

## THREE CARD BRAG (FLASH)

### Introduction

Three Card Brag is a gambling game played with a standard 52 card pack without jokers. The cards in each suit rank in the usual order from high to low: **A-K-Q-J-10-9-8-7-6-5-4-3-2**. It will be played on the first three days of the event with six players on each table.

### Rules of Play




- The initial stake or **ante** - which is the amount that everyone must put into the pot before each deal will be constant and equal to 5MB on the first day and 10MB on subsequent days.
- The minimum initial bet will be equal to 5MB on the first day and 10MB on second and third day maximum initial bet will be 20MB on the first day and 40MB on subsequent days
- Maximum raise by a player will be equal to maximum initial bet.

### Maximum and Minimum Amount allowed on the table

- Maximum amount allowed on the table is 240MB (after payment of 10MB to the house) on first day and 475MB (after paying 25MB to the house) on second and third day.
- Min. amount allowed on table is 90MB on first day and 180MB on second and third day.
- A player if running out of cash can reintroduce same amt again if all the other players agree.

### Ranking of hands

The order of the possible three-card Brag hands, from highest to lowest, is as follows.

Combination	Examples	Explanation
Prial	  	" <b>Prial</b> " - short for "pair royal" - is the name in Brag for a set of three cards of equal rank. The best is threes, and the other prials follow in the rank order of the cards: <b>A-A-A</b> , <b>K-K-K</b> , <b>Q-Q-Q</b> , etc. down to <b>5-5-5</b> , <b>4-4-4</b> , <b>2-2-2</b> , three twos being the lowest prial.

Running flush	<p>♣3-♣2-♣A  ♦A-♦K-♦Q  ...  ♥4-♥3-♥2</p>	A <b>running flush</b> is a set of three consecutive cards of the same suit. A run is a set of three consecutive cards of mixed suits. Although the ace is high, <b>A-2-3</b> counts as a valid run - or a valid running flush if all the cards are the same suit. In fact A-2-3 is the <b>highest</b> run or running flush, <b>A-K-Q</b> of a suit is the second highest, then <b>K-Q-J</b> , and so on down to <b>4-3-2</b> , which is the lowest. <b>2-A-K</b> is not a valid run or running flush.
Run	<p>♦3-♣2-♥A  ♥A-♦K-♦Q  ...  ♥4-♠3-♥2</p>	Any running flush beats any run with mixed suits - so for example ♥4-♥3-♥2 beats ♦3-♣2-♥A or ♥A-♦K-♦Q.
Flush	<p>♣A-♣K-♣J  ...  ♠5-♠3-♠2</p>	A <b>flush</b> consists of three cards of the same suit - not all consecutive, or it would be a running flush. When comparing flushes, the highest card is compared first, then if these are equal the middle card, and finally if necessary the lowest. Therefore ♥K-♥9-♥2 beats ♠Q-♠10-♠5, which beats ♦Q-♦10-♦3, which beats ♣Q-♣9-♣8.
Pair	<p>♣A-♥A-♠K  ...  ♥2-♦2-♦3</p>	A pair consists of two cards of equal rank. The third card is of a different rank, otherwise you would have a prial. When comparing pairs, the rank of the pair is compared first (aces are highest), and if two players have the same pair the odd card determines which and is higher. So for example <b>9-9-3</b> beats <b>8-8-K</b> , which beats <b>8-8-J</b> .
High card	<p>♠A-♠K-♥J  ...  ♣5-♦3-♠2</p>	Three cards that do not form any of the above combinations. As with flushes, these rank according to the highest card; if the highest cards of two hands are equal the second highest cards are compared, and if these are equal too then the third highest. So <b>J-6-3</b> beats <b>10-9-7</b> , which beats <b>10-9-6</b> .

*Poker players should take care to note that the 'run' and 'flush' in Brag rank in the opposite order to Poker.*

## Ante and deal

Before each deal, each player must place the initial stake (ante) in the pot. Deal and play are clockwise, and the turn to deal passes to the left after each hand.

The dealer deals out the cards one at a time, face down to the players, until everyone has three cards. Players may look at their own cards, or may choose not to, if they wish to play "blind" - see below. Cards must **never** be shown to any player other than the person to whom they were dealt, unless the betting ends with a "see". In that case the cards of the two players involved (but none of the others) are exposed for everyone to see.

## The betting

When the cards have been dealt, the betting begins with the player to the left of the dealer. This person can 'fold' (throw in their cards and take no further part in the hand) or can bet any amount from the agreed minimum to the agreed maximum. If all the players except one fold, the last remaining player takes all the money in the pot, and the next hand is dealt.

If any player bets, every player after that must either fold or bet at least as much as the previous player who bet. A player may bet more than the previous player, but he can't increase by more than max raise. The betting continues around the table as many times as necessary.

