 60 to 1;

(c) For a Five-card flush the payout is 12 to 1;

(d) For a Four-card flush the payout is 1 to 1;

(8) Paytable H:

(a) For a Seven-card flush the payout is 1,000 to 1;

(b) For a Six-card flush the payout is 50 to 1;

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(c) For a Five-card flush the payout is 10 to 1;

(d) For a Four-card flush the payout is 1 to 1;

(9) Paytable I:

(a) For a Seven-card flush the payout is 150 to 1;

(b) For a Six-card flush the payout is 20 to 1;

(c) For a Five-card flush the payout is 10 to 1;

(d) For a Four-card flush the payout is 2 to 1;

(10) Paytable J:

(a) For a Seven-card flush the payout is 150 to 1;

(b) For a Six-card flush the payout is 25 to 1;

(c) For a Five-card flush the payout is 10 to 1;

(d) For a Four-card flush the payout is 2 to 1;

(11) Paytable K:

(a) For a Seven-card flush the payout is 400 to 1;

(b) For a Six-card flush the payout is 100 to 1;

(c) For a Five-card flush the payout is 10 to 1;

(d) For a Four-card flush the payout is 1 to 1;

(12) Paytable L:

(a) For a Seven-card flush the payout is 300 to 1;

(b) For a Six-card flush the payout is 80 to 1;

(c) For a Five-card flush the payout is 11 to 1;



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(d) For a Four-card flush the payout is 1 to 1;

(13) Paytable M:

(a) For a Seven-card flush the payout is 500 to 1;

(b) For a Six-card flush the payout is 80 to 1;

(c) For a Five-card flush the payout is 11 to 1;

(d) For a Four-card flush the payout is 1 to 1;

(14) Paytable N:

(a) For a Seven-card flush the payout is 500 to 1;

(b) For a Six-card flush the payout is 100 to 1;

(c) For a Five-card flush the payout is 10 to 1;

(d) For a Four-card flush the payout is 1 to 1;

(8) Paytable O:

(a) For a Seven-card flush the payout is 250 to 1;

(b) For a Six-card flush the payout is 100 to 1;

(c) For a Five-card flush the payout is 10 to 1;

(d) For a Four-card flush the payout is 1 to 1.

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C. A facility operator shall pay each winning Straight Flush Bonus Wager at the odds in one of the following paytables selected by the facility operator in its Rules Submission:

(1) Paytable A:

- (a) For a Seven-card straight flush the payout is 8,000 to 1;
- (b) For a Six-card straight flush the payout is 1,000 to 1;
- (c) For a Five-card straight flush the payout is 100 to 1;
- (d) For a Four-card straight flush the payout is 60 to 1;
- (e) For a Three-card straight flush the payout is 7 to 1;

(2) Paytable B:

- (a) For a Seven-card straight flush the payout is 500 to 1;
- (b) For a Six-card straight flush the payout is 200 to 1;
- (c) For a Five-card straight flush the payout is 100 to 1;
- (d) For a Four-card straight flush the payout is 50 to 1;
- (e) For a Three-card straight flush the payout is 9 to 1;

(3) Paytable C:

- (a) For a Seven-card straight flush the payout is 500 to 1;
- (b) For a Six-card straight flush the payout is 200 to 1;
- (c) For a Five-card straight flush the payout is 100 to 1;
- (d) For a Four-card straight flush the payout is 75 to 1;
- (e) For a Three-card straight flush the payout is 7 to 1;

(4) Paytable D:

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(a) For a Seven-card straight flush the payout is 1,000 to 1;

(b) For a Six-card straight flush the payout is 500 to 1;

(c) For a Five-card straight flush the payout is 100 to 1;

(d) For a Four-card straight flush the payout is 75 to 1;

(e) For a Three-card straight flush the payout is 7 to 1;

(5) Paytable E:

(a) For a Seven-card straight flush the payout is 500 to 1;

(b) For a Six-card straight flush the payout is 200 to 1;

(c) For a Five-card straight flush the payout is 100 to 1;

(d) For a Four-card straight flush the payout is 60 to 1;

(e) For a Three-card straight flush the payout is 8 to 1;

(6) Paytable F:

(a) For a Seven-card straight flush the payout is 1,000 to 1;

(b) For a Six-card straight flush the payout is 500 to 1;

(c) For a Five-card straight flush the payout is 100 to 1;

(d) For a Four-card straight flush the payout is 60 to 1;

(e) For a Three-card straight flush the payout is 8 to 1;

(7) Paytable G:

(a) For a Seven-card straight flush the payout is 500 to 1;

(b) For a Six-card straight flush the payout is 200 to 1;

(c) For a Five-card straight flush the payout is 100 to 1;

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(d) For a Four-card straight flush the payout is 50 to 1;

(e) For a Four-of-a-kind the payout is 25 to 1;

(f) For a Three-card straight flush the payout is 8 to 1.

