

POKER GAMES

The following set of rules for a version of Dealer's Choice Poker was compiled by Arthur Buderick and is published on pagat.com with his permission. This version is dated 11th May 2020.

FOR ALL POKER GAMES

The dealer antes \$1.00.

Unless otherwise declared by the dealer & agreed upon by the players, the maximum bet in all but the last round is 3 bumps of \$2.00.

Cards that are available for use by all players are known as Community Cards.

Betting in the last round is 3 bumps of \$5.00 (Final Bet Rule).

The above limits are circumvented in "match the pot or fold" games whereby the person making the match will be allowed to bet up to 50% of amount matched. Other players may raise but only up to the amounts listed above (\$2 & \$5).

Betting order is as follows: 1st round - 1st player on dealer's left, 2nd round - 2nd player on dealer's left, 3rd, 4th & 5th rounds follow as above.

Betting order in stud games where players' cards are visible is to high hand bets.

In high/low games you declare as follows: 1 coin - low, 2 coins - high & 3 coins - both or "PIG".

If you go both, you must win both - any tie you lose. A loser can never share in a pot, so if the person who went PIG, wins high but ties with someone else for the low hand, the person who tied for low gets the entire pot, the high hand loser gets nothing. In the rare case where 2 players both go PIG & 1 player wins high & the other wins low or one player wins high or low outright but ties on the other - the pot rides, in other words no one gets anything and the same dealer redeals the same game albeit with a bigger starting pot. You have to win both if you go PIG.

In all split pot games if everyone goes high & no one goes low, there is only one winner and vice versa.

ANACONDA or PASS the TRASH or GARBAGE

This is a High/Low poker game where one can also go for both but PIG Rules apply. 7 cards are dealt down to each player and the bet is to the 1st player to the dealer's left. All players then take 3 cards that they want the least and place them face down in front of themselves. Once all players have placed 3 cards, they are passed to the player on their immediate left who incorporates them into his hand. Now everyone discards 2 cards to the pile and then puts his cards in the reverse order in which he wishes to display them (same as 5-2-1 Roll 'Em). All players turn over their top card & the bet is to high hand on board. The 2nd, 3rd & 4th cards are turned over with a bet to the high hand with each turn of a card. Final Bet Rules apply on the 4th card turnover. Each player then declares with coins if he wants go Low (1 coin), High (2 coins) or PIG (3 coins).

Usually wins: Low - 8-6-4-3-2 or better High - high pair or better

CHICAGO

Game may be played as high or low Chicago (though we will describe high version only) with 2 winners - half pot win for highest Spade (Ace, King, etc.) in the hole & half pot win for best poker hand (spades on board may be useful for your poker hand but do not count towards high spade win). As with other high/low games you may go PIG, but you must win both to get

anything. 2 cards are dealt down & 1 up and bet of 3 bumps of a deuce begins with high hand on board. A 2nd card is dealt up followed by a round of betting, then a 3rd card up & round of betting and a 4th card up & a round of betting. The 7th card is dealt down & a final bet of 3 bumps of \$5.00 follows. Players then declare with coins: 1 for High Spade, 2 for High Poker Hand & 3 for PIG. You must have a spade in the hole to go spade.

Usually wins: Spade - Face card or better but if many spades on board & no one seemingly betting a Spade, anything can win.

High Poker - 2 pair but remember only 7 cards available.

DRAW POKER - 5 Cards

There is only 1 winner, namely high poker hand. 5 cards are dealt down & the bet is to the 1st player left of the dealer. From here there are 2 options, either 1 draw of up to 5 cards or 2 draws of 3 & 2 cards respectively. The 2nd option provides a bet after the 3 card draw & a final bet after the 2 card draw whereas only a final bet is possible after a 5 card draw.

Usually wins: 2 pair or better

DEUCES & JACKS & MAN With the AXE

This is a 7 Card Stud game with lots of Wild Cards & a Natural Hand of 2 - 7's that wins automatically. Deuces, Jacks & the man with the axe (King of Diamonds) are all Wild Cards (9 in total possible) so staying with anything less than 4 of a kind is suicide. Even if you have 5 Aces you could be a loser if someone has a pair of 7's, this is a great bluffing game. 2 cards are dealt down & 1 card up & the bet will be to the high hand on board after everyone pays for their Wild Cards (\$1.00) or 7 on board (\$5.00). The 4th, 5th & 6th cards are each dealt up in separate rounds & after payment for 7's & wild cards the bet is to the high hand on board. The 7th card is dealt down and the Final Bet is to the high hand on board. Betting can get very interesting depending on how many 7's are visible.

