

Hold 'Em Poker

OF PLAYERS

4-8

THE PACK

A standard 52-card deck is used with Jokers removed or acting as wild cards

OBJECT OF THE GAME

The goal of each player is to win the pot which contains all the bets that the players have made in any one deal. A player makes a bet in hopes that he has the best hand, or to give the impression that he does. In most Poker versions, the top combination of five cards is the best hand.

CARD VALUES/SCORING

Poker Hands in order from best to worst

Five of a Kind - This is the highest possible hand and can occur only where at least one card is wild, such as a joker. Examples of five of a kind would be four 10s and a wild card or two queens and three wild cards.

Straight Flush - This is the highest possible hand when only the standard pack is used, and there are no wild cards. A straight flush consists of five cards of the same suit in sequence, such as 10, 9, 8, 7, 6 of hearts.

Four of a Kind - This is the next highest hand. An example is four aces or four 3s.

Full House - This colorful hand is made up of three cards of one rank and two cards of another rank, such as three 8s and two 4s.

Flush - Five cards all of the same suit, but not all in sequence, is a flush. An example is Q, 10, 7, 6, and 2 of clubs.

Straight - Five cards in sequence, but not all of the same suit is a straight. An example is 9♥, 8♣, 7♠, 6♦, 5♥.

Three of a Kind - This combination contains three cards of the same rank, and the other two cards each of a different rank, such as three jacks, a seven, and a four.

Two Pairs - This hand contains a pair of one rank and another pair of a different rank, plus any fifth card of a different rank, such as Q, Q, 7, 7, 4.

One Pair - This frequent combination contains just one pair with the other three cards being of different rank. An example is 10, 10, K, 4, 3.

No Pair - This very common hand contains "nothing." None of the five cards pair up, nor are all five cards of the same suit or consecutive in rank. When more than one player has no pair, the hands are

rated by the highest card each hand contains, so that an ace-high hand beats a king-high hand, and so on.

THE DEAL

For this version of High Low Poker, each player receives two cards face down, and five cards are dealt face down to the center of the table.

THE PLAY

After the first betting interval, three of the five center cards are turned face up in the center.

Next there is a second betting interval, followed by one more center card being turned up.

Then there is a third betting interval, and the last center card is turned up.

Finally there is a fourth betting round.

The player must use his best five cards, taken from the two in his hand and the five turned up in the center of the table. If a player gets one or more cards of the named rank he asked for, he is entitled to ask the same or another player for a card. He can ask for the same card or a different one. So long as he succeeds in getting cards (makes a catch), his turn continues. When a player makes a catch, he must reveal the card so that the catch is verified. If a player gets the fourth card of a book, he shows all four cards, places them on the table face up in front of him and plays again.

If the player goes fishing without "making a catch" (does not receive a card he asked for), the turn passes to his left.