D. Notwithstanding the payout odds in §B and §C of this chapter, the aggregate payout limit for any hand may not exceed the greater of:

(1) \$50,000; or

(2) The maximum amount that one player could win per round when betting the minimum wager.

E. If a facility operator offers the Progressive Payout Wager:

(1) A player placing a Progressive Payout Wager shall be paid at the odds in one of the following paytables selected by the facility operator in its Rules Submission:

(a) Paytable A:

(i) For a Seven-card straight flush the payout is 100% of the meter;

(ii) For a Six-card straight flush the payout is 10% of the meter;

(iii) For a Five-card straight flush the payout is \$250;

(iv) For a Four-card straight flush the payout is \$40;

(v) For a Three-card straight flush the payout is \$3;

(b) Paytable B:

(i) For a Seven-card straight flush the payout is 100% of the meter;

(ii) For a Six-card straight flush the payout is 10% of the meter;

(iii) For a Five-card straight flush the payout is \$900;

(iv) For a Four-card straight flush the payout is \$50;

(c) Paytable C:

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(i) For a Seven-card straight flush the payout is 100% of the meter;

(ii) For a Six-card straight flush the payout is 100% of the meter;

(iii) For a Five-card straight flush the payout is \$200;

(iv) For a Four-card straight flush the payout is \$40;

(v) For a Three-card straight flush the payout is \$3;

(d) Paytable D:

(i) For a Seven-card straight flush the payout is 100% of the meter;

(ii) For a Suited Nine, Ten, Jack, Queen, King, Ace the payout is 100% of the meter;

(iii) For a Six-card straight flush the payout is 10% of the meter;

(iv) For a Five-card straight flush the payout is \$250;

(v) For a Four-card straight flush the payout is \$40;

(vi) For a Three-card straight flush the payout is \$3;

(e) Paytable E:

(i) For a Seven-card straight flush the payout is 100% of the meter;

(ii) For a Suited Nine, Ten, Jack, Queen, King, Ace the payout is 100% of the meter;

(iii) For a Six-card straight flush the payout is 10% of the meter;

(iv) For a Five-card straight flush the payout is \$800;

(v) For a Four-card straight flush the payout is \$50.

(2) The facility operator's Rules Submission must include the:

(a) Rate of progression for the meter used for the progressive payouts in §C(1) of this chapter;

(b) Initial and reset amount, which shall be at least:

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(i) \$30,000 for Paytables A, B and D;

(ii) \$5,000 for Paytable C; and

(iii) \$25,000 for Paytable E.

(3) Winning Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with Chapter 11 - Procedure for Completing a Round of Play.

(4) Envy Bonus payouts shall be:

(a) Based upon the amount of the Progressive Jackpot Wager placed by the player receiving the Envy Bonus; and

(b) Made according to one of the payouts for Envy Bonus Qualifying Hands that was designated by the facility operator in its Rules Submission.

(5) An Envy Bonus payout for \$1 Progressive Payout Wager shall be paid according to:

(a) Paytable C Envy Bonus:

(i) For a Seven-card straight flush the payout is \$200;

(ii) For a Six-card straight flush the payout is \$200;

(b) Paytable D Envy Bonus:

(i) For a Seven-card straight flush the payout is \$250;

(c) Paytable E Envy Bonus:

(i) For a Seven-card straight flush the payout is \$250.

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**Chapter 13 - Irregularities.**

A. A card that is found face up in the shoe or the deck while the cards are being dealt may not be used in that round of play and shall be placed in the discard rack.

B. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands are void, and the dealer shall return all wagers to the players and reshuffle the cards.

C. A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe or the deck.

D. If a player or the dealer is dealt an incorrect number of cards, all hands are void, and the dealer shall return all wagers to the players and reshuffle the cards.

E. If any of the cards dealt to the dealer is exposed prior to each player having either folded or placed a Raise Wager under Chapter 11 - Procedure for Completing a Round of Play, all hands are void, and the dealer shall return all wagers to the players and reshuffle the cards.

F. Notwithstanding the forgoing, any Flush Bonus, Straight Flush Bonus and Progressive Jackpot Wagers shall be settled in accordance with Chapter 11 - Procedure for Completing a Round of Play.

G. The cards shall be reshuffled if an automated card shuffling device is in use and jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle.

H. If an automated dealing shoe is in use and jams, stops dealing cards or fails to deal cards during a round of play, the round of play is void, and the dealer shall return all wagers to the players and remove the cards from the device and reshuffle them with any cards already dealt.

I. If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, before another method of shuffling or dealing may be used at that table, the automated card shuffling device or automated dealing shoe shall be:

(1) Covered; or

(2) Marked with a sign indicating that the automated card shuffling device or automated dealing shoe is out of order.