Usually Wins: Someone usually has a natural pair of 7's about 20-25% of the time otherwise the pot is usually won with a straight flush or better

ELIMINATION

This is a high/low game whereby you will likely have less than 5 cards at the end of play and a PIG option exists. Hands are not based on poker but rather on "Highest & Lowest Total Points". As in 7/27, Aces are worth 1 or 11 Points & Face Cards are worth 0.5 or 10 Points allowing for a player to go for both high & low - PIG Rules apply, you must win both to take the pot, tie any portion and you lose. Each player is dealt 5 cards down & the dealer places 5 different cards (The Elimination Cards) face down in the centre of the table with a bet to the 1st player on the dealer's left. If a card turned up in the 2-5 positions matches an earlier card, the dealer takes the top card from the deck to replace to ensure that 5 DIFFERENT CARDS ARE ELIMINATED. The dealer will turn over the 1st centre card and all players with that card will discard it to the pile and pay \$1.00 for each card discarded. A bet starting always at 1st player to dealer's left ensues. The 2nd, 3rd & 4th centre cards are turned up and after payment for cards discarded a bet is made in each round. After the 5th card is turned up & cards are discarded & paid for the Final Bet is made after all players have placed their cards on the table so that everyone may see how many cards each player is playing with. In the extremely rare event that a player loses all 5 cards from his hand, he is an Automatic Winner of the Entire Pot at the point that his 5th card has been eliminated.

Players then declare with coins, 1 for Low, 2 for High & 3 for PIG whether they are going for low or high or both POINT TOTALS.

Usually Wins: Low - 10 or less, High - Mid 20's or higher

FIFTEEN THIRTY-FIVE

This is a split pot game with the exception that anyone holding 15 & 35 is a Natural and wins the entire pot even if someone ties him with either 15 or 35. A Natural 15/35 can be made a number of ways, but you will need to have at least 2-4 Aces to make the hand which cannot be made with just 1 Ace. Three cards are dealt down to each player & then starting with the player to the dealer's left everyone chooses 1 card to turn up & the bet is to high hand on board. The object of the game is to get the closest hand to 15 or 35 or both. Under beats over and least cards wins so 14.5 beats 15.5 & 34.5 beats 35.5 but 34 doesn't beat 35.5 as the player with 35.5 is closer to 35. Cards are worth face value save for Aces which are worth 1 or 11 or both and face cards which are worth 0.5 or 10 points or both. You can use some face cards as 0.5 point & others as 10 points in your hand to achieve your optimum total. Similarly some Aces may be used as 1 point & others as 11 or in the case of a Natural 15/35 may be used as both. There is nothing stopping a player from going for both who has 14.5 & 34.5 with cards like A,A,J,Q & 2 (14.5 & 34.5) however he is not a lock & normal PIG rules apply, namely you have to win both ends to win anything, tie & you lose everything. If 2 players have the same winning total but 1 player has 4 cards while the other has used 5 or more, the player using 4 cards wins. After the 1st bet players are offered cards and may pass up to 2 times in a row, a bet is made to the high hand on board. Generally when a player is passing on cards for the 2nd consecutive time the dealer will advise him that he is "Frozen" & a coin is placed on top of his cards to show all players that he cannot take any further cards. You may however pass on 1 round, take a card, pass again and then take a card again - it is consecutive passes that "Freeze" you. Subsequent rounds of cards and bets continue until no one takes a card at which time the final bet is made. You declare with coins, 1 for 15, 2 for 235 and 3 for 15/35 with the proviso that anyone who has exactly 15 & 35 is a "Natural" and wins the entire pot even if someone ties him for either the low or high.

