



Anthony Oresteen's House Rules for Poker

(Not according to Hoyle!)

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3rd Week of Ordinary Time

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Welcome poker players! In order to avoid conflicts, misunderstandings and hard feelings, the following rules will apply when playing poker in my home, in my room, or when I host a poker game. **Dealer's Choice** is the basic game *as defined by these rules*. Some nights may be designated as **Hold 'Em Night**, or **Tournament Night** where the games are limited to a few or only one of the games listed. Please read these rules before playing! ***Ignorance of these rules is not an excuse!*** Read, understand, and enjoy the game.

Dealer's Choice Night – all nineteen listed games are allowed.

Hold 'Em Night – the only eight games allowed are **Texas Hold 'Em, Omaha, Chicago 9 or Better, Pineapple, Wild Pineapple, Pineapple High/Low Split, Wild Pineapple 9 or Better High/Low Split, and Aviation.**

Tournament Night – the only allowed games are *Texas Hold 'Em* (or its variants) or *Chicago Lowball*. See Tournament Rules Section.

While these rules generally follow casino practices, understand that in a casino the players do not deal and the game never changes at a given table. In a home game the dealer is an **active** player and the game can change with every deal, so there are some differences from casino rules.

If you can't abide by these rules, then please do not play.

1. **High hand ranks:** *(Best 5 cards only play)*

Five of a Kind
Straight Flush
Four of a Kind
Full House
Flush
Straight
Three of a Kind
Two Pair
One Pair
Highest card(s)

Five Aces (only possible when using the Bug)
Five cards of same suit in order - 8 9 10 J Q same suite
Four cards all the same rank - 3 3 3 7
Three of the same rank plus two of the same rank - A A A 8 8
Five cards all of the same suit but not in order
Five cards in order not of same suit A 2 3 4 5 or A K Q J 10
Three of the same rank - 9 9 9 2 J
Two pairs of different rank - 4 4 K K 5
One pair of the same rank plus three indifferent cards
Five unrelated cards, highest card – Q 10 7 8 5

There is no precedence among the suits, all are equal.

1a. Tied hands split pots; odd chip goes to the active player to closest to the dealer's left.

1b. In High/Low split pots odd chip goes to the high hand.

2. **Low hand ranks.** *Lowball (Ace to Six) and High/Low hand ranks:* Lowest hand is A 2 3 4 6 mixed suit (Chicago Wheel/Royal 64). Aces are always low in low hands. 4 6 7 8 9 mixed suit beats A 2 3 4 10 mixed suit. A pair of Aces is lower than a pair of Twos or Threes. ***Straights and Flushes do count as high!***

3. **No wild cards are permitted.** If the dealer chooses, the “Bug” (Joker card) may be added. The Bug pairs with an ace, fills a flush, or fills a straight. By itself the Bug is an ace. Highest hand becomes 5 aces. Natural aces *do not* rank higher or lower than a Bug. A 2 3 4 6 ties Bug 2 3 4 6. When filling a straight the Bug takes on the value at the high end of the straight e.g. 7 8 9 10 Bug is a Jack high straight. When filling a flush it ranks as an ace high flush or the next highest card if the ace is present in *that* hand. The Bug can fill a straight flush (always to the high end when possible). In Lowball, the Bug fills in to make the best low hand; usually as an ace (unless there already is an ace in the hand which then makes a pair of aces). A Bug 3 4 6 would lose to A 2 3 4 6 as the hand with the bug has a pair of aces. Bug A 4 5 6 beats 2 2 3 4 5. The Bug, when used in High/Low split games, can be declared as two different cards for both ways declares. Bug 2♦ 3♦ 4♦ 6♦ is a six high diamond straight flush for the high hand (Bug is used as 5♦) AND a Bug 6–4 Chicago Wheel for the low hand. (Bug is used as an ace non-suited). *The Bug will often be of no help to a hand.*

3a. *Bug (Joker) Discovered in Non-Bug Game.* If the Bug is discovered in a game where the Dealer has **not** called the game using the Bug, it is treated as a scrap of paper and the following will apply: If the Bug is exposed as an **up** card in a stud game or common card game, it is simply discarded and the next card is dealt; there is no misdeal. If a player gets the Bug as a hole card he immediately turns it face up and the dealer will deal him a new down card; there is no misdeal. In a draw game if a player receives the Bug, he simply gives it back to the dealer (face up) and is given a new card; there is no misdeal.

3b. If a player has the Bug in his hand at the **showdown** in a game where the dealer has not called using the Bug, the player’s hand is **dead** (Rule 24e).

4. **Antes.** Players will ante for every hand – draw, stud, and common card. Antes are in **addition** to blinds. In order to speed up the game, the House **may** require the dealer to ante for each active player. Please ante up on time!

5. **Missed Antes & Missed Blinds.** If the dealer antes for each active player, players who missed a deal will post a second ante when returning to the game (the dealer still antes as well if the dealer is anteing for the table). A player who misses a blind(s) for a flop game will post the blind(s) to the next pot upon returning to the game as well as any missed antes.

