

CRAZY ASIAN POKER

GAME GUIDE

Chapter 1: Introduction

Bored with 2 and 4 card poker ? Crazy Asian Poker will make poker fun, interesting and exciting again.

CAP is a new and exciting dealer's choice style of poker. It is all about creativity and innovation, as players are encouraged to push the boundaries of poker.

This guide will describe the main games and features used. It is a living document, and will be added to as the game develops.

Chapter 2: Games

There are many different games played in CAP. Players are encouraged to innovate.

When designing new games, the following principles generally apply:

- Must be playable with a single complete 52 card deck.
- Games you can play online are not allowed.
- Encourages action. This can be achieved by keeping equities close, and encouraging betting.
- Try not to make things too complicated.

It is often an objective to use as many cards from the deck as possible. This is usually achieved by dealing out as many hold cards preflop as the deck and game structure will allow.

Payout types

Games usually consist of multiple components. There are two main ways to determine payouts based on the component results:

- Split pot. The pot is split evenly between the winners of the individual components.
- Points. Each component has a given number of points, and the player with the most points wins the pot. If multiple players have the same number of points the pot is chopped.

Showdown types

There are three showdown types used in CAP:

- Omaha-style. Must use two hold cards and three board cards.
- Make-5. Must use all cards on a board and enough hold cards to make a five-card hand.
- Hold'em style. Can use any number of hold cards and board cards. This is the least common showdown type in CAP.

Note that board in this case refers to the board cards that can be used to make a particular point.

Point Types

Points can be divided along two dimensions – board point vs hand point, and high point vs low point. It is much more common for hand points to be high points than low points.

Board points

These are points made using the specified board cards. Any of the showdown types might apply.

Hand points

These are points made using the players hold cards. These are usually, but not always, five card hands.

High points

These points are awarded to the best traditional high hand, either on a board or in the player's hand.

In some games, notably allocation games, a point is awarded to the best high hand using less than five cards. Straights and flushes may or may not be allowed.

Low points

These points are awarded to the best low hand, either on a board or in the player's hand. There are a number of ways in which the best low hand can be determined:

- Traditional 8-or-better qualifying low. Ace is the lowest card, straights and flushes do not matter.
- 7-2 low. This is an unqualified low. Ace plays high. Straights and flushes impact hand rankings. Hand ranking is the reverse of standard high hand ranking.
- 6-2 low. This is an unqualified low. Ace plays high. Straights and flushes do not matter.
- Badugi. This is an unqualified low using up to four cards. This low can use at most one card from each suit and one card of each rank.
- Least suits. This can be any of the first three low types (traditional, 7-2 or 6-2), but when the best low is held by more than one player, the hand with the least number of suits wins the hand. If more than one player has the same number of suits with the lowest hand, the point is chopped between them.

Betting structures

Blinds

Most CAP games use the standard small blind/big blind structure of hold'em and Omaha. A UTG straddle is allowed but not mandatory, as are double/triple/etc. straddles.

Antes

Antes are allowed but are uncommon. Similarly for bomb pots. The size of straddles, antes and bomb pots is generally referenced off the standard blind structure.

Betting Limits

Most games are played pot limit. Hold'em-style games are usually played no limit. Fixed limit games are strongly discouraged.

Buying Cards

In some games, players are required to pay a fixed amount for an optional extra card on a street. The fixed amount may increase with each street.

Board configurations

There are many board configurations used in CAP. The most common are:

Double board

This is two regular hold'em boards, dealt in the usual manner - three card flops for each board, a single turn card for each board, and a single river card for each board. The two boards are independent. Omaha-style showdown usually used.