Usually Wins: Low - 15.5 or better High 34 or better

5 - 2 - 1 ROLL 'EM

This is a high & low game with the best poker hand winning high & the worst poker hand winning low with the caveat that a bicycle straight (Ace, 2, 3, 4 & 5) is considered the lowest hand. Five cards are dealt & the 1st bet is made by the player to the dealer's left. You then can throw away 1 or 2 cards & be dealt 1 or 2 new ones. Another bet is made by the next player as outlined above. A final draw of 1 card is available & rather than a bet, players place their 5 cards face down in the reverse order that they want them to be turned over. All players turn over the top card & a bet is made (high card on board has the bet). The same procedure is followed for the 2nd & 3rd cards, while after the 4th card is turned over the final bet rule applies. Usually there are 2 winners but if you had the bicycle straight (or in an extreme instance a bicycle straight flush) and went both high & low - if you tie or lose either, you get absolutely nothing.

Usually wins: Low - 6-5-4-2-Ace --- High - 2 pair or better

FLAMING CROSS - 5 Card Version

This is a High/Low Poker Hand game where you not only have the 5 cards in your hand but can use *any 3 cards in a straight line* (West, Centre & East or North, Centre & South) to make your hand(s). If you go PIG, you are allowed to use one group of 3 cards for your high hand & the other group of 3 cards for your low hand but may use the same 3 cards to go both high & low. Each player is dealt 5 cards down & the dealer places 5 cards down in the centre of the table in the shape of a cross. *Betting is totally different* in that after the dealer turns over the card in the "West" position, all players in order starting with 1st player to dealer's left must *pay \$0.25 for the card* and the *only raises allowed* are a doubling of the amount paid for the card which *AUTOMATICALLY DOUBLES ALL FUTURE BETS*. The centre cards (*none are wild*, just available for use by all players) are turned over in this order: West (\$0.25), North (\$0.50), East (\$1.00), South (\$2.00) & Centre (\$4.00) and each player must pay the card amount to remain in the game and the obligation to pay 1st moves to the right as each card is overturned. The only way a player can raise is to double the bet which *Doubles All Future Bets*. After all 5 centre Cards have been turned over, players declare with coins: 1 for Low, 2 for High and 3 for PIG. *Usually Wins: Low - 7, 5, 4, 3, Ace or better High - 2 pair or better*

FLAMING CROSS - 3 Card Version

This is a *High Poker Hand game* only and differs further from the 5 card version in that the last card (Centre) turned up is also *"Wild"*. 3 cards are dealt down to each player and 5 cards are placed face down in the shape of a cross in the centre of the table. Starting with the player to the dealer's left as each card is turned up each player must pay for that card as follows: West (\$0.25), North (\$0.50), East (\$1.00), South (\$2.00) & Centre (\$4.00) and the obligation to pay first also rotates right around the table. The *only raises allowed* are a doubling of the amount paid for the card which *AUTOMATICALLY DOUBLES ALL FUTURE BETS*. In addition to the 3 cards in his hand a player may use any 3 cards in a straight line to make his poker hand (W, C & E or N, C & S) remembering that the Centre card is *"Wild"*. After the last raise, the remaining players just turn over their cards to determine the winner. *Usually Wins: 3 of a kind or better*

FOLLOW THE QUEEN

A variation of 7 card stud with *1 winner, namely high poker hand*. All Queens are *"Wild"* in this game as are *the cards that immediately follow a Queen on board, however they may not stay wild*. If a 2nd Queen is dealt on board, the card following the 2nd Queen is now *"Wild"* and the *1st follower is no longer wild* (exception being if both followers were the same card, say both were 7's). A 3rd or 4th Queen dealt on board would also change the *"Follower Wild Card"* and in the rare event that a Queen is the *last card dealt on board*, only *Queens would be wild*. Anyone receiving a *Queen on board pays \$2.00* for the card & holders of all *"Followers" pay \$1.00*, not just the person receiving the "Follower". Example - if I already had a 5 on board & someone was dealt a Queen & the next card dealt was a 5, *I would have to pay for the "Wild Follower"*, even though I already had it. Further if I or someone else was dealt a 5 in a subsequent round \$1.00 payment is required *as long as the Follower is Wild*. If no Queen is dealt on board, *ONLY QUEENS ARE WILD*. Originally the dealer deals 2 cards up & 1 card down to all players and after payment for "Wild Cards", the bet is to high hand on board. The 4th, 5th & 6th cards are dealt up and betting is always to high hand on board after payment for any Wild Cards. The 7th card is dealt down and the Final bet is to the high hand on board.

