Flip 7 tabletop strategies

Hit whenever your strategy's Stay condition is unmet. Zero counts as a number card.

Strategy	When to stay
Bank at Four	Stay when you have four or more number cards.
Bank at 30	Stay when your current round score, including modifiers, is 30 or more.
Watch the High Cards	Hit while you hold a Second Chance. Otherwise, stay if you have at least five number cards, or if you have at least three and two or more are 8 or higher.

Watch the High Cards example With 3, 8 and 11, Stay. With 3, 5 and 11, Hit. With a Second Chance, Hit in either case.

Use these action choices with all three strategies

Freeze yourself if your strategy says Stay. Otherwise, freeze the active opponent with the most number cards.

Flip Three the active opponent with the most cards numbered 8–12. If possible, choose an opponent with fewer than six number cards and no Second Chance.

Give a spare **Second Chance** to the eligible opponent with the lowest match score. Break targeting ties clockwise. If you're the only active player, use Freeze or Flip Three on yourself.

Optional endgame choice. Consider taking Flip Three yourself if a player has already banked at least 200 and you would lose at your current score.

Try two rules with the same group

Rule A _____ Rule B _____ Tester _____

For each pair, flip a coin to pick which rule goes first. The same person tests each rule for one full match. Use a fresh shuffle and keep players, seats and the starting dealer the same. Flag incomplete pairs. Compare wins and note forgotten or overridden choices.

Pair	First rule	A final score / won?	B final score / won?	Overrides or notes
1				
2				
3				
4				