6. **Game Stakes.** There are four types of stakes: *Limit Stakes 1-5, No Limit 50¢ Ante, No Limit \$1 Ante, and No Limit \$5 Ante.* The House will run the Bank. Players will buy-in with U.S. currency; Jacksons, Grants, Franklins, and McKinleys preferred, in increments of \$5. **No checks or markers accepted.** The House is not responsible for any markers exchanged between players. If in a combat zone, the House **may** accept other currencies at its own discretion. *Stakes for some games may be adjusted by the House.*

6a. **Buy-in.** Players will buy in for the stated amount, no more. The House may lower or increase the buy-in for a particular game.

6b. **Re-buys.** Players may re-buy any amount of chips that they want but their **total** chip count may not exceed the highest chip count held by an active player at the time of the re-buy. Example: If a player is holding \$15 in chips and the highest chip count held by another player is \$70, the player may buy up to \$55 in chips, no more. Re-buys are allowed only between hands and never during a live hand.

6c. **Limit Stakes 1-5 (One-Five).** Limits are 50¢ ante, \$1.00 minimum bet & \$5.00 maximum bet; blinds are 50¢ & \$1.00. Kill Blind is \$2. With 3 or more active players, there is a limit of **three** raises per betting round for all games. With two *active* bettors there are no limits to raises. Raises must be at least the size of the previous bet or raise, unless a player is going all-in. Table Stakes (Rule 9) is strictly enforced. Double Stakes are \$1 ante, \$2 minimum bet and \$10 maximum bet. Double Stakes Kill Blind is \$4. Buy-in is \$50 to \$70. *Chicago Triple Draw is ALWAYS played limited and has special betting limits.*

6d. **No Limit 50¢ Ante.** Limits are 50¢ ante, minimum bet is 50¢. Blinds are 25¢ and 50¢. Kill Blind is \$1. No limit on bet size. Raises must be at least the size of the previous bet or raise, unless a player is going all-in. Table Stakes (Rule 9) is strictly enforced. Double Stakes are \$1 ante, minimum bet is \$1, and blinds are 50¢ and \$1. Double Stakes Kill Blind is \$2. Buy-in is \$40 to \$60. *Chicago Triple Draw is ALWAYS played limited and has special betting limits.*

6e. **No Limit \$1 Ante.** Limits are \$1 ante, minimum bet is \$1. Blinds are 50¢ and \$1.00. Kill Blind is \$2. No limit on bet size. Raises must be at least the size of the previous raise, unless a player is going all-in. Table Stakes (Rule 9) is strictly enforced. Double Stakes are \$2 ante, minimum bet is \$2, and blinds are \$1 and \$2. Double Stakes Kill Blind is \$4. Buy-in is \$100 to \$130. *Chicago Triple Draw is ALWAYS played limited and has special betting limits.*

6f. **No Limit \$2.50 Ante.** Limits are \$2.50 ante, \$2.50 minimum bet, no limit on maximum bet or raises, and blinds are \$1.00 & \$2.50. Kill Blind is \$5. Table Stakes are strictly enforced (Rule 9). Raises must be at least the size of the previous raise or bet, unless a player is going all-in. Double Stakes are \$5 ante, \$5 minimum bet, and blinds are \$2 and \$5. Double Stakes Kill Blind is \$10. Buy-in is \$300.00 to \$400. Good luck! *Chicago Triple Draw is ALWAYS played limited and has special betting limits.*

6g. **Midnight Rule.** After midnight, stakes automatically **double** and the appropriate Double Stakes are in effect.

6h. **Show ‘Em Chip.** Each player may purchase for \$3 one Show ‘Em chip per game. The Show ‘Em chip may be used at the end of a hand to force a player to show his hand to the player that presented the Show ‘Em chip. No other players may see the shown hand unless they too present a Show ‘Em chip. The player who presented the Show ‘Em chip may not tell any other player what the hand was or if the player had bluffed etc. Once the Show ‘Em chip is presented it is immediately redeemed for \$3 by the banker and the Show ‘Em chip is retired from play. The player showing the hand receives the \$3 redemption. Each Show ‘Em chip may be used once and only once during the game. Players may sell their Show ‘Em chips to another active player for whatever price the market will bear during the game. Show ‘Em chips may not be used for betting or antes. Show ‘Em chips not used during the game will be redeemed by the Bank at half price of \$1.50 at the end of the game. They can not be saved for the next game.