Usually Wins: - Extremely dependant on number of Wild Cards - always 4 & possible 8 may be wild. If only Queens are Wild, 3 of a kind or better is likely winner but with 8 wild cards a full house or better as a minimum

THE GOOD, THE BAD & THE UGLY

This is a variation of 7 Card Stud that I/we've never played but after reading about it on the internet, we'll try it at least once. As with all 7 card stud variations, 2 cards are dealt down & then 1 card is dealt up with the bet going to high hand on board. After the bet, the dealer places 3 cards down in the centre of the table and then deals the 4th card up to all players. Prior to betting, the dealer turns over the 1st card - The Good - which is "Wild" and the betting goes to highest hand on board. NB - the 3 centre cards are not Community cards and cannot be used in any players' hand. The 5th card is dealt up & prior to betting the dealer turns over the 2nd card which is known as "The Bad" and all players holding this card up or down must discard it to the pile and as such you may be playing with less than 7 cards to make your best poker hand - bet is made. The 6th card is dealt up and prior to the high hand betting, the 3rd centre card, "The Ugly" is turned over and all players with this card in their hand either up or down are eliminated from play and forfeit the pot. The 7th card is dealt up and a final round of betting goes to high hand on board.

Usually Wins: - Absolutely no idea as I've never played but best guess would be 3 of a kind or better due to wild cards.

2 CARD GUTS

A "Match the Pot" game with all players putting in \$5.00, save for the dealer who puts in \$6.00. First round is usually compulsory & all subsequent rounds are by declaration via coin in hand. You can draw up to 2 cards in all rounds before all hands are shown. Usually there is only 1 winner, namely the highest hand however if 2 or more players have the "exact same hand", they neither receive nor pay - THERE IS NEVER A SPLIT POT. All "Losers" always match the pot & the game continues until only 1 player declares himself in, thereby "buying the pot". As with "Lou", the pot/match size can get large very quickly and a maximum "burn" of \$50.00 or whatever should be determined before 1st game is played and this maximum should remain in effect.

3 CARD GUTS

A "Match the Pot" game with all players putting in \$5.00, save for the dealer who puts in \$6.00. First round is usually compulsory & all subsequent rounds are by declaration via coin in hand. You can draw up to 3 cards in all rounds before all hands are shown. As with the 2 card version THERE IS NEVER A SPLIT POT & ALL LOSERS ALWAYS MATCH & 2 equal high hands neither receive nor pay. Only 1 person can win a hand & the game ends when there is only 1 player declaring in, thereby buying the pot HOWEVER poker hands are as follows (highest to lowest)

3 card straight flush (say 8, 9 & 10 of Spades which would beat 2, 3 & 4 of Hearts)

3 of a kind (3 Kings, etc.)

3 card flush (3 cards of the same suit)

3 card straight (3 consecutive cards of more than 1 suit)

2 of a kind

1 of a kind

Usually Wins: 2 of a kind

HORN-A-VIKA

High hand only winner and basically a variation of 7 card stud. This is also a match the pot or fold game, whereby anyone matching on board must match the pot or fold. 2 cards are dealt down & then 1 up and betting is to high hand (card) on the table with 3 bumps of a deuce maximum. Another card is dealt up & another bet of 3 bumps of a deuce is made starting with high hand unless someone has paired up. That person must match the pot or fold but will be able to bet up to half of their match throughout the game. A 3rd card is dealt up and anyone pairing up must match the pot or fold. Prior to betting a "spit" card is dealt up which can be used by all players. Anyone who has been paired up by the "spit" card (which is not wild) must match the pot or fold. Betting resumes with the high hand at 3 bumps of \$2.00 except for those who paired the "spit" card or paired earlier, they can bet up to half of what they matched. A 4th card is dealt up & any new pairs, including pairs on the "spit" card must match the pot or fold. Another round of betting and then the 7th card is dealt down. You can be forced to match the pot more than once by getting 3 of a kind on board or by getting 2 pair on board (this includes matches with the "Spit" card). A final round of betting of 3 bumps of \$5.00 or half of any matched pot ensues and the pot is won by the highest poker hand.

