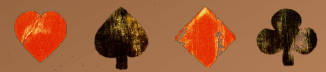


POKER GAMES - QUICK REFERENCE 1



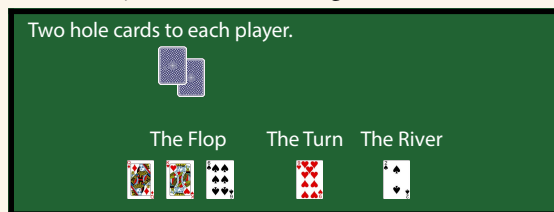
TEXAS HOLD'EM

Tournaments: typically no-limit betting / increasing blinds.

Cash games: fixed-limit (small bet and big bet) or pot-limit betting / fixed blinds.

Post blinds/ante, then:

1. Deal 2 cards face down to each player (*hole cards*).
2. Bet (*the pre-flop bet*). If limited, use the small-bet limit.
3. Deal 3 community cards face up (*the flop*).
4. Bet (*the post-flop bet*). If limited, use the small-bet limit.
5. Deal 1 community card face up (*the turn*).
6. Bet (*the turn bet*). If limited, use the big-bet limit.
7. Deal 1 community card face up (*the river*).
8. Bet (*the river bet*). If limited, use the big-bet limit.
9. Showdown: use any cards from hole cards or community cards to make highest hand.



OMAHA

Typically pot-limit betting.

Use Texas Hold'em, except deal 4 hole cards, not 2 and hand consists of exactly 2 hole cards and 3 community cards.



FIVE CARD OMAHA

Use Omaha, except deal 5 hole cards, not 4. Hand consists of exactly 2 hole cards and 3 community cards.

SEVEN CARD STUD HI/LO 8 (STUD/8)

Use Seven Card Stud, but at showdown use Omaha Hi/Lo rules for highest and lowest hands (including 8-high-card-or-lower rule) and splitting the pot.

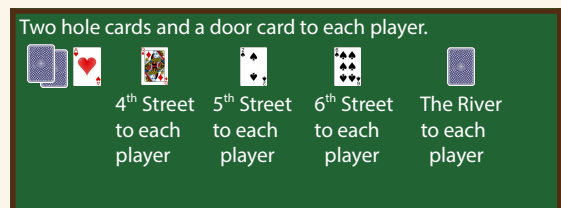
SEVEN CARD STUD

Cash games: typically fixed-limit (small bet and big bet) or pot-limit betting / bring-in bet is half the small bet / smaller ante / no blinds.

Tournament: typically no-limit betting with blinds structure used as bring-in and minimum bet / small ante / no blinds.

Post ante/blinds, then:

1. Deal 3 cards to each player: 2 face-down and 1 face-up (*the door card*).
2. Bet, opening with the bring-in. The bring-in is the lowest door card (break ties using lowest suit: ♣, ♦, ♥, ♠) and must open with a forced bet of the bring-in bet or higher. If limited, use the small bet limit after the bring-in bet.
3. Deal 1 face-up card to each player (*the 4th street*).
4. Bet, opening with highest showing hand (break ties using hand first dealt). If limited, use the small bet limit (if there is a pair showing, any player can bet the big bet which then becomes the limit).
5. Deal 1 face-up card to each player (*the 5th street*).
6. Bet, opening with highest showing hand (break ties using first hand dealt). If limited, use the big bet limit.
7. Deal 1 face-up card to each player (*the 6th street*).
8. Bet as per last round.
9. Deal 1 face-up card to each player (*the river*), or 1 community card if out of cards including mucked cards.
10. Bet as per last round
11. Showdown: use any cards to make highest hand.



OMAHA HI/LO (OMAHA/8)

Use Omaha, except:

- Split pot 50/50 to payout high and low hands (remainder goes to high hand).
- Straights and flushes don't ruin a low hand. Aces count as low in low hand.
- A low hand must be 8-high-card or lower (if none, whole pot goes to high hand only).

POKER GAMES - QUICK REFERENCE 2



RAZZ (SEVEN CARD STUD LOW)

Use Seven Card Stud rules, except:

- Only low hand wins. Straights and flushes don't ruin a low hand. Aces count as low in low hand. Don't use the Omaha Hi/Lo 8-high-card-or-lower rule.
- The bring-in is determined by the highest door card (break ties using highest suit: ♣, ♦, ♥, ♠).
- The opening player on second and subsequent rounds is determined by the lowest hand not the highest hand (break ties using first hand dealt).
- In fixed-limit games, ignore the pair showing rule on the 4th street bet (i.e. limit only changes to big-bet limit on 5th street bet).

PINEAPPLE, CRAZY PINEAPPLE AND LAZY PINEAPPLE

Use Texas Hold'em, except deal 3 hole cards instead of 2.

Pineapple: discard 1 hole card straight away.

Crazy Pineapple: discard 1 hole card after postflop bet.

Lazy Pineapple: discard 1 hole card after river bet.

SIX PLUS HOLD'EM (SHORT DECK)

Use Texas Hold'em, except:

- Deck is 36 cards (no 2's, 3's, 4's or 5's).
- One blind: big blind posted by dealer. Antes used.
- A flush beats a full-house, but not four-of-a-kind. In a straight-flush or straight, an ace can be high or low (9-8-7-6-A).

BADUGI

Typically a cash game with fixed-limit using a small bet and a big bet with blinds. The big blind is the small bet.

Use Five-card Draw, except:

- Deal 4 face-down cards to each player, not 5.
- Do 3 card exchanges (0 to 4 cards) and 4 betting rounds. If limited, use small bet for 2 rounds, then big bet for 2 rounds.
- Discount cards such that the hand cannot have 2 or more cards of the same rank, and two or more cards of the same suit.
- A 4-hand beats a 3-hand which beats a 2-hand, etc. For hands with same number of cards, highest card loses (aces are low). If the high cards from each hand are the same, the next highest card loses, etc.

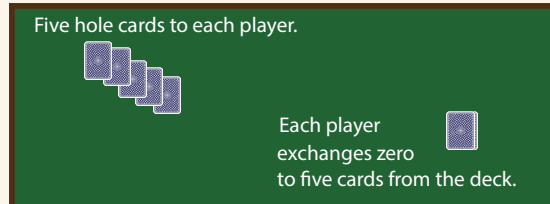
FIVE-CARD DRAW

Cash games: typically fixed-limit (small bet and big bet) or pot-limit betting / ante or fixed blinds.

Wilds often used.

Post blinds/ante, then:

1. Deal 5 face-down cards to each player.
2. Bet. If limited, use the small-bet limit.
3. Exchange 0 to 5 cards.
4. Bet. If limited, use the big-bet limit.
5. Showdown: highest hand wins.



2-7 TRIPLE DRAW

For fixed-limit betting, use 1 fixed-bet limit (not a small bet and big bet limit).

Post ante/blinds, then:

1. Deal 5 face-down cards to each player.
2. Bet. If limited, use the fixed-bet limit.
3. Exchange 0 to 5 cards.
4. Bet. If limited, use the fixed-bet limit.
5. Exchange 0 to 5 cards.
6. Bet. If limited, use the fixed-bet limit.
7. Exchange 0 to 5 cards.
8. Bet. If limited, use the fixed-bet limit.
9. Showdown: lowest hand wins. Aces are high. A royal-flush, straight-flush, straight or flush does count and so ruins a hand.

DEALER'S CHOICE

Typically casual cash games.

Wilds often used.

Dealer chooses game each hand.

HORSE

Cycle through: (H) Texas Hold'em, (O) Omaha Hi/Low, (R) Razz, (S) Seven Card Stud, and (E) Stud/8.