7. **Betting.** Bets are **SPREAD LIMIT.** 1-5 means a player can bet \$1 or \$10 or any amount in-between. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going all-in. Bets will be made in the increments of whole chips. No “\$3.85” bets. The bet would have to be \$3 or \$3.50 or \$4.00. Stakes will **not** change once the game has started unless **all** active players unanimously agree. Please do not “splash the pot”. Place your bets in front of your cards so that the dealer can verify the amount. Chips Declare! If you don’t say anything, the chips you place are considered your bet. Chips that are placed on the table as a bet (“hit the green”) cannot be withdrawn unless:

- (a) The bettor exceeded the maximum bet for the round, or
- (b) The bettor placed more chips than his **stated** action required (e.g. “call” but put too much in)

7a. The **first** time a player makes a mistake and puts chips in play that would constitute a **raise**, he may pull them back. Thereafter, the chips stay in. Putting chips into the pot that constitutes a call will always remain, error or not.

7b. **Chips bet out of turn will STAY in the pot** and the out-of-turn bettor may be faced with a raise from a player betting in proper order. If the out-of-turn bettor decides not to match the raise and fold, *the chips bet out of turn are forfeited and left in the pot.* The out-of-turn bettor may NOT raise on that round unless a player after him raises.

7c. A verbal statement denotes your action and is binding. If in turn you verbally declare a fold (“fold”, “I’m out” etc.), check, bet, call, or raise, you are forced to take that action. Tapping the table constitutes a check.

7d. The **“one-chip”** rule applies. If you put a **single chip** in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only **called**. Example: In a \$5 maximum bet game, when a player bets \$5 and the next player puts a \$10 chip in the pot without saying anything, that player has merely called the \$5 bet and is entitled to change.

7e. **Straddle Bets.** All straddle bets are made *before* the cards are dealt. If the game has blinds, the player immediately to the left of the big blind may place a live straddle blind bet. The straddle must be double the big blind. A straddle is a live bet; the player placing the straddle effectively becomes the “bigger blind”. Action begins with the player to the left of the straddle. Straddle bets are live and have the option to raise. The player to the left of a live straddle may re-straddle by placing a blind bet doubling the original straddle. No more than 2 straddle bets are allowed and only in games that have blinds. No “Mississippi” (positions other than the big blind’s left) straddles are permitted. No straddle bets are permitted when playing Chicago Triple Draw.

7f. **String Bets.** No string bets allowed. Players will put chips in play with a single action. If you are raising you must put the call and the raise into the pot as a single action.

7g. **All-In Bets Less Than Full Bets.** A player may go all-in even if it is less than the minimum bet. In No-Limit and Limit play if a player has not acted he may raise as the betting limits permits.

8. **Overs Button** (Limit Stake 1-10 game only). At the start of the game or between deals, players may choose to play with an “Overs Button”. Any pot that is contested **only** by players with Overs Buttons, the maximum bet automatically changes to **No Limit**. *Once a player declares he/she is playing Overs, the button sticks and the player remains as an Overs player for the rest of the game.* The only way to get rid of the Overs Button is to cash out and leave the game. Should an Overs player cash out

and leave, and then later return, the player will automatically receive an Overs Button. Table Stakes are strictly enforced (Rule 9). Make sure you have enough chips to play Overs!

9. **Table Stakes.** Table stakes *will be* played. Table stakes means that a player may not add to his chips during a hand but may purchase chips *between* hands if allowed under the Re-buy Rule 6b. Cash may **NOT** be used in the game. A player may “play behind” if he announced between deals that he wanted a specific amount of chips and the House is delayed getting his chips to him. All chips must be kept in plain sight on the table, with the **highest denominations out front**. No rat holing (hiding) chips. Any player is entitled to a clear view of an opponent’s chips. Chips may not be removed from the table unless a player cashes out of the game and leaves. *Returning players must buy in for at least the amount they cashed out for.* If a player cannot fully match a bet then he is “all in” and a second pot is established with the unmatched portion of the bet in which the “all in” bettor has no claim. *You may not “pull light” from the pot. Make sure you have enough chips before the hand starts!* An all-in bet constitutes an active bet and all players following may raise.

10. **Kill Pots.** If the Kill Option is in effect the following rules apply. Basically when a player wins two pots in a row, the next pot is “Killed” with a forced bet that is **double** the big blind.

The kill button is neutral (belonging to no player) if:

- a. It is the first hand of a new game.
- b. The winner of the previous pot has quit the game.
- c. The previous pot was split and neither player had the kill button.

There is no Kill requirement for the first pot or “leg” of a kill. For the second “leg” to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure or antes.

If a player with one “leg up” splits the next pot, there is no kill and that player still has a “leg up” for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.

A player who is part of the blinds and is required to post a Kill blind will post the normal blind AND the required Kill blind.

A player who leaves the table with a “leg up” toward a kill still has a “leg up” upon returning to the game.

A player who is required to post a kill must do so that same hand even if wishing to quit or be dealt out. A player who fails to post a required kill blind will not be allowed to participate in any subsequent game until the kill money is posted.

Kill blinds are considered part of the pot. If a player with a required kill wins again, then that player must kill it again.

There is only one kill per hand.

When a pot is “Killed”, the player with the kill button then places a kill bet depending on the stakes being played. The betting stakes for that round in general are doubled.