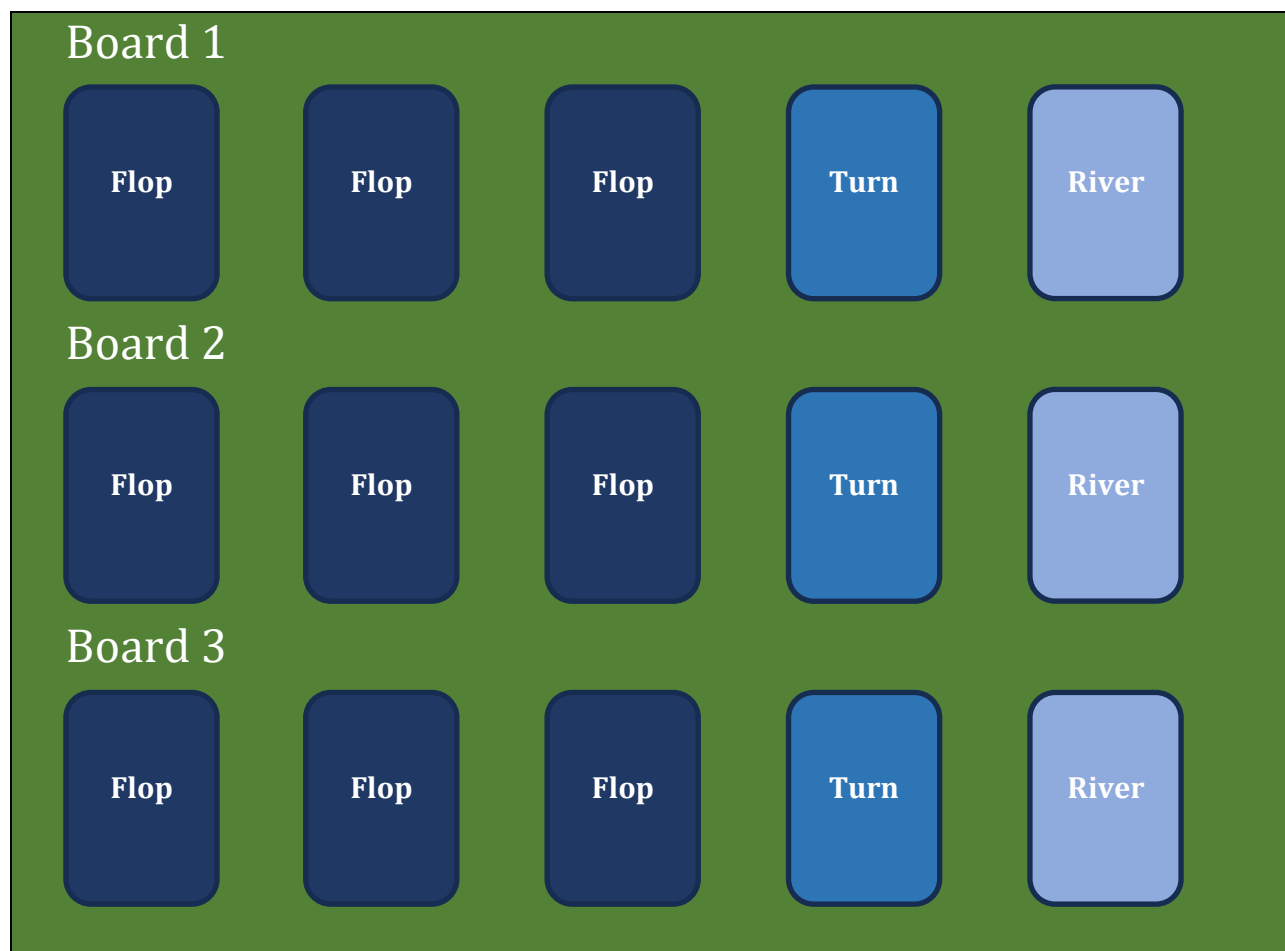


Games possible using the double board configurations include:

- Best high/best low (split pot). Also called ultimate high/low. The best high across both boards wins half the pot, and the best low across both boards wins half the pot.
- High/high/hand (3 points). The high on each board is worth one point, plus a third point for the best five card Hand Point.
- Best high/best low/hand (3 points). The best high across both boards is worth one point, the best low across both boards is worth one point, and the best five card Hand Point is worth one point.
- High/low/high/low/hand (5 points). The best high on each board receives one point, the best low on each board receives one point, and the best Hand Point receives one point.
- High/low/high/low/high hand/low hand (6 points). The best high on each board receives one point, the best low on each board receives one point, the best high Hand Point receives one point and the best low Hand Point receives one point.

Triple board

This is three regular hold'em boards, dealt in the usual manner - three three card flops, three single card turns and three single card rivers. The three boards are independent. Omaha-style showdown usually used.



Games possible using the triple board configurations include:

- High/high/high (3 points); The high on each board is worth one point.
- High/high/high/hand (4 points). The high on each board is worth one point, plus one point for the best five card Hand Point.
- Balance (5 points). This is high/high/high/high hand/low hand.
- Tilt (3 points). The high on each board is worth one point.
For Board 1, the third flop card must be used.
For Board 2, the turn card must be used.
For Board 3, the river card must be used.
- Tilt (5 points). The high on each board is worth one point, plus one point for the best five card Hand Point and one point for the best hand using the three mandatory cards.
For Board 1, the third flop card must be used.
For Board 2, the turn card must be used.
For Board 3, the river card must be used.

A variant is to deal a floater on the river, which can be used with any board.

Social Distancing

In the original Social Distancing game, four cards were dealt horizontally left to right on the flop; two turn cards were dealt horizontally to the right of the flop; and two river cards were dealt horizontally to right of the turn. The final board is therefore an eight card line.

Players must make an Omaha-style hand using non-adjacent cards.



Games possible using the Social Distancing configuration include:

- High only;
- High/ low (split pot);
- High/low/hand (3 points).

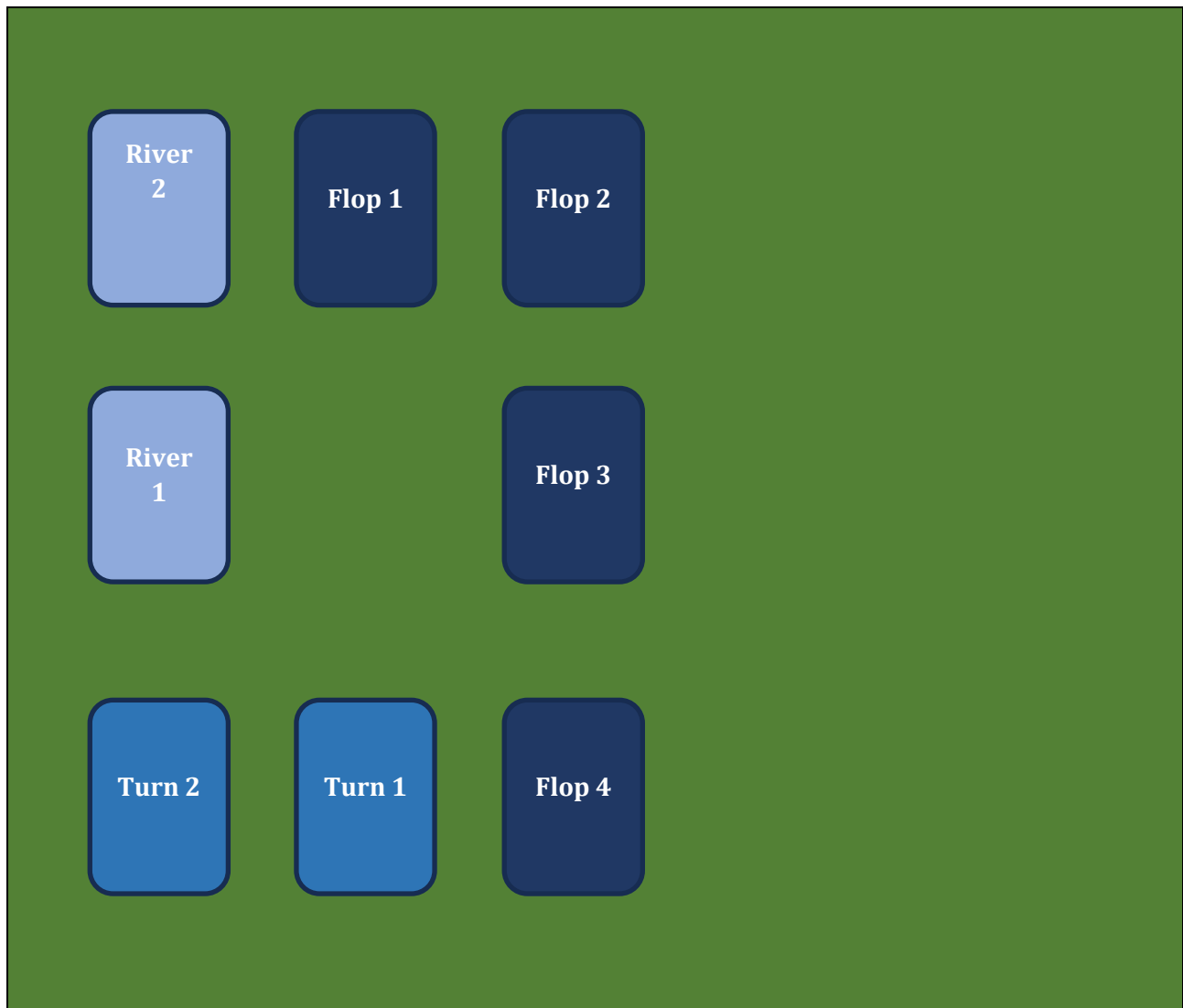
Note that all variants use social distancing for both high and low. A common variant is to deal five cards on the flop, making the final board a nine card line. This variant allows a made hand on the flop.

