

Some basic reminders, and variations of Poker.

Poker hands from highest to lowest

1. Royal flush

A, K, Q, J, 10, all the same suit.



2. Straight flush

Five cards in a sequence, all in the same suit.



3. Four of a kind

All four cards of the same rank.



4. Full house

Three of a kind with a pair.



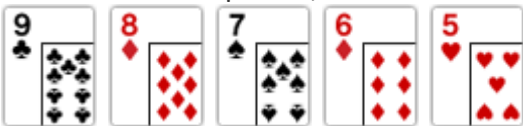
5. Flush

Any five cards of the same suit, but not in a sequence.



6. Straight

Five cards in a sequence, but not of the same suit.



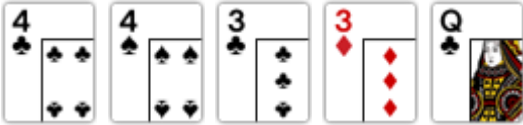
7. Three of a kind

Three cards of the same rank.



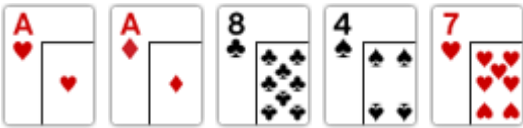
8. Two pair

Two different pairs.



9. Pair

Two cards of the same rank.



10. High Card

When you haven't made any of the hands above, the highest card plays.

In the example below, the jack plays as the highest card.



FIVE CARD DRAW

Ante. Each player is dealt 5 cards. Betting action starts with the player seated to the left of the big blind. During this pre-draw betting round, players may either fold, call, or raise. The remaining players then have the opportunity of drawing anywhere between 0 and 5 cards. After this draw, there is one more round of betting before Showdown is reached for any remaining players, where the player with the best hand scoops the pot.

Jacks or Better

Jacks or Better is played as a five card draw game. In this version, betting is not allowed to open until at least one player at the table can open betting with a pair of Jacks or better.

FIVE CARD STUD

Every player at the table receives two cards to start the hand, one face down and one face up for the other players to see. After a round of bets by all players, another card is dealt to each player face up. This process of betting and dealing a card face up happens two more times until everyone still in the hand has 4 cards face up to go with their one card face down. A final round of betting follows the last card and the players show their hands. The player with the best five card hand according to the Hand Ranking Chart wins the money in the pot.

“Lowball”

The lowest hand wins the pot in this variation. Aces are low.

“Rollover” or “Mexican” or “Roll Your Own”

Players are dealt their first two cards face down and can choose which one to flip over and show the other players. As each card is dealt, each player in the hand has to decide which of the two face down cards they want to show the other players. Lots of strategy here since you can hide the strength of your hand, advertise the strength of your hand, or hide a card another player may be looking for.

“Deuces Wild” or “Jokers Wild”

Actually, any card can be wild, but typically deuces are wild because, let's face it, they usually aren't much good to anyone otherwise. Jokers can also be added to the deck and be considered wild.

SEVEN CARD STUD

All players dealt into a hand must also put forward an ante. After this, each player receives two face-down cards, along with one card face-up. The player with the lowest face-up card acts first and must either make a small “bring-in” bet or a complete bet of the smaller increment of the game. Betting continues in a clockwise direction.

After the betting round concludes, remaining players are dealt another *face-up* card. Now, the player with the highest value of exposed cards is first to act and must make a bet of the smaller increment if they choose to bet. Fifth Street and Sixth Street (and their corresponding betting rounds) both ensue afterwards, with one additional *face-up* card being dealt per street. The player with the highest combined value of exposed cards acts first after both streets, and in both these betting rounds, the larger of the betting increments is used.

On Seventh Street, each player receives one final card *face-down*, at which point they must make the best 5-card hand with the 7 cards they've been dealt. After the final betting round, Showdown is reached and the player with the best hand wins.

NIGHT BASEBALL

The basic game of night baseball consists of dealing nine cards face down to each player. Players are not allowed to look at their cards. Play begins with the first player turning over a card. The player can bet on this card or check to the power. Other players can raise. After the pot is right, the second player rolls over his top card and continues to turn over more cards in succession until he beats the previous player's face-up hand. If this is accomplished by the ninth card, the player may bet. If not, the player must fold and play proceeds to the next player with no betting.