In common card games (Texas Hold ‘Em etc.), the player with the Kill button bets right after the Big Blind, regardless of where he is sitting, for the first betting round. This means that the Kill bets last. Subsequent rounds he bets in his normal order. ***If there is no flop, there is no kill.*** If a player with one “leg up” wins a no-flop pot, there is no kill and that player still has a “leg up” for the next hand.

In stud games, the player with the Kill button opens the betting for the *first* round. The opening bet is DOUBLE the minimum bet. After the first round of betting, normal betting order resumes.

In draw games without blinds the player with the Kill button bets in his normal sequence. In draw games with blinds the player with the Kill button bets after the Big Blind for the first betting round. Subsequence rounds the betting order is normal. The Kill bet is DOUBLE the minimum bet.

11. **First Dealer.** To determine the first dealer, cards are dealt out one at a time; the first player to receive a Jack deals. The player with the lowest card (Aces are high) selects the deck. The dealer “button” will be used to rotate the “effective” dealer

after each draw and common card type games. The deal rotates to the left, clockwise. As players arrive they may choose their seats to start the game; first come, first served.

12. **Shuffle & Cut.** Shuffle the cards well and *there must be a cut*. At least 5 cards must be cut. Player to the dealer's right is offered the cut. If the player declines the cut, the offer continues to the right. If no player wants to cut the deck, then the dealer *must* cut the cards. *Failure to cut the cards constitutes a misdeal*. Please cut *toward* the dealer *onto* the cut card; no dealing from half a deck. *A cut card WILL be used!* The cut card is used to protect the bottom card from being exposed. Please do not expose cards while shuffling; shuffle the cards **face down**.

13. **Permitted Games.** The dealer may choose between the following nineteen games (Dealer's Choice). No Blackjack, Indian Poker, Acey Ducey, Follow The Queen etc. permitted! No "roll your own", "no-peek", "pass-the-trash", or "spit-in-the-ocean" games (this is a POKER game fellows!). Please stick to the following listed 19 games!

***Draw Games (Dealer Button moves).** The player dealing deals as if he is sitting where the dealer button is. The person to the left of the button is "under the gun" and bets first. If the dealer exhausts the deck during the draw, previous discards are shuffled & cut (discards from players who are waiting for cards are not included) and then used.*

13.01) **Five Card Draw.** Five-card draw, high hand wins. Two blinds plus ante. Little Blind is on the dealer's left; Big Blind is second left from dealer. Players after the Big Blind must bet or drop in the first round. Players may draw 0, 1, 2, 3, 4, or 5 cards (an Ace is *not* required for 4 cards). If there are not enough cards for the draw, *previous* discards are reshuffled & cut for the remaining players' draw. Dealer's left always bets first. High hand wins. Three raises permitted in limit games.

13.02) **Jackson (Jacks or Better/Lowball - Ace to Six).** Also known as **Jacks-And-Back**. Ante. Five-card draw, the high hand wins. In order to open the betting, a player must have a pair of Jacks or better. No progressive deals or minimum hands to win. If no one opens, then the game changes to Chicago Lowball (Ace to Six); blinds are then posted. Players after the Big Blind must bet or drop in the first round. Players may draw 0, 1, 2, 3, 4 or 5 cards (an Ace is *not* required for 4 cards). Dealer's left bets first (after the draw, the opener bets first if the game is high). Three raises permitted in limit games. A Kill hand can NOT open if he doesn't have qualified openers. If someone opens before or after the Kill hand (bet must be the same or larger than the Kill bet), the Kill hand may fold but the kill bet is left in the pot. If no one opens, the Kill hand must bet first with the kill bet in the Lowball round and cannot fold. After the kill bet is made the Kill hand may fold. Split openers must be declared and placed aside for later verification. Opening without the proper openers voids a player's hand; the best hand of the remaining players wins. If all players have folded and the opening player's hand is voided, then a new hand of Five Card Draw is dealt but the voided player may not play for the pot.

13.03) **Chicago Lowball (Ace to Six).** Two blinds plus ante. Little Blind is on the dealer's left; Big Blind is second left from dealer. Players after the Big Blind must bet or drop in the first round. Both blinds are live - they can raise when the bet gets back to them. Same as Guts but low hand wins. Draw 0, 1, 2, 3, 4, or 5 cards. Dealer's left always bets first after the draw. Three raises permitted in limit games.