Wheel

Eight cards are dealt evenly spaced in a wheel.

Point types used:

- Social distancing. Players must make a five card hand Omaha-style using three non-adjacent board cards.
- Contact tracing. Players must make a five card hand Omaha-style using three consecutive board cards.



Games possible using the Wheel configuration include:

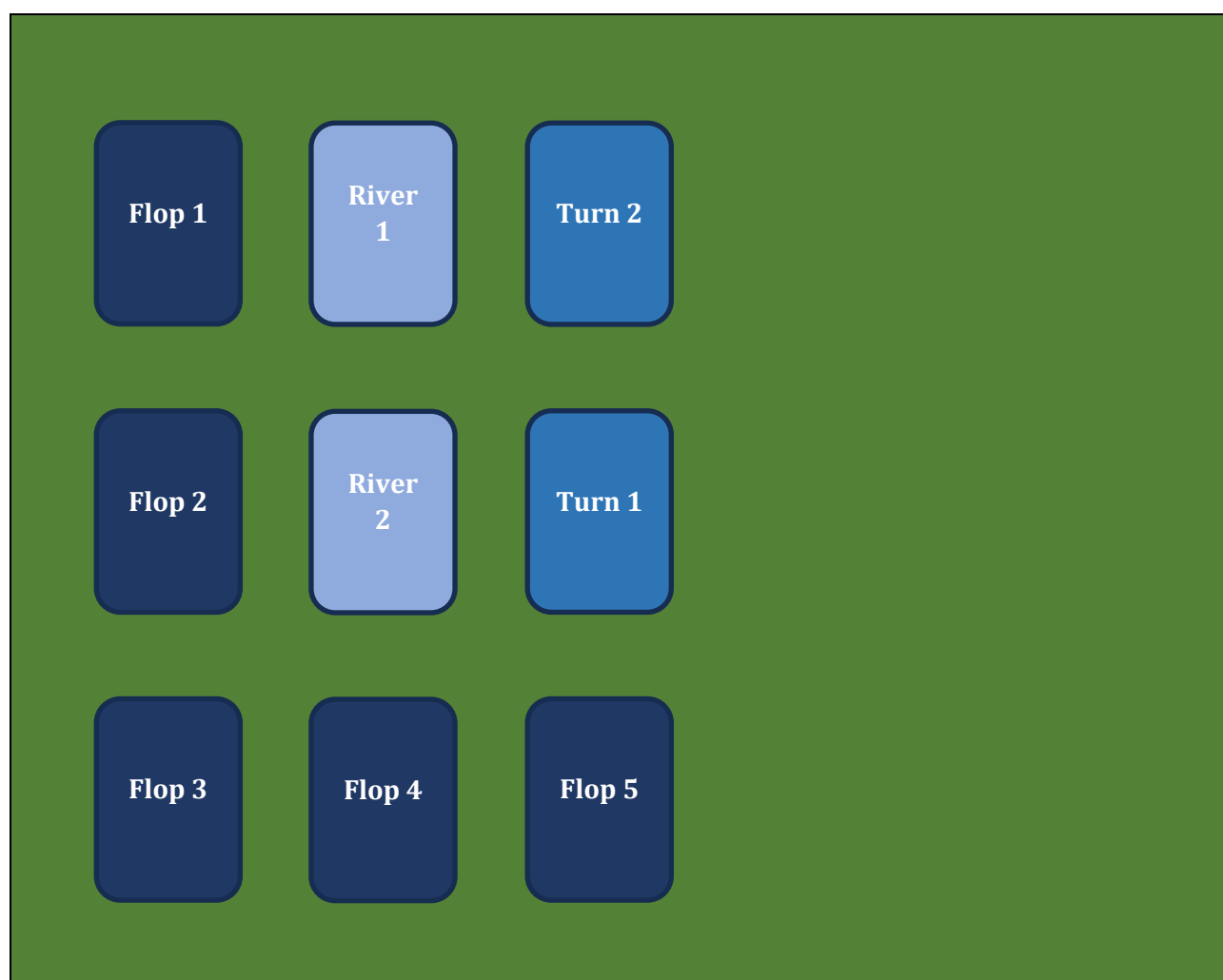
- Best high social distancing, best high contact tracing, best Hand Point (3 points);
- Best high/low social distancing, best high/low contact tracing, best Hand Point (5 points);
- Best high/low social distancing, best Hand Point (3 points);
- Best high/low contact tracing, best Hand Point (3 points).

Pandemic

The board is dealt out as per the diagram below, with the final board a 3x3 square.

Point types for pandemic:

- Social distancing. Players must make a five card hand Omaha-style using three board cards that do not share an edge. I.e. no horizontally or vertically adjacent cards. Players can play cards that are touching diagonally.
- Contact tracing. Players must make a five card hand Omaha-style using three board cards that are adjacent. This may be in a line, or in an "L" shape. Touching diagonally is not sufficient.



Games possible using the pandemic configuration include:

- Best high social distancing, best high contact tracing, best Hand Point (3 points);
- Best high/low social distancing, best high/low contact tracing, best Hand Point (5 points);
- Best high/low social distancing, best Hand Point (3 points);
- Best high/low contact tracing, best Hand Point (3 points).