Usually wins: 3 of a kind or better, though 2 pair if less than 2 matches

IN BETWEEN

Generally this is a "Dealer Plays the House" game whereby dealer puts in a minimum of \$50.00 and plays a minimum of 3 Rounds or "Twice Through the Deck". The dealer plays head to head against the other players and keeps all money left in the pot after the last round or nothing. The dealer (who never receives any cards of his own) basically plays each player one at a time however initially deals each player 1 up card at the start of each round. Aces are HIGH ONLY and while a version exists whereby a player who received an Ace as his 1st card must declare it high or low as the laws of probability suggest that you are going to make the wrong choice half of the time it usually results in more hands being folded. With Ace as high only, the best hand to have as a player is therefore Ace - Two. After dealing 1 card up to all players, a 2nd card is dealt up to the 1st player on the dealer's left & that player can either: fold, make a bet of any amount or make a bet for the entire pot. Once the amount of bet has been declared a 3rd card is dealt up & the following scenarios exist:

- 1) - if the 3rd card is between the other 2 cards - the player wins the amount bet
- 2) - if the 3rd card is outside the other 2 cards - the player pays the amount of his bet to pot
- 3) - if the 3rd card matches either of the other 2 cards ("Hits the Post") - the player pays double the amount of his bet to the pot

The dealer then gives a 2nd card to the next player who either bets or folds & then plays all players one at a time to finish the round. When playing a set number of Rounds, the cards are shuffled after each round. When playing "Twice Through the Deck", the 2nd shuffle does not occur until there are no cards left in the deck at which time all cards discarded are shuffled and play continues. The exception to this rule is when the deck runs out while the dealer is trying to give each player their initial card to start a round - if all players cannot be dealt their 1st card from the deck, all cards are shuffled before play. The game ends when a player going "Pot" wins everything or when the dealer has fulfilled his obligation of playing 3 or more Rounds or playing Twice Through the Deck.

LOU

Dealer antes \$1.00 (*I really want to make this \$5.00*) & then all players including dealer put in \$5.00. First round is compulsory and in subsequent rounds participation is declared by coins. There are "Trump" cards in this game but there are no "bowers", Jacks are the 4th highest card in a suit after Ace, King & Queen. Five cards are dealt down by the dealer & after the deck is placed down either the top card or the top card after the deck is cut by the player to the dealer's left is turned up and its suit becomes Trump. In the compulsory round, the dealer must declare before the game is started whether there will be a 3 card draw prior to play or whether dealt cards are played. It is strongly suggested that this option is not changed in subsequent deals of this game. Assuming a 1-3 card draw is made, once all players have received their new cards, play begins with the player to the dealer's left playing any card in his hand. All player's must follow suit, however if they do not have a card of the suit played, they may play trump or discard any card in their hand. If you renege (fail to follow suit) you immediately match the pot and as your actions may have adversely affected other players the hand is redealt without your participation - in other words you sit out a hand despite just matching the pot. Assuming that no one reneges, the player winning the 1st trick plays any card from his hand and the winner of each subsequent trick inherits the lead.

In the compulsory round only, if you win 0-1 tricks - you match the pot, if you win 3 tricks - you win the entire pot, if you win 2 tricks there are 3 scenarios:

- 1) - if someone has 3 tricks, you win nothing but also do not match the pot
- 2) - if 2 people have 2 tricks - they split the pot equally
- 3) - if you have 2 tricks and no else has more than 1 trick - you win the pot

In subsequent rounds where participation is optional the rules are slightly different. The winning of 3 or more tricks will always ensure that you receive the entire pot and those winning 0-1 tricks will always have to match the pot, but what happens to someone winning 2 tricks differs from the compulsory round. Firstly, they can never receive any portion of the pot as you must win a majority of tricks. These are the possible scenarios:

- 1) - 2 players only, the 2 trick player matches the pot
- 2) - 3 players with 2 players with 2 tricks & 1 player has 1 trick - the pot rides & the player with 1 trick matches the pot whereas those with 2 tricks neither pay nor receive
- 3) - 4-5 players with 1 player with 2 tricks & everyone else with 0-1 trick. The player with 2 tricks neither pays nor receives anything & all other players match the pot
- 4) - 4-5 players with 2 players with 2 tricks - they neither pay nor receive anything however all those with 0-1 tricks match the pot

As the game continues until just 1 person declares "in" & wins the outstanding pot it is strongly suggested that a maximum "burn" of \$50.00 or some other agreed upon sum is established at the 1st game so that we all remain friends.