13.04)..**Chicago Triple Draw Ace to Six.** Same as Chicago Lowball (Ace to Six) but with three draws. Two blinds plus ante. Little Blind is on the dealer's left; Big Blind is second left from dealer. Players after the Big Blind must bet or drop in the first round of betting. Both blinds are live - they can raise when the bet gets back to them. Players may stand pat or draw 1, 2, 3, 4, or 5 cards. Dealer's left always bets first after the draw. Three raises permitted with 3 or more active players. With two active players there are unlimited raises. After the first draw there is a second round of betting round followed by the second draw. Then there is the third round of betting followed by the third draw. Then the fourth and final round of betting is done. Best A-6 low hand wins. There is a six player maximum limit. If there are seven players, the person to the left of the Big Blind sits out. With eight players the two persons to the left of the Big Blind sits out. If there is a Kill and the Killer has to sit out, then the Kill is suspended until the Killer is back in the game and then he posts his required Kill blind. Straddle bets are not permitted. *This game is always played with betting limits even when No Limit stakes are being played. The betting limits are as listed below.*

Betting Limits:

Limit Stakes 1-5: Blinds are 50¢ & \$1.00. 1st & 2nd rounds \$1 bet. 3rd & 4th betting rounds \$2 bet. Kill blind is \$2. 1st & 2nd rounds \$2 bet. 3rd & 4th betting rounds \$3 bet.

No Limit 50¢ Ante: Blinds are 25¢ and 50¢. 1st & 2nd round 50¢ bet. 3rd & 4th betting rounds \$1.50 bet. Kill blind is \$1. 1st & 2nd round \$1 bet. 3rd & 4th betting rounds \$3 bet.

No Limit \$1 Ante: Blinds are 50¢ and \$1.00. 1st & 2nd round \$1 bet. 3rd & 4th betting rounds \$2 bet. Kill blind is \$2. 1st & 2nd round \$2 bet. 3rd & 4th betting rounds \$4 bet.

No Limit \$2.50 Ante. Blinds are \$1.00 & \$2.50. 1st & 2nd round \$2.50 bet. 3rd & 4th betting rounds \$5 bet. Kill blind is \$5. 1st & 2nd round \$5 bet. 3rd & 4th betting rounds \$10 bet.

Stud Games (Dealer Button does NOT move, deal normally). *The cards are dealt normally ignoring the dealer button. Discards are never reshuffled & dealt in stud games. With 8 or more players, if there are not enough cards to complete dealing the last round, then a card is burned and the next one is flopped in the center and is shared by the remaining active players.*

13.05) **Five-Card Stud.** Ante. First card down, next four up. Low hand **must** bet (cannot fold) first for the initial round (“Brings it in”); afterwards the high hand bets or checks. High hand wins.

13.06) **Crown Stud.** Ante. Same as Five Card Stud but last card is dealt face **DOWN**. Game is played high only. Low hand **must** bet (cannot fold) first for the initial round (“Brings it in”); afterwards the high hand bets or checks. High hand wins. From the boys down under in Melbourne, Australia.

13.07) **Klondike.** Six-Card Stud. Ante. First card down, next four up, last card down. Low hand **must** bet (cannot fold) first for the initial round (“Brings it in”); afterwards the high hand bets or checks. Highest hand wins.

13.08) **Sixty Four (Ace to Six) High/Low Split, 9 or Better/Pair.** Ante. Six-Card stud, High/Low split. First card down, next four up, last card down. Low hand **must** bet (cannot fold) first for the initial round (“Brings it in”). *High hand always bets or checks first thereafter.* Lowest hand (Ace to Six) splits pot with highest hand. In order to win the high, the high hand must have a **pair** or better. In order to win the low, the low hand must be a 9 low or better. If the lowest hand is not a 9 low or better then there is no low hand and the high hand (if a pair or better) takes the entire pot. If there is no high hand (a pair or better) and there is a low hand (9 or better), the low hand wins the entire pot. In order to have a possible low hand, 3 or more up cards in a player’s hand must be 9 or lower. If a player has both the best low and the best high he wins the entire pot.

If at the showdown no active player has a qualified high or low, the pot is split between the remaining active players.

13.09) **Seven-Card Stud.** Ante. First 2 cards down, next 4 up, last card down. Low hand **must** bet (cannot fold) first for the initial round (“Brings it in”); afterwards the high hand bets or checks. High hand wins.

13.10) **Seven-Card Stud 9 or Better, High/Low Split (Ace to Six).** Ante. Same as Seven-Card Stud except lowest hand (Ace to Six) splits pot with highest hand. In order to win the low, the low must be a 9 low or better. If the lowest hand is not a 9 low or better then there is no low hand and the high hand wins the entire pot. First low hand **must** bet (cannot fold) first for the initial round (“Brings it in”); afterwards the high hand bets or checks.

13.11) **London Lowball (“Razz” Ace to Six).** Ante. Seven-Card Stud played low. First 2 cards down, next 4 up, last card down. Low hand (Ace to Six) wins. High hand brings it in for the first round (cannot fold); afterwards the low hand bets or checks first.