Double bullseye

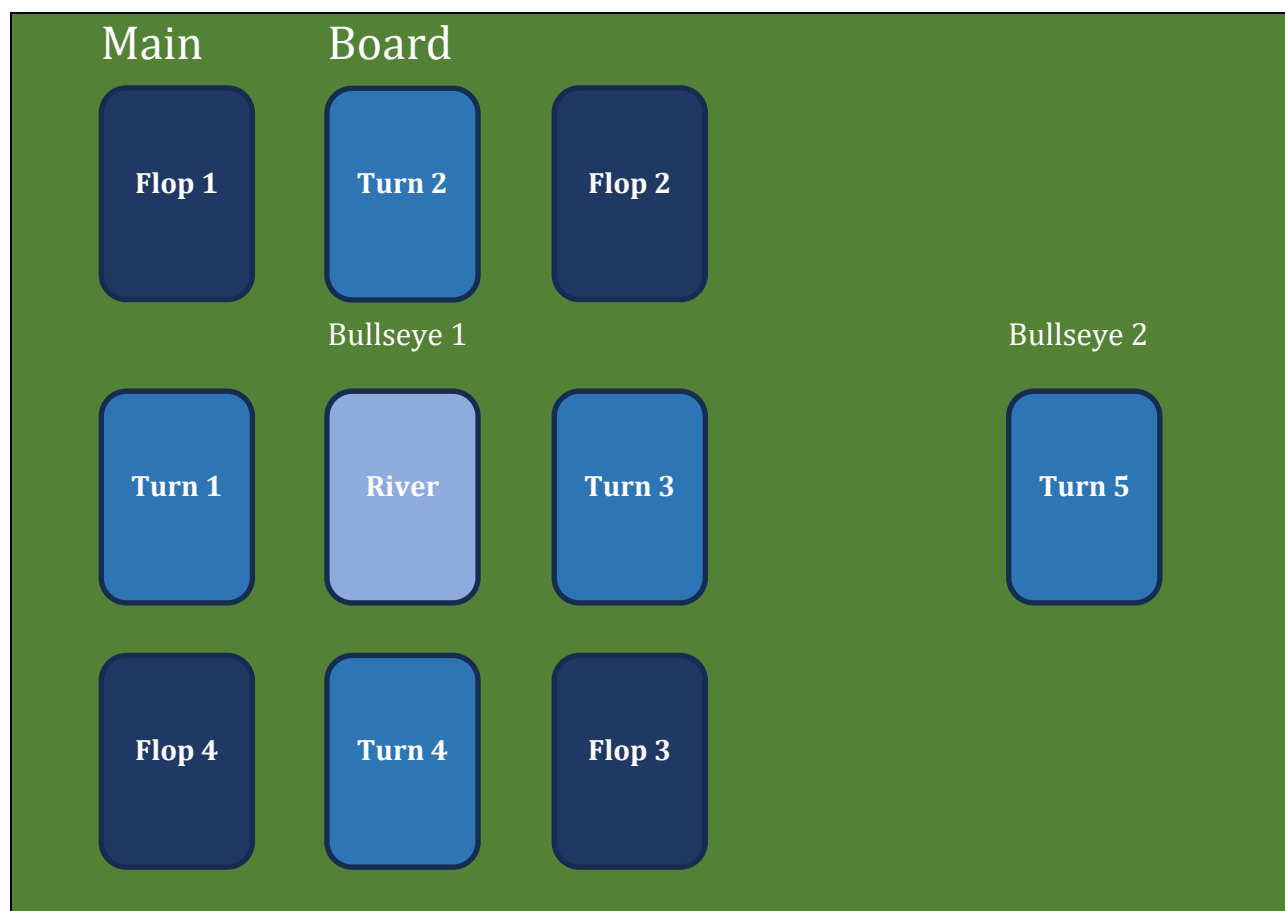
Four cards are dealt at the vertices of a 3x3 square for the flop.

The edges of the square are dealt on the turn.

The second bullseye, which is dealt separately to the main board, can be dealt on the turn after the edges, or as the second card on the river.

The main bullseye, which is the centre of the square, is dealt on the river.

Points are for the best make-5 hand on the main board using any row, column or diagonal. Bullseye points can use either or both of the bullseye cards.



Games possible using the double bullseye configurations include:

- Best high/best low (split pot). The best high across the main board and the bullseyes wins half the pot, and the best low across the main board and the bullseyes wins half the pot.
- High/high/hand (3 points). The best high on the main board and the on the bullseyes are each worth one point each, plus a third point for the best five card Hand Point.
- Best high/best low/hand (3 points). The best high across the main board and the bullseyes wins half the pot, the best low across the main board and the bullseyes wins half the pot, plus a third point for the best five card Hand Point.
- High/low/high/low/hand (5 points). The best high on the main board and the best high on the bullseyes each receive one point, the best low on the main board and the best low on the bullseyes each receive one point, and the best Hand Point receives one point.

Bomba

Three cards are dealt in a vertical line for “pre-flop”.

A second three card vertical line is dealt next to the first one for the “flop”.

A third three card line is dealt next to the first two, which is the “turn”. This completes what I will refer to as the “main board”.

Two “river” cards are dealt below the three vertical lines of three cards each.

A hand is made by taking two hold cards, exactly two cards from any single three card vertical line, and exactly one of the two river cards.



Games possible using the Bomba configurations include:

- Best high/best low (split pot). The best high wins half the pot, and the best low wins half the pot.
- Best high/best low/hand (3 points). The best high is worth one point, the best low is worth one point, and the best five card Hand Point is worth one point.
- Variants include dealing one of the river cards to the right of the main board. Hands can then also be made by taking two hold cards, exactly two cards from any single row, and the horizontal river card. Note that in this case vertical hands must use the vertical river card. This allows the game to be played three points (high/high/hand) or five points (high/low/high/low/hand).

