

Taiwanese Poker rules

Taiwanese Poker is a poker variant similar to Open-face Chinese, in which players set seven cards to make a top, middle, and bottom hand, and are then paid based on the number of points they score for each hand. After all players have set their hands, a five card board is dealt, and each player uses the cards they set in each position and the cards from the board to make their hands. Because of the number of cards required, a maximum of 6 players may play in a game of single deck Taiwanese Poker, which uses a standard 52 card deck.

Play proceeds as follows:

1. Each player is dealt 7 cards face down.
2. All players simultaneously look at their cards. The players choose how to set their cards to form a top, middle, and bottom hand as follows:

A one card hold-em hand on top (play 0 or 1 card from this hand and 4 or 5 cards from the board to make the strongest 5 card hand)

A two card hold-em hand in the middle (play up to 2 cards from this hand and 3-5 cards from the board)

An omaha high hand on the bottom (play exactly 2 cards from this hand and 3 cards from the board)

3. After all players have set their cards, a 5 card board is dealt. All players then reveal their hands before that hand is scored.
4. Scoring: Players receive points for revealing a winning top, middle, and/or bottom hand. Bonus points may also be awarded if a player's hand strength qualifies for a bonus. The dollar value of a point is determined before the game (e.g. 1 point = \$5).

Grading begins with the top hand.

The player who makes the strongest five card top hand (one card hold'em) earns **1 point**, and may receive bonus points if their hand qualifies (see bonus chart). Each other player pays the winner of the top board an amount equal to the value of a point multiplied by the number of points earned by the winner. For example, if the winner scores 3 points for the top hand, and one point is worth \$5, each other player would pay the winner \$15.

The player with the strongest five card middle hand (two card hold em) earns **2 points** plus any bonus points, and is paid by each other player.

The player with the strongest five card bottom hand (omaha high) earns **3 points** plus any bonus points, and is paid by each other player.

5. Bonuses

Players receive bonus points for making hands of a certain strength, according to the following chart:

Bonus Points	One card hold'em (Top)	Two card hold'em (Middle)	Omaha (Bottom)
Two pair	1	0	0
Three of a kind	2	1	0
Straight	3	2	0
Flush	3	2	0
Full house	4	3	2
Four of a kind	6	5	4
Straight flush	12	10	8

The bonus points are added to the base points received for winning each hand (1 base point for the top hand, 2 base points the for middle hand, and 3 base points for the bottom hand). For example, making a flush in the middle is worth 2 base points plus 2 bonus points for a total of 4 points.

Important note on bonuses: If a losing player would qualify for the same bonus as the winning player(s), that losing player does not have to pay the bonus. For example, if the winning player makes an Ace high flush for their top hand, and another player makes a King high flush for their top hand, the player with the King high flush would only pay the 1 base point to the winner, and would not have to pay any bonus points.

There are no discounts for players who qualify with a lesser hand category. In the last example, if a third player made a straight as their top hand, they would still have to pay the 3 point bonus to the player with the Ace high flush, plus the 1 base point that goes to the winner of the top hand, for a total of 4 points.

Ties: If two or more players make hands of equal strength in a given position (top, middle, bottom), they split the payout for that hand. The losing players do not have to pay out twice. Each losing player pays an amount equal to the number of points earned by the winning hand times the value of a point, and the total amount paid is split between the winners. If this pot cannot be split evenly, the extra chip goes to the player with the highest card in that hand, with suits being used as tie breakers (Spades>Hearts>Diamonds>Clubs).

For example, in a 5 player game being played for \$1 per point, if two players have Ace King as their middle hand, and the board runs out AAK32, they would tie. Neither of the winners pay into the pot. Each losing player pays \$5 into the pot (unless they also have a full house in the middle), since the winners earn 2 points for winning the middle hand, and 3 bonus points for making a full house in their middle hand, for a total of 5 points. The \$15 total pot will be split. Assuming there are no 50 cent pieces in play, the player who set the higher suited Ace in their middle hand would receive \$8 and the player who set the lower suited Ace would receive \$7. If one of the 3 losing players had set 33 as their middle hand, they would also have a full house, and would not pay the 3 point bonus. In this case the total pot would be \$2 from the player with threes full of aces plus \$5 from each of the other players without full houses, for a total of \$12 to be split between the winners.

6. Scoop bonus: If a player wins all 3 hands (top, middle, bottom) in a given round outright (i.e. without chopping any of those hands due to a tie), that player receives an additional 3 point bonus from each of the other players at the table.

7. After all payments have been completed, the cards may be collected and reshuffled for the next hand.

Optional Variants

Multiple boards: Players may choose to run multiple boards **prior to the hand being dealt**. Cards are dealt and burned normally. Bonuses must be claimed and payouts finalized before the board is mucked.