Common Card “Widow” Flop Games (Dealer Button moves) *The player dealing deals as if sitting where the Dealer Button is. The person to the left of the Dealer Button is “under the gun” and bets first.*

13.12) **Texas Hold 'Em.** Two blinds plus ante. Little Blind is on the dealer's left; Big Blind is second left from dealer. Both blinds are live - they can raise when the bet gets back to them. Cards are dealt two down - first betting round, no checking allowed; dealer's third left is under the gun. The dealer burns a card and then deals The Flop - three common cards and a betting round. Dealer burns a card and turns over one more card - Fourth Street betting round. Dealer burns a card and turns over final card - Fifth Street. Last betting round. Burnt cards are placed aside face down, not back into the deck. High hand wins. When players fold they place their pocket cards with the burn card pile. Dealer's left bets first (except in 1st round where blind bets are made).

- 13.13) **Omaha.** Two blinds plus ante. A game similar to Texas Hold 'Em. Players are dealt four down cards (pocket or hole cards). The remaining cards are dealt as in Texas Hold 'Em and there are two blind bets. Dealer's left bets first (except in 1st round where blind bets are made).

Note the following key difference from Texas Hold 'Em rules: A player *must* use two and **ONLY** two of his hole cards. You can NOT use more or less than **two** of your hole cards to make your hand. You must use three cards from the common cards in the center.

- 13.14) **Chicago 9 or Better (Ace to Six).** Two blinds plus ante. A high/low game based on Omaha. Players are dealt four down cards (pocket or hole cards). The remaining cards are dealt as in Texas Hold 'Em and there are two blind bets. Dealer's left bets first (except in 1st round where blind bets are made).

Note the following different rules:

1. If the lowest hand is not a 9 low or better then there is no low hand. A 10 low doesn't count. In order to have a possible low hand 3 or more unpaired cards on the board must be 9 or lower.
 2. A player *must* use two and **ONLY** two of his hole cards. You cannot use more or less than two of your hole cards to make your hand. You must use three cards from the board. You may use two different cards for the high hand than the 2 cards used for the low hand but in each case 2 cards must be used from the player's hole cards.
- 13.15) **Pineapple.** Two blinds plus ante. Same as Texas Hold 'Em but players are dealt three down (pocket) cards. Players discard one card, bet the first round, and *then* see the flop. High hand wins. Dealer's left bets first (except in 1st round where blind bets are made).
- 13.16) **Pineapple, 9 or Better High/Low Split.** Two blinds plus ante. Same as Pineapple but played High/Low (Ace to Six). If the lowest hand is not a 9 low or better then there is no low hand. A 10 low doesn't count.
- 13.17) **Wild Pineapple (a.k.a. Crazy Pineapple).** Two blinds plus ante. Same as Texas Hold 'Em but players are dealt three down (pocket) cards. Players bet the first round, see the flop, bet the flop, and *then* discard one card. High hand wins. Dealer's left bets first (except in 1st round where blind bets are made).
- 13.18) **Wild Pineapple, 9 or Better, High/Low Split (a.k.a. Crazy Pineapple H/L Split).** Two blinds plus ante. Same as Wild Pineapple but played High/Low (Ace to Six). If the lowest hand is not a 9 low or better then there is no low hand. A 10 low doesn't count.
- 13.19) **Aviation.** Two blinds plus ante. Same as Texas Hold 'Em except players are dealt 4 down (pocket) cards, bet, then discard one card. Flop is dealt, players then bet the flop, and then discards one more card. High hand wins. Dealer's left bets first (except in 1st round where blind bets are made). From the Aviation Club in Paris.

14. **Number of Players.** No more than eight players are normally permitted except when a single game is being played for the entire night. For example, with Hold 'Em up to 10 Players may play. The House reserves the right to determine the number of players. The House will hold a reserved seat for 10 minutes past the game's start time. At that time the House will seat any players waiting to join the game (up to the player limit) and the player with the reservation will have to wait until someone leaves the game. Please be on time to ensure your place in the game!

15. **Order of Play.** Please check, bet or drop in *turn* only! Chips bet out of turn will **REMAIN** in the pot! If you call, raise, or fold out of turn, your chips remain; if you fold out of turn you are out. No "do-overs".

16. **Check & Raise.** *Check & Raise is permitted.* We are playing **POKER** here so beware!

17. **Cards Speak!** The cards speak for themselves. That is, if a player incorrectly states the *value* of his/her hand, the *actual* value of the hand decides the outcome. ***It is the dealer's responsibility to verify hand values and to correct any oversights or misstated hands before the pot is collected.*** Miss-valued hands can only be corrected *before* the pot has been collected. If the pot has been collected, the hands stand as is. Otherwise, the best hand wins. Similarly if a player **OVERSTATES** his hand, the actual value will prevail. ***Chips Declare*** has been rescinded. All game winners will be evaluated based on the actual hand value.

18. **Showing of Hands.** The player who was called (who made the last **bet**) must show his hand first, and must show ALL of the cards in his hand. Other calling players show their hands in clockwise order. Remaining players may concede the pot without showing their hand. Players who fold are not required to show their hands if they choose not to. If no one calls a bet, the better wins the pot and does not have to show his hand except for required openers. **You have to pay to see 'em.** Penalty for looking at an uncalled hand is the amount of the uncalled bet, paid to the player who held the uncalled hand. Penalty for looking at a folded hand is the amount of the **last bet**, paid to the player who folded the hand.