LOW IN THE HOLE IS WILD

Another variation on 7 card stud with an extra option on the receipt of the 7th card and a determination that an Ace is "high only" and may not be used as a wild card unless all of a player's down cards are Aces. *There is only 1 winner, namely high poker hand.* The dealer gives each player 2 cards down & 1 card up & the bet will be to the high poker hand on board. Everyone has wild cards & everyone's wild card is likely different from everyone else as YOUR wild card is the lowest card in your "hole", not the lowest card in your hand. The 4th, 5th & 6th cards are dealt up with a bet to the highest hand after each round. You have an option on the 7th card - if dealt down as normal you do not pay extra, however if dealt up, you pay \$5.00 for this

privilege. If you have a pair in the hole or if you have paired on board with the lowest card in your hole thereby having 2 or more "Wild Cards", unless you've paired 2's, you should pay the \$5.00 to have your last card turned up as the 7th card if dealt down can change your cards dramatically. Declarations of "Up or Down" are made by All before any cards are dealt & payment of \$5.00 is made as appropriate. A final round of betting to high hand on board is made.

Usually Wins: Full House at absolute minimum, usually higher due to wild cards

MURDER with the 2's

A variation on 7 card stud where all 2's & only 2's are "Wild" with only 1 winner, namely the high poker hand. In this game you have a choice of "matching the pot" or folding when you receive a pair on board or a 2 which is "Wild". More than 1 person is likely to match & all players matching may subsequently bet up to half of their match, however you only have to match once. 2 cards are dealt down & 1 card up and the 1st bet goes to high hand on board after any matches are paid (can only be with a 2 on 1st card). The 4th, 5th & 6th cards are all dealt up with a bet to the highest hand on board after all matches have been paid. The 7th card is dealt down and the final bet is to high hand on board.

Usually Wins: 3 of a kind or better

PONSI

Betting rules are different in this game. This is a high-low game, usually with 2 winners. The dealer deals 5 cards down to each player and also deals 5 cards down in front of him. There is an initial bet of 3 bumps of a deuce. Then the dealer will ask each player (starting at 1st to his left) for \$1.00 just to see the 1st card. A bet of 3 bumps of \$1.00 follows. Then the dealer will start at the 2nd person to his left, asking for \$2.00 just to see the card. A bet of 3 bumps of \$2.00 ensues. \$3.00 to see the 3rd card followed by 3 bumps of \$3.00, then \$4.00 to see the 4th card & then a bet of 3 bumps of \$4.00. \$5.00 to see the 5th card & then a final bet of 3 bumps of \$5.00 ensues. The thing to remember is that you have 10 cards at your disposal in this game and you can go high and/or low using different combinations of 5 cards. An ace is the most likely card that you would use for going both ways, but the most important thing to remember is that you can use all 10 cards, albeit only 5 cards for each position, BUT THEY DO NOT HAVE TO BE THE SAME 5 CARDS. PIG rules apply.

Usually wins: Low - 6-4-3-2-Ace (this will change dramatically if no low cards on board) High - flush minimum, usually a full house