Card Guide - use as many of these rules as you like.

Pre-season strike

Night Baseball is the only poker game where you are allowed not to shuffle the cards. This is called a pre-season strike.

Lights

because there are many unknowns in this game, some people prefer to play with the "lights on." The dealer may pick any "inning" or innings to play with the lights on. This consists of turning over a card as it is dealt. If the dealer chooses to turn on the lights in the first inning, the first card would be turned face up and the rest would be face down. The first player must then beat whatever high is showing. A common light configuration is the 3rd and 6th inning.

Kill the ump

in this option a player that turns over the suicide king (hearts) is automatically forced to fold.

Seventh inning stretch

if a player turns over a seven he is dealt an extra card. **VARIATION:** "paying for the popcorn," requires the player to pay a nominal fee for the extra card.

Popcorn

as described above in Seventh Inning Stretch, or can be played independently: When the ten of clubs is turned over the player must pay some amount to the pot. The ten has no value to the hand, just as popcorn has no real nutritional value.

Wild cards

strongly recommended. Often the 3 and the 9 can be allowed to be wild.

Pinch hitter

With the pinch hitter, when a one-eyed jack is turned over a wild card changes. When the first jack is turned over the 3 would change to the next card dealt. If a second jack appears, the nine would change to the value of the next card dealt. **VARIATION:** American league rules allow the player, at his discretion, to choose not to change the card when they get a jack.

Rain delay

if a 2 (alternately, a queen) is turned over, play passes to the next person with no betting.

Foul ball

when a four is turned over, the previous in-play (not in a folded hand) card turned over is removed from the table.

Hat Night

When a queen is turned over, everyone gives their first dealt card to the person to the left. On the next queen, the second card is moved. Since you can lose a substantial part of your hand, you could also keep rotating the first card. **VARIATION:** American league rules would give everyone a new card on hat night. You might have to limit this to the bedpost queen (spades) so that you would have enough cards for everyone.

Tweaker

when a 4 of diamonds is turned over everyone must give the person who turned over the card a nickel.

Fan Night

When a five is turned over the other players throw a penalty into the pot

Free Agent

if a one-eyed jack is turned up the player wins half of the current pot.

PASS THE TRASH

This variation is sometimes known as Anaconda. Also the name "Pass the Trash" is sometimes used for the game called Selection / Rejection on this page. There can be up to seven players.

After the antes are placed, seven cards are dealt, face down, to each player. Players look at their cards and there is a betting round, begun by the player to dealer's left.

Now each active player places three unwanted cards face down in front of them. When all are ready, each set of three cards is passed to the next active player to the left. Players look at the new cards they received and there is a second betting round.

Now everyone discards two unwanted cards, choose an order for the other five cards and stacks them face down. Each player turns over the first card of their stack and there is a betting round, begun by the player with the highest hand showing. This is repeated until everyone has four cards face up and just one face down.

After the final betting round the highest five-card hand wins the showdown.

Variations

This game is often played high-low. Before the showdown everyone declares whether they will go for high, low or both, and the high and low winners split the pot.

Some play with three phases of passing trash. In the first phase three cards are discarded and passed to the left; in the second phase two cards are passed two places to the left; and in the third phase one card is passed three places to the left. There is a betting round after each phase of passing.

The dealer (in a dealer's choice game) can specify other patterns of passing as desired.

Because cards are normally passed to the left, some play that the pot is split between the high hand and next active player to the right. The logic is that you should share in the success of the player to whom you passed cards.

Howdy Doody

This is the same as Pass the Trash, played high/low, but with wild cards. Threes are wild in the hand of a player going for high and kings are wild for a player going for low. A player who calls both will need to win high with threes wild and low with kings wild.

SCREW YOUR NEIGHBOR

Gameplay begins with the player left of the dealer. The first person looks at their card and can either keep it or switch cards with the player to their left. Switches are permanent. Play then proceeds clockwise with each player having the opportunity to switch cards with the person on their left. If a player has a king, they must immediately flip it over. A player cannot swap with a King. A player who is to the right of a King must keep their card. On the dealer's turn, they can either keep their card or choose the top card from the remaining deck.

After the dealer goes, all players turn over their cards. The player with the lowest card loses a life. Cards are reshuffled and the dealer position rotates clockwise.

The last player alive wins.