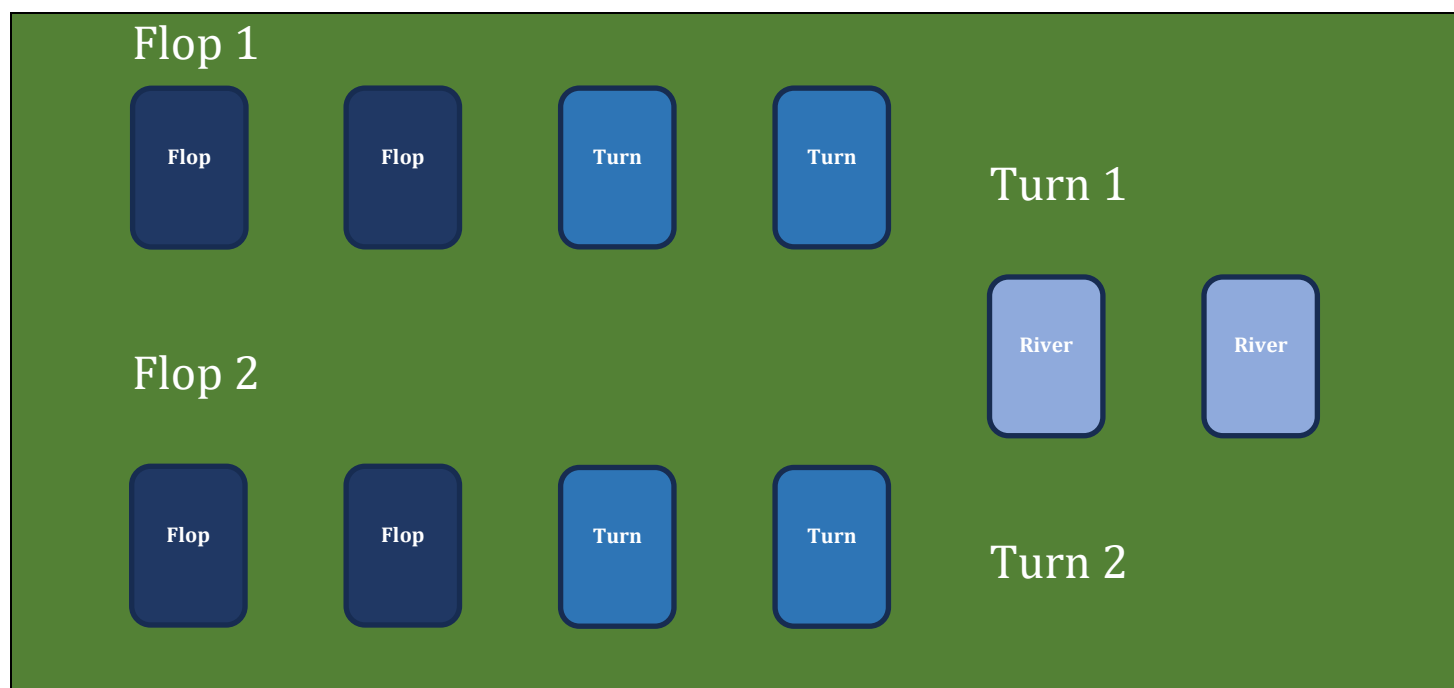
Flying Rivers

Two flops are dealt, each with two cards.

Two turns are dealt, each with two cards.

One river is dealt with two cards.

To make a hand a player uses two cards from one flop and turn, one from the river, and two from their hand.



Variants of Flying Rivers include:

- High/high/hand (3 points);
- High/low/hand (3 points);
- High/low/high/low/hand (5 points).

Countdown

The board is dealt out as per the diagram below, with each street increasing the size of the right-angled triangle. It is generally played high-only with no variants.

This is a five-point game, with:

- one point for the best make-5 hand using either the top (4-card) horizontal line or the leftmost (4-card) vertical line;
- One point for the best make-5 hand using the second (3-card) horizontal line or the second (3-card) vertical line;
- One point for the best make-5 hand using the third (2-card) horizontal line or the third (2-card) vertical line;
- One point for the best make-5 hand using the fourth (1-card) horizontal line or the fourth (1-card) vertical line;
- One point for the best Hand Point;



Tree trunk

Two cards are dealt vertically before the first round of betting. Subsequently cards are dealt, two per street, in positions specified by the last aggressor, so that the final board has a “trunk” of five cards in a vertical line, one card in the left branch, and two cards in the right branch.

Hands are made using the card in the left branch, one card in the trunk and three cards from the player’s hand, or the two cards in the right branch, one card in the trunk and two from the hand.



Variants of tree trunk include:

- High/ low (split pot);
- High/low/hand (3 points).

