

TWO CARDS HIGH



INTRODUCTION DEALER'S PROCEDURES

The game "TWO CARDS HIGH" is played with a single deck of 40 cards with the face cards removed, (Jacks, Queens and Kings).

The game can be played with 1- 7 players, every hand will be a new shuffle and deal, dealer will not burn a card.

The object of the TWO CARDS HIGH is the player and dealer to make two hands, a back (qualifying hand) and a front (comparing hand). The back hand three (3) cards must add up to 10, 20, or 30. If it does not, player has lost, cards and bet to be removed immediately. The front hand will be the two (2) remaining cards. This is the hand that will be compared with the Dealers. These two cards will be added, (unless it is a pair) and if it is a single number will be the total: example; $4 + 5 = 9$, you will have a 9, but if you have a double number you will subtract 10 from it giving you a single number, example; $5 + 8 = 13$, $13 - 10 = 3$, you will have a 3. *** Very important fact **** Players and Dealer must make sure that they make the best two card hand example as follows.

5 Cards dealt: 10, 8, 4, 4, and 2

Qualifying Hand can be $4, 4, 2 = 10$ or $10, 8, 2 = 20$

TWO CARDS HIGH can be $10, 8 = 8$ or $4, 4 =$ a pair which is a higher hand.

Lowest to the highest single number is 0 - 9

Lowest to the highest pair is A 'S - 10' S

Pays are as follows: Players and Dealer have a Qualifying hand
Players two card hand beat Dealers, player is paid even money
except when Player has a pair they are paid 3 to 2.
If Dealers hand does not qualify, Dealer will pay even money to all
qualified players hands, including a pair.
Player wins in all ties with the dealer.

PROCEDURES

- # 1. Dealer shuffles then deals 5 cards face down to each player
and to themselves clockwise.
- # 2. Players can pick up their cards and create a 3 card qualifying
hand (10, 20, or 30), and then their two remaining card hand will
make the TWO CARDS HIGH. Once players put their cards down
and separate the two hands, they are not allowed to touch them
again. The dealer may change their cards for them if necessary.
- # 3. Dealer then removes the non- qualifying players cards and
bets. Dealers will double check to make sure player has not made
an error.
- # 4. Dealer then turns the cards face up to see if dealer can make a
qualifying hand. If dealer qualifies, will then compare the front 2-
card hand with each player, and pay or remove bets accordingly,
counter clockwise. If dealers do not have a qualifying hand, dealer
will pay all remaining players, counter clockwise.

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