19. **Splitting Pots.** In High/Low games only, with only two players at the showdown, the two active players may elect to split the pot without a showdown. *After the pot is split, all hands must be shown to all players.* With 3 or more active players there must be a showdown. *The House may, at its exclusive option, suspend this rule if collusion is suspected and force a showdown.* Chopping the big and small blind by taking them back when all other players have folded is allowed; antes are split.

20. **Time Limits.** Game generally ends at midnight local time unless a different ending time is announced beforehand. Game may be extended at the option of the House. Stakes **DOUBLE** after midnight. See Midnight Rule 26g.

Time limit to decide your play is 5 minutes or fold.

21. **Leaving/Joining the Game.** Winners may leave the game at anytime. So can losers. Please cash out between hands. Please give 10 minutes notice of your intent to leave so that the House can sit a waiting player. New players to the game may wait for the Big Blind to begin playing or may play right away by posting a Big Blind.

22. **New Deck.** Anyone can call for a new deck between deals; a player may call for a new deck only once per hour. Anyone can call for a shuffle before the deal, but the dealer shuffles last (limit of 2 non-dealer shuffles please). Please turn in your discards to the **next** dealer.

23. **Misdeals.** No penalty for a player's first misdeal. On a player's second and subsequent misdeals the player must match the total of the antes. A misdeal occurs when:

1. A down card is exposed by the dealer (except his own) – No new deal, hand continues with player option.
2. Wrong numbers of cards are dealt – New deal if discovered before any betting.
3. An imperfect deck is discovered – New deal with refunds.
4. Dealer fails to properly burn a card in Texas Hold 'Em type games. If the correct burn and face-up cards can be identified, then the correct order of dealing will be reconstructed. If not, follow rule 23d.
5. The deck was not cut - New deal if discovered *before* anyone looks at the cards.

If no one has looked at the down cards, then the dealer may correct an incorrect deal without penalty.

23a. **Exposed Cards:** An exposed card in stud games may be used by dealing the player's next card down (no misdeal). If the *last* down card in stud games or any card in draw & common card games is exposed, the player may choose to keep the card or get a new one (the player may look at his other cards) and the dealer is penalized for a misdeal. If the dealer exposes his own card, he keeps it with no penalty. If a player exposes his own cards there is no misdeal. A player may choose to keep an exposed card if he likes; if kept there is no misdeal.

23b. **Wrong Number of Cards:** If after betting has begun, a player has too many cards, his hand is fouled, the player folds, and the hand continues without a dealer penalty. If after betting has begun, a player (non-dealer) has too few cards he may choose to play them (*no extra cards are dealt & the deal doesn't count as a misdeal*) or fold. Players are responsible for ensuring that they have the correct number of cards **BEFORE** looking at them!

23c. **Imperfect Deck:** If an imperfect or marked deck with too few, too many, or duplicate cards is discovered **before** the pot has been collected, play stops immediately and all players get back the amounts they placed in the pot *even if they have folded.*

23d. **Premature Turn or River Card.** If the dealer turns the fourth card on the board before the betting round is complete, the card is taken out of play for that round, even if subsequent players elect to fold. The betting is then completed. The dealer burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

23e. **Penalty.** After two misdeals in a row, the deal passes to the next dealer (ante is matched by the offending dealer). New dealer may choose a new game.

24. **Dead Hands.** A hand is dead, mucked or fouled if:

- (a) You fold or announce that you are folding when facing a bet or a raise.
- (b) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
- (c) In stud, when facing a bet, you pick your up cards off the table, turn your up cards facedown, or mix your up cards and down cards together.
- (d) The hand does not contain the proper number of cards for that particular game. See Rule 23b *Wrong Number of Cards*.
- (e) You act on a hand with a joker (bug) as a hole card in a game not using a joker (bug). (A player who acts on a hand without looking at a card assumes the liability of finding an improper card in his hand).
- (f) You take more than 5 minutes to decide your play when facing a bet or raise.
- (g) Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved at management's discretion if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of false information given to the player.
- (h) Cards thrown into another player's hand are dead, whether they are face-up or facedown. The other's player hand is live if it is clearly identifiable from the tossed cards. Protect your cards with a marker! See Rule 30.
- (i) If your cards drop below the table, your hand is dead. A single inadvertent dropped card on the floor can be retrieved (you must play it, no new card). If any other player saw the value of the card then the card is exposed to everyone. Please keep your cards in view on the table or in your hands above the table. Do not completely cover your cards with your hands.
- (j) Shared hands between active players will cause ***both*** hands to be dead.