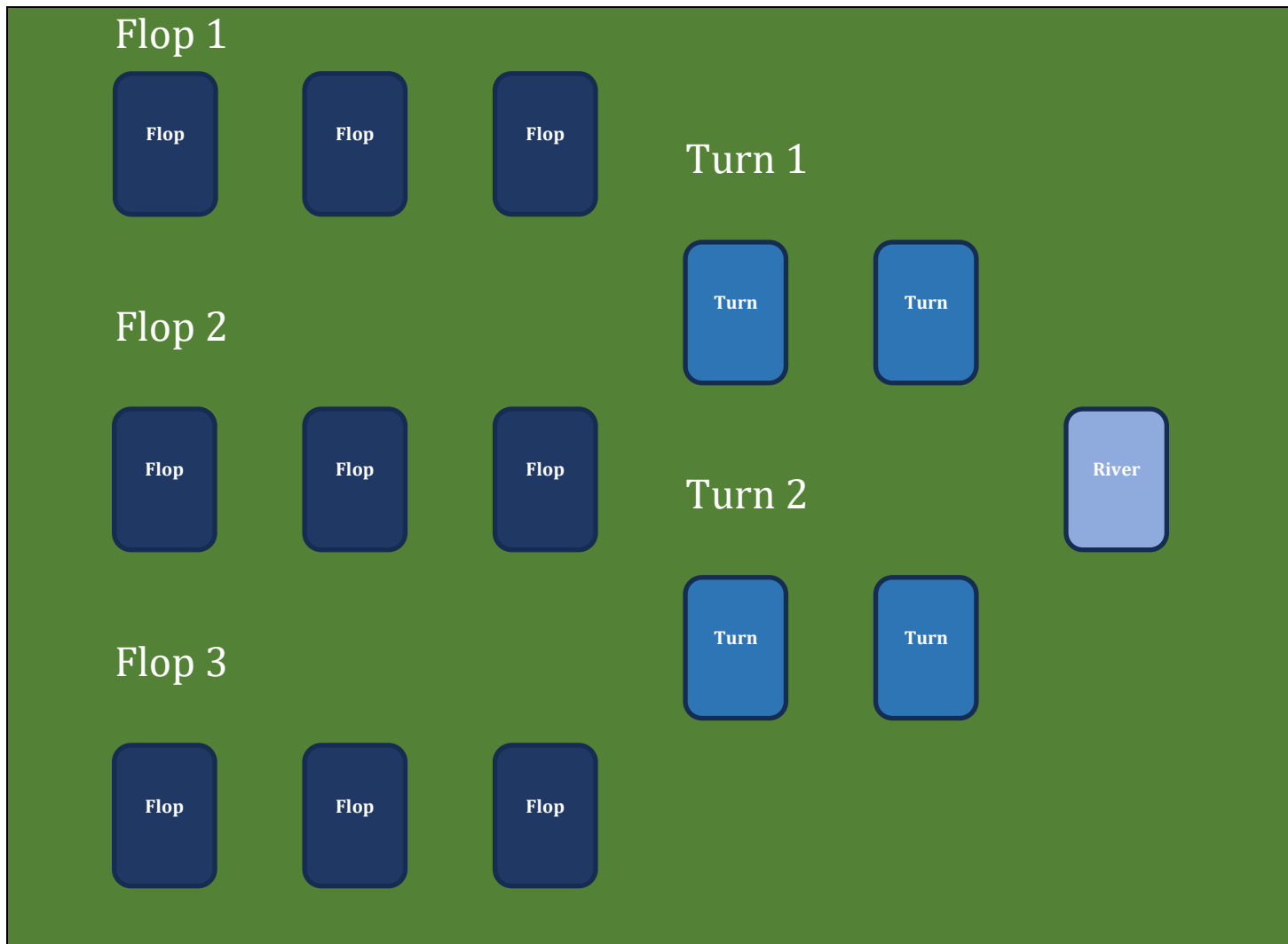
Funnel

Three flops are dealt, each with three cards.

Two turns are dealt, each with two cards.

One river is dealt with one card.

To make a hand a player uses cards from one flop, one turn and the river. The turn must make a path from the flop to the turn - ie. if using flop 1, a player can only use turn 1. If using flop 2, a player can use either turn. If using flop 3, a player must use turn 2.



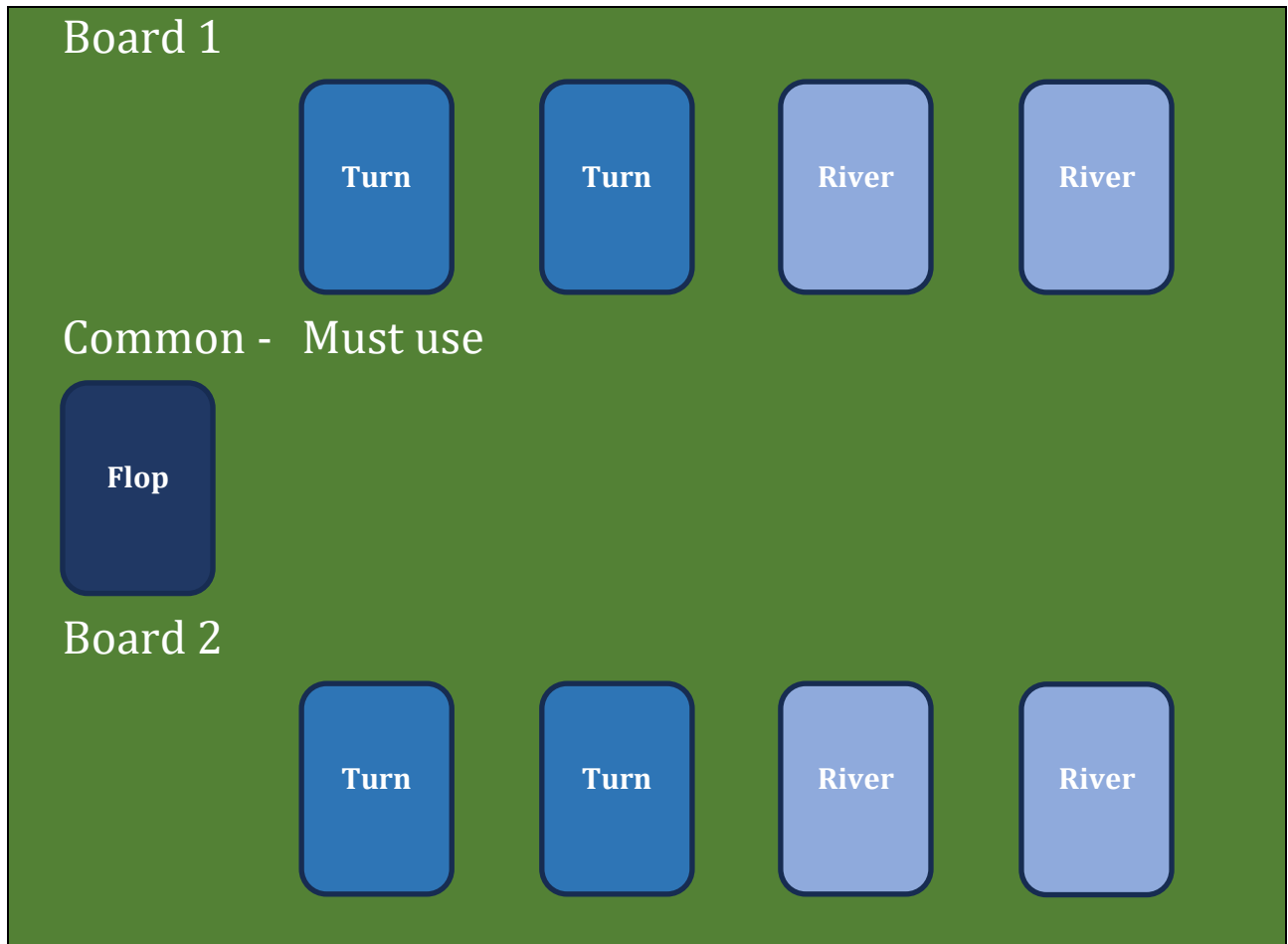
Variants of Funnel include:

- High/ low (split pot);
- High/low/hand (3 points).

There are also variants using different numbers of turn and river cards.