SEVEN TWENTY-SEVEN - 2 Card Version

This is a split pot game with the exception that anyone holding 7 & 27 is a Natural and wins the entire pot even if someone ties him with either 7 or 27. The only way you can get 7 & 27 is with 2 Aces & a 5 or 2 or more cards totalling 5 along with 2 Aces. The object of the game is to get the closest hand to 7 or 27 or both. Under beats over and least cards wins so 6.5 beats 7.5 & 26.5 beats 27.5 but 26 doesn't beat 27.5 as the player with 27.5 is closer to 27. Cards are worth face value save for Aces which are worth 1 or 11 or both and face cards which are worth 0.5 or 10 points or both. You can use some face cards as 0.5 point & others as 10 points in your hand to achieve your optimum total. Similarly some Aces may be used as 1 point & others as 11 or in the case of a Natural 7/27 may be used as both. There is nothing stopping a player from going for both who has 6.5 & 26.5 with cards like A,A,J,Q,K & 3 (6.5 & 26.5) however he is not a lock &

normal PIG rules apply, namely you have to win both ends to win anything, tie & you lose everything. If 2 players have the same winning total but 1 player has 4 cards while the other has used 5 or more, the player using 4 cards wins. 1 card is dealt down & then another up and the bet rotates starting at the 1st player to the dealer's left. After the 1st bet players are offered cards and may pass up to 2 times in a row, a bet is made to the 2nd player on the dealer's left. Generally when a player is passing on cards for the 2nd consecutive time the dealer will advise him that he is "Frozen" & may not take any future cards. You may however pass on 1 round, take a card, pass again and then take a card again - it is consecutive passes that "Freeze" you. Subsequent rounds of cards and bets continue until no one takes a card at which time the final bet is made. You declare with coins, 1 for 7, 2 for 27 and 3 for 7/27 with the proviso that anyone who has exactly 7 & 27 is a "Natural" and wins the entire pot even if someone ties him for either the low or high.

Usually Wins: Low - 6.5 - 7.5 High 26.5 - 27.5

SEVEN TWENTY-SEVEN - 1 & 3 Card Versions

In 1 card 7/27, the initial card is dealt down and all subsequent rounds cards are dealt up. In 3 card 7/27, 2 cards are dealt down & 1 up & all subsequent cards are dealt up. Game play is exactly as outlined in 2 card 7/27 and the winning hands are virtually the same. The major differences are that in 1 Card 7/27 position is far more important as the dealer has the last option to go twice without taking a card and may bluff players into going high by his betting actions even though he may not have a great hand. In 3 Card 7/27 there is far more bluffing as there is no obvious low hand(s) and a low win of 7.5 or more is more likely than anything below 7 and winning low with 10 or more is not uncommon.

SPADES

All Spades are wild in a variation of 7 card stud with only one winner, namely high hand. The betting maximums are unchanged, however anyone receiving a Spade on board pays \$2.00 for 1st Spade, \$5.00 for 2nd Spade, \$10.00 for 3rd Spade & \$20.00 for a 4th Spade. Paying for Spades does not allow you to bet beyond the \$2 & \$5 maximums. The dealer gives each player 2 cards down & 1 up and the bet is to the high hand or where tied the high hand closest to the left of the dealer. Players pay for their Spades as soon as they are dealt & cannot fold to avoid paying for their Spade. It is suggested that you fold during a betting round as once a spade is dealt, you must pay for it. The 4th, 5th & 6th rounds are dealt up with Spades being paid for as required & bets being made by the high hand on board. The 7th card is dealt down & the final bet remains with high hand on board.

Usually Wins: 4 of a kind at absolute minimum, straight or royal flush likely but 5 of a kind usually wins

STUD POKER - 7 Cards

There is only 1 winner, namely high poker. 2 cards are dealt down & 1 card up with the bet to high hand on board. The 4th, 5th & 6th cards are dealt up with a round of betting to the high hand on board and finally the 7th card is dealt down with a final bet to highest hand.

Usually Wins: A pair or better

STUD POKER - 5 Cards

There is only 1 winner, namely high poker hand. 1 card is dealt down & another dealt up with the betting going to high hand. The 3rd, 4th & 5th cards are all dealt up with betting on each card to high hand on board.

Usually Wins: Usually the person betting leads to everyone else folding & hands are usually won with high card (Face or better) however a pair is not uncommon

WOOLWORTHS

Variation of 7 card stud where all 5's & 10's are Wild with one winner, namely High Poker Hand. 2 cards are dealt down & 1 card up and after payment for all Wild Cards (\$1.00) the bet is to the high hand on board. The 4th, 5th & 6th cards are also dealt up & payment for Wild Cards & bet to high hand on board in each round. The final card is dealt down & the Final Bet is made.

Usually Wins: - Four of a kind or better