When there are only two players left in the game, all the others having folded, a third option becomes available. Either player can **see** the other. Seeing costs twice as much as the previous player's bet. When you pay to see another player, they expose their three cards first. If your cards are better than your opponent's, you expose your hand to prove this and win the pot. If your cards are equal to your opponent's or worse, your opponent wins the pot - you do not have to show your cards in this case. Note that if the hands are equal, the player who paid to see loses.

As each player folds, that player's cards are added to the bottom of the pack ready for the next deal. At the end of the betting the cards of the last player left in, or the cards of the two players involved in the see, are added to the pack in the same way.

Betting continues until either

- **All players but one have dropped out** (folded) (in which case the remaining player obviously wins, but does **not** show their cards), or
- **Two players are left** and one player **pays double to see the other**, or
- Sometimes, in a situation where three (or more) players are betting against each other and none of them is prepared to fold, if they all feel that the pot is getting too big, they may agree to a showdown in which all cards are exposed and the highest hand wins.

Please note the following basic rules of etiquette:

1. **Do not show your cards - to anybody**
2. **Do not say anything about your hand**
3. **Never (ever) fold out of turn**

Breaking any of the above three rules can throw you out of the game if other players questions it.

## Running out of money

If you do not have enough money left to bet, but want to stay in, you place all your remaining money in the pot, and put your cards face down on top of it. This is called **covering the pot**. If there are two or more other players, they continue betting as before, but putting the money into a new pot. After this new pot is settled, the winner's hand is exposed, and the hand of the

player who ran out of money is compared with it. The old pot is won by the higher hand, or by the winner of the new pot in case of a tie.

## Playing blind

Any player may choose to play any hand blind. If you are playing blind you do not look at your cards, but leave them face down on the table. You take part in the betting in the normal way, except that all your bets are worth double. In other words, at each stage you only have to put in half the amount of money you would need to bet if you had looked at your cards.

If you have been playing blind, then at your turn to bet, you can choose to look at your cards before deciding whether to bet or fold. From that moment on you are no longer a blind player, and if you then want to stay in, you must revert to the same betting amount as the 'non-blind' players.

If you are playing blind and all other players fold you do not win the pot. Instead, the pot is carried forward to the next deal and you are allowed to **retain your hand - see below**.

When just two players remain, one or both of whom are playing blind, the possibilities for one player to "see" the other - i.e. pay for the hands to be exposed and compared - are as follows.

1. **You are playing open and your opponent is blind.** The rule is that "**you cannot see a blind man**". Therefore your only options are to continue betting or to fold.
2. **Both players are blind.** By putting in twice the blind stake (i.e. the amount that would be paid by an open player) you can cause the hands to be compared. Usually the players turn their cards face up one at a time, alternately, beginning with the opponent of the player who paid for the show. In case of equality, as usual, the player who paid for the show loses.
3. **You are playing blind but your opponent is playing open.** Your opponent cannot see you (by the above rule), but you can see your opponent if you wish by putting in twice the blind stake (i.e. the same amount that your open opponent just bet). As usual in a showdown, the opponent's cards are exposed first and then you show your cards if they are better.

## Retaining a blind hand

If you end up with a blind hand when all other players have dropped out, you may retain the blind hand on the table. The next hand is then dealt, so that you now have two sets of cards in front of you. You may either:

1. look at the new hand
2. look at the old hand
3. look at neither

If you look at one of the hands, you must immediately decide whether to keep it or fold it. If you keep it, you must fold the other (without looking at it). You are then non-blind and play the looked-at hand normally. If you decide to fold the hand you looked at, then you have just one blind hand to play by the usual rules; you can look at it now or later if you wish.

If you look at neither hand, you can play both hands 'blind' until (at some point) you choose to look at one of them, in which case you follow the same procedure above.

In the unlikely event that you win the pot again, without having looked at either 'blind' hand, you may choose to retain either (but only one), sight unseen, before the next deal. You cannot have three 'blind' hands at once.

Note that at no stage when playing two hands 'blind' can you look at both and choose the better one - you must look at just one and choose to keep it or fold it, **before** looking at the other.

### The odds

Hand	Combinations	Probability	Odds
Prial Threes	4	1/5525	5524 to 1
Other Prial	48	1/460	459 to 1
Running Flush	48	1/460	459 to 1
Run	720	1/31	30 to 1
Flush	1 096	1/20	19 to 1
Pair	3 744	1/6	5 to 1
High Card	16 440	3/4	3 to 1 on
<i>(total combinations)</i>	22 100		

Obviously, these odds are affected by previous cards, if the deck isn't shuffled.

### Advice on play

1. Study the odds carefully and remember them.
2. Play by the odds.
3. Don't stick rigidly to playing by the odds!! You will lose very quickly, and never win a big pot if you never bluff.
4. Playing 'blind' well is **very** difficult and takes years of practice. If you play it too often, and non-expertly you will lose.
5. Don't bet too big, especially if you are used to Poker betting. As the Brag betting can continue indefinitely, on the same amount (and indeed must, until there are only two players) the pot can get **very** large even when each single bet seems low.

For more detailed rules log on to: <http://www.pagat.com/vying/brag.html>