F1

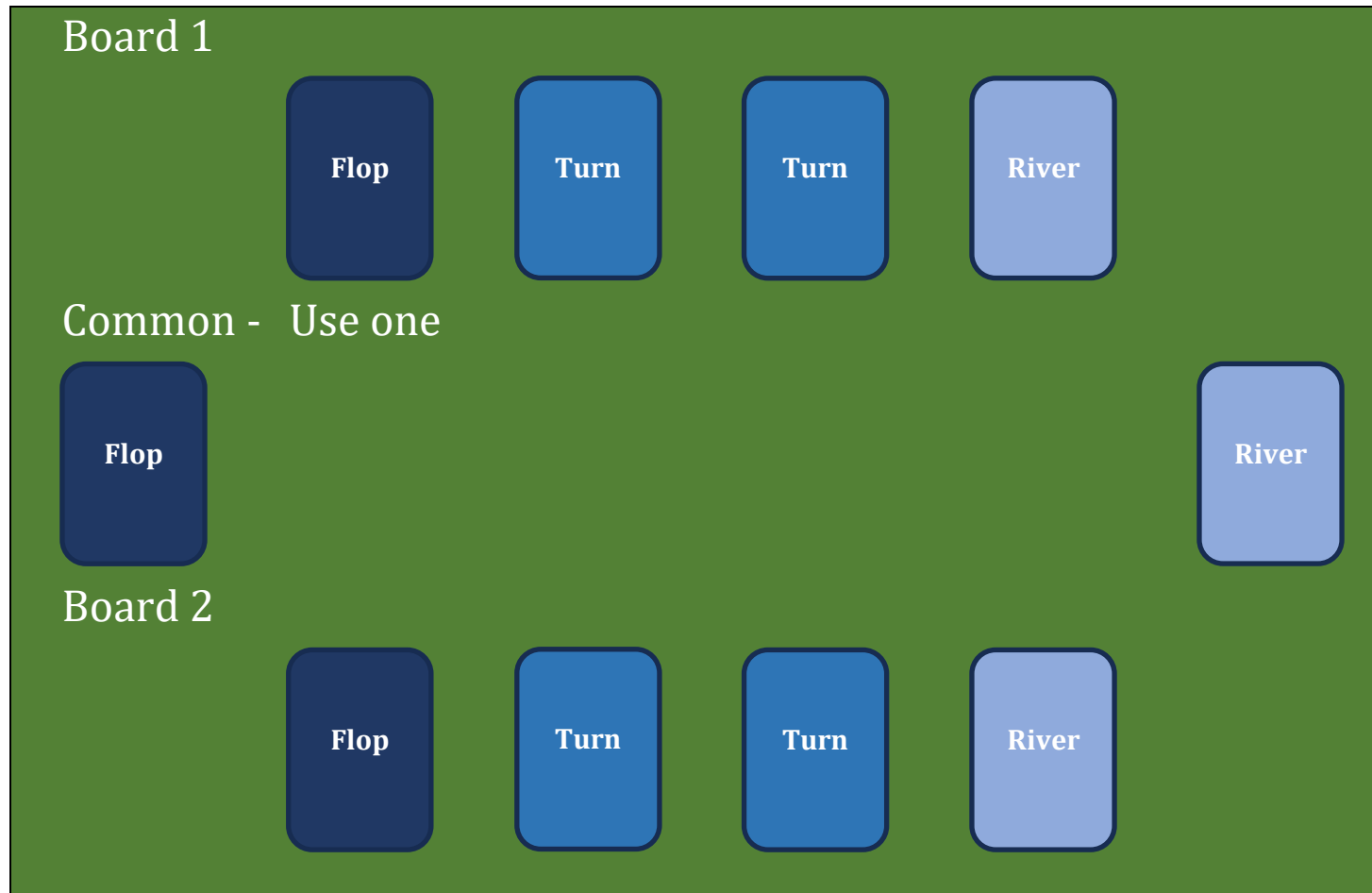
This is a double board game. A single flop card is dealt, then two turn cards per board and two river cards per board. The common flop card must be used. Omaha-style showdown usually used.



Double board variants are all possible using the F1 configuration.

F1 Square

Similar to F1, this is a double board game. A single flop card is dealt on each board along with a common flop card. Next two turn cards are dealt per board followed by a single river card per board and a common river card. One of the common flop and river cards must be used. Omaha-style showdown usually used.



Double board variants are all possible using the F1 square configuration.

Extra cards

A number of Extra Card options have been used in CAP.

ESG

ESG refers to the recycling of discards. When the number of cards in the discard pile is greater than or equal to the number of players remaining in the hand, players receive one extra hold card for the next street. This is the default in some CAP games.

In some cases, cards that will be undealt after the river are added to the discard pile to increase the likelihood of ESG.

Catchup ESG

Similar to ESG, however if ESG is missed on a street it is “caught up” on the first future street where there are sufficient discard cards.

Christmas

When the number of cards remaining in the deck is greater than or equal to the number of board cards still required to be dealt plus the number of players remaining in the hand, players receive one extra hold card for the next street.

Grinch

The player taking the last aggressive action decides whether or not there will be a Christmas on the next street.

Pass the Trash

Players select a specified number of cards from their hand, and pass these to another player specified.

This may happen just pre-flop, or also post-flop.

Draw

Players can choose to discard any number of cards from their hand, and draw the same number of cards from the deck.

Discard

Players must discard a set number of cards from their hand.

This may happen just pre-flop, or also post-flop.

