



RANK OF POKER HANDS - Highest to lowest.
Aces are high, except when used in 5-4-3-2-A sequence.

- 1) **Five-of-a-Kind** - Five cards of the same rank. (Occurs only in games with wild cards).
- 2) **Straight Flush** - Five cards in sequence in the same suit. Between two such hands, the highest-ranking card wins: A-K-Q-J-10 (Called a **Royal Flush**) beats K-Q-J-10-9, and lower.
- 3) **Four-of-a-Kind** - Any four cards of the same rank. Between two such hands, the four higher cards win.
- 4) **Full House** - Three-of-a-kind and a pair. Between two full houses, the hand whose three-of-a-kind are composed of the highest-ranking cards is the winner.
- 5) **Flush** - Any hand of five cards all the same suit. Between two flushes, the hand containing the highest-ranking card wins.
- 6) **Straight** - Any five cards in sequence but not the same suit. Between two straights, the hand with the highest-ranking card at the head of the sequence is the winner.
- 7) **Three-of-a-Kind** - Three cards of same rank with two unmatched cards. Between two such hands, the higher-ranking three-of-a-kind wins.
- 8) **Two Pair** - Two cards of any one rank and two cards of any other rank, with an unmatched card. The highest-ranking pair is the winner; if these pairs are the same, the hand with the higher of the two other pairs is the winner.*
- 9) **One Pair** - Any two cards of the same rank. The pair composed of the higher-ranking cards between two players wins.*
- 10) **High Card** - In a hand with five unmatched cards winning hand is decided by the rank of the highest card.

* If ties occur with **One Pair**, **Two Pairs**, or **High Card**, the highest-ranking extra card, called the **Kicker**, is the tie breaker.

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