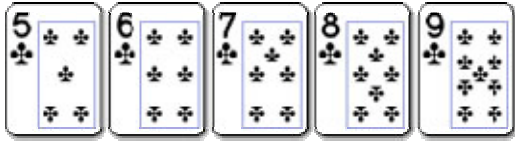


Straight Flush: Five cards in numerical order, and all of the same suits. - Can't contain a King and a Two in the same hand (e.g. Q-K-A-2-3).



NOTE: In the event of a tie: Highest rank at the top of the sequence wins.

Royal Flush: Consist of (10, Jack, Queen, King and Ace, all of the same suit) - Most valued because it's most surprising when received. It is a common misconception that this is harder to get than any of the other set of 5 cards.

Four of a Kind: four cards of the same number and any other card)



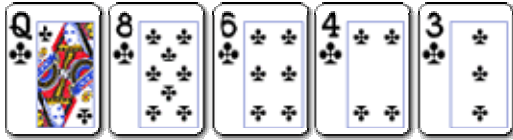
NOTE: In the event of a tie: Highest four of a kind wins. In community card games where players have the same four of a kind, the highest fifth side card ('kicker') wins.

Full House: three cards with the same number and two cards with the same number.



NOTE: In the event of a tie: Highest three matching cards wins the pot. In community card games where players have the same three matching cards, the highest value of the two matching cards wins.

Flush: all five cards from the same suit - Numbers don't matter.



NOTE: In the event of a tie: The player holding the highest ranked card wins. If necessary, the second-highest, third-highest, fourth-highest, and fifth-highest cards can be used to break the tie. If all five cards are the same ranks, the pot is split. The suit itself is never used to break a tie in poker.

Straight: (all five cards in numerical order) - Suit doesn't matter. Can't contain a King and a Two in the same hand (e.g. J-Q-K-A-2).



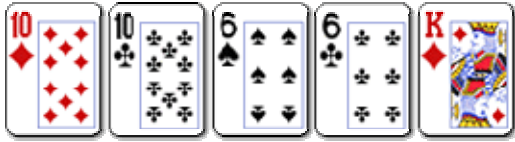
NOTE: In the event of a tie: Highest ranking card at the top of the sequence wins. Note: The Ace may be used at the top or bottom of the sequence, and is the only card which can act in this manner. A,K,Q,J,T is the highest (Ace high) straight; 5,4,3,2,A is the lowest (Five high) straight.

Three of a kind: three cards with same number, two other random cards - If the other two cards have the same number, it's a full house (see above).



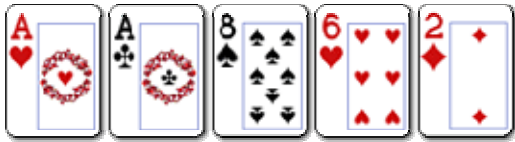
NOTE: In the event of a tie: Highest ranking three of a kind wins. In community card games where players have the same three of a kind, the highest side card, and if necessary, the second-highest side card wins.

Two pair: Two cards of a matching rank, another two cards of a different matching rank, and a random card.



NOTE: In the event of a tie: Highest pair wins. If players have the same highest pair, highest second pair wins. If both players have two identical pairs, highest side card wins.

One pair: two cards with the same number, the rest of the cards are random.



NOTE: In the event of a tie: Highest pair wins. If players have the same pair, the highest side card wins, and if necessary, the second-highest and third-highest side card can be used to break the tie.

High card: Any hand that does not qualify under a category listed above.



NOTE: In the event of a tie: Highest card wins, and if necessary, the second-highest, third-highest, fourth-highest and smallest card can be used to break the tie.