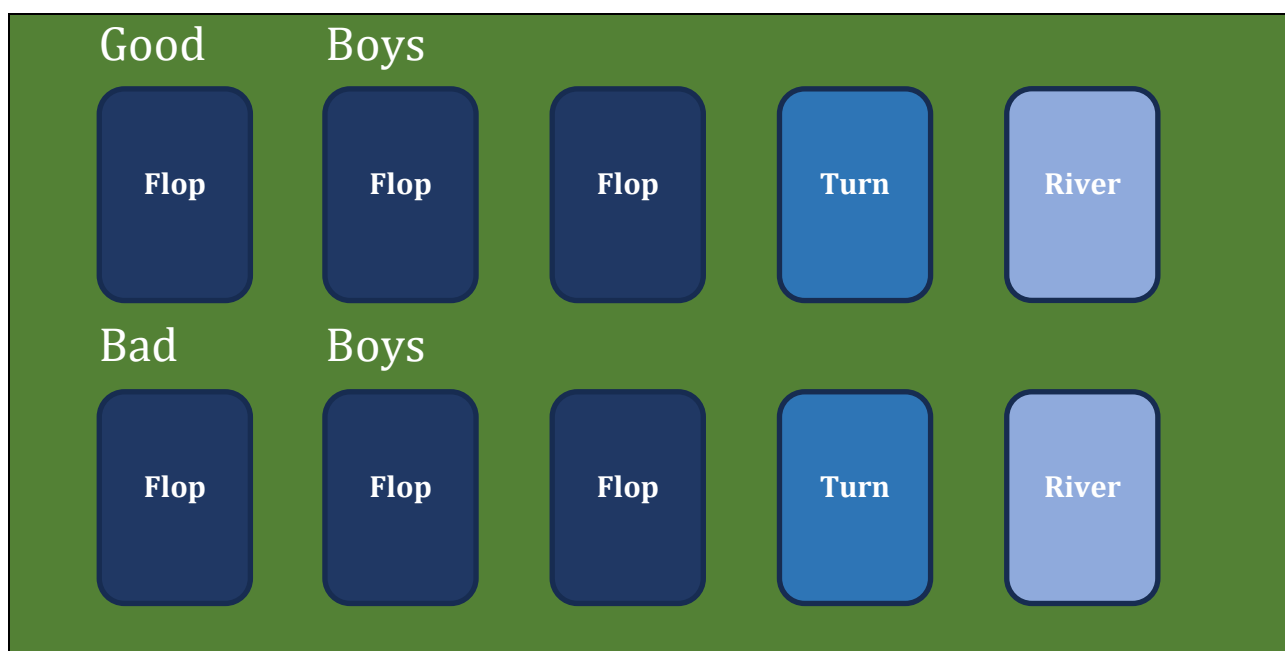
Other Games

Good Boys Bad Boys

Two standard three card flops are dealt. The top board is the “good boys”. The bottom board is the “bad boys”. All cards of the same rank as the bad boys, whether on the top board or in players hands, on the current street and all future streets, are dead and must be discarded immediately.

Good boys, bad boys is a hold'em style game, with the winner of the hand going to the best hold'em hand using the “good boys” remaining at showdown.

The winner of the pot must show their hand, even if all other players have folded. Their hand is declared void if they hold any “bad boys”.



Ring of Fire

Ring of Fire is a single board PLO variant where each player is dealt one extra card face up in front of them. These cards are the “ring”. When a player folds, their ring card is also folded.

To make a hand at showdown, a player must use two cards from the board, one card from the ring, and two cards from their hand.

Ring of Fire can be played with all the usual CAP variants and features. Other board configurations, such as a double board, can also be used.

Throw dem

Throw dem is a single board hold'em style game where each player is dealt five hold cards, and must discard one card after each street, leaving two cards in hand on the river. If a player does not discard one card on a street, their hand is forfeit

Dynamic Points System

This is a triple board variant. The difference is that at showdown each player chooses which two boards they want to contest, allocating one point to each. The best high hand on each board collects all the points allocated to that board. A final point goes to the best hand.

After betting on the river, each player takes chips under the table. They place chips in each hand to represent which two boards they want to contest. For example, to play boards one and two, the player places one chip in one hand and two in the other.

Players must select two and only two separate boards. To not do so forfeits their hand.

Chapter 3: Dealing

Crazy Asian Poker is usually self-dealt, and often the dealer is dealing a game they have only just learnt. Dealing errors can be expected at a higher frequency than in no-limit hold'em or PLO. Many of the situations arising are unique to CAP, particularly given the lack of burn cards and that many games use the entire deck.

The fundamental principle for both dealers and players is,
Don't be a dick !

Best Practices

To minimise potential errors and keep the game moving smoothly, a number of "best practices" have developed for the dealing functions.

Burn cards.

By default, there are no burn cards. This allows more of the deck to be used in the game.

Order of boards.

Where there are multiple boards, the dealer deals the board furthest away first. This is referred to as the top board. At showdown, the points for this board are calculated first.

When there are three boards the dealer deals the middle board next, below the top board. Points for this board are calculated second at showdown.

The board closest the dealer is dealt last, referred to as the bottom board. Points for this board are calculated after the other boards, but before any hand points are calculated.

In high/low games, the high point for a board is calculated before the low point.

Standard conventions have also been developed for other games:

- For Bomba, boards are dealt left to right.
- For Double Bullseye, at showdown points for the main board are calculated before the points for the bullseyes.

Chopping pots.

Standard rules for chopped pots are applied where possible.

When the pot must be chopped into uneven stacks (eg. When the pot is not a multiple of the number of players) the extra chips are distributed to players based on distance from the dealer.

Pots should be chopped cleanly and removed from the playing area before the next hand proceeds.

Other

Players are responsible for ensuring that they receive the correct amount.

The dealer should place the button on top of the live deck, to protect the deck and differentiate the deck from their own hand.

Dealing Errors

For common dealing errors, standard practices should apply. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands. (If two players have acted in turn, the deal must be played to conclusion)

- a. The first or second card of the hand has been dealt faceup or exposed through dealer error.
- b. Two or more cards have been exposed by the dealer.
- c. Two or more boxed cards (improperly faced cards) are found.
- d. Two or more extra cards have been dealt in the starting hands of a game.
- e. An incorrect number of cards has been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
- f. Any card has been dealt out of the proper sequence.
- g. The button was out of position.
- h. The first card was dealt to the wrong position.
- i. Cards have been dealt to an empty seat or a player not entitled to a hand.
- j. A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

Action is considered to occur when two players after the blinds have acted on their hands. Once action occurs, a misdeal can no longer be declared. The hand will be played to conclusion and no money will be returned to any player whose hand is fouled.

Some general principles are applied to keep the game running smoothly.

- The response to misdeals is determined by consensus of the players at the table. A suitable amount of time should be taken to discuss the situation, as the solution sets a precedent for similar situations in future.
- Players with a conflict of interest (such as players directly involved in the hand, or those with a business or romantic relationship with a player in the hand) can provide input into discussion but should generally be excluded from making the final decision on the resolution of the issue.
- The host has the final say.

The standard responses to some of the more common CAP dealing errors are:

Too many cards dealt per player.

If no player has looked at their cards, the top card(s) for each player is taken back so that each player has the correct number of cards.

If any player has looked at their cards, a misdeal is called and the hand must be redealt.

If at any point during the hand a player is found to have more cards than they should, their hand will be declared dead.

Exposed cards.

Exposed cards will be shown to the table, then shuffled back into the remaining deck. If the impact of having a known card in the remaining deck is considered to be too great by the player group, further betting in the hand will cease and the hand will be dealt to showdown. If necessary, any bets on the current street will be returned.

Incorrectly dealt ESG.

In the event ESG cards have been incorrectly dealt to players

- If no player has looked at the ESG card then the cards will be returned to the discard pile.
- If one or more players has seen the ESG card, if all players have received the extra card then players will keep the extra card, and players will not receive that ESG card on the next street.
- If only a small number of players have received the extra card, then if the extra ESG cards can be reliably identified they will be shuffled back into the ESG deck. Alternatively, if there are enough cards available then the extra ESG card can be dealt to all eligible players.