25. **Changing Seats.** On the hour, any player can call for a change of seats. Dealer shuffles/cut & deals out one card per player face up. Highest card has first choice of seat, second highest next choice etc. Tied players are dealt a new card for a tie breaker. Cards stay with the dealer; deal rotates to left as before. Button stays with the last owner. Rule 26i regarding couples still applies. For managing the bank & chips, the House may elect to keep the same seat. Seat changes are ***not*** allowed in tournaments.

26. **Miscellaneous.** Please check your guns, knives, swords, and other weapons at the door; no guns allowed (except for the House); when in a combat zone please clear all weapons and remove the magazine.

26a. No twists.

26b. No high hand bonuses paid.

26c. No string bets. See rule 7f.

26d. No angling.

26e. No lending of money or chips during a hand between players (making chip change is permitted).

26f. No looking at the discards or the deck. You have to pay to see 'em!

26g. Keep chips in plain sight on the table at all times. Please don't squirrel away chips!

26h. Side bets are permitted and are limited to \$1,000 or less. The House may advise on but will not rule on side bets.

26i. Couples may play in the game but are ***not*** permitted to sit next to each other (except in tournaments), share chips, or to advise each other. Everyone plays for themselves.

26j. "Running It Twice" or more is not permitted.

26k. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot is not permitted. 1st offense a warning will be issued. 2nd offense a penalty equal to the antes will be assessed. Third offense the offending player will be asked to leave the game. See rule 27.

27. **One Player Per Hand.** Shared hands between active players will be declared **dead & void!** *Do not ask for or give advice on a hand.* If you show your hand or a card in your hand to another player who has folded, then you ***must*** expose it to ***all*** players including those still active. Please wait until ***after*** the pot has been won before showing your hand or a card in your hand to another player. If you show your hand or a card in your hand to a player after the hand is over, any other active player

may ask to see it and you *must* show it to him as well. Exception is for a shown hand due to a Show 'Em chip being used (see Rule 6h).

28. **Rake.** There will be no rake. Period. BYOB, feel free to bring your own beer, snacks and soda to the game.

29. **Etiquette.** Please behave appropriately. The following are considered bad form and will be grounds for dismissing and barring from the game: Acting out of turn, splashing the pot, using bad language, stalling the game, helping another player, looking at the discards, revealing another player's hand, etc. Act as if you are at the final table of the WSOP!

30. **Protect your hand!** Protect your hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.

31. **Two Players Heads Up.** If there are only two players, the player with the button is the small blind and the big blind gets the first card. The small blind is first to act in the first round of betting. In the second round of betting and later, the big blind acts first.

32. **Cheaters Beware!** If you are caught cheating you will forfeit **ALL** your chips and be asked to leave. This includes collusion. You will not receive any cash from the bank and you will be barred from the game. The current pot will be awarded to the last active player with the highest hand. All remaining chips from the cheater's stack will be divided equally between the other players including those who may have busted out during the game. I hope that I never have to enforce this rule.

33. **Appeals.** In the event of a disagreement, *House decisions are final*. The House reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling or the rules are silent on the issue. When in doubt, please ask *before* the deal. Remember, Hoyle died in 1769, never heard of Poker, never wrote about Poker, and never played a single hand of Poker. Therefore, these rules supersede any "According to Hoyle" claims. These rules are generally based on current casino conventions and follow what you would likely encounter in Las Vegas, Atlantic City, New Orleans, Biloxi, or Reno but are tailored for a *home* game.

Thank you reading these rules! If you cannot abide by these rules then please do *not* sit down at the game.

References: Official Rules of Card Games 57th Edition, US Playing Card Co. 1968; Poker is the Name of the Game, Walter Gibson 1974; Scarne on Cards, John Scarne 1949; Win at Poker, Jeff Rubens 1968; Robert's Rules of Poker, 4th & 11th Editions, Robert Ciaffone, 2004-2013; and Common Sense in Poker, Irwin Steig, 1963.

Thanks to Bob Ciaffone, Paul Oresteen, Louie Landale, "WhitePotatoe" & others for their review and input.

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Tournament Rules

101. Tournaments will be limited to no less than 5 players or no more than 16 players. The buy-in for tournaments shall be at least \$25 + \$10 for bust out game (or other amount as determined by the House). No re-buys - ever. Eleven or more players will require 2 tables. The game played will be Texas Hold 'Em (or one of its variants) or Lowball. The prize pool (\$25 buy-ins) will be as follows:

Players	Prize Pool	1st Place	2nd Place	3rd Place	4th Place
5	\$125	\$125	\$0	\$0	\$0
6	\$150	\$125	\$25	\$0	\$0
7	\$175	\$125	\$35	\$15	\$0
8	\$200	\$125	\$50	\$25	\$0
9	\$225	\$140	\$55	\$30	\$0
10	\$250	\$150	\$65	\$35	\$0
11	\$275	\$155	\$70	\$35	\$15
12	\$300	\$165	\$75	\$35	\$25
13	\$325	\$185	\$80	\$35	\$25
14	\$350	\$195	\$85	\$40	\$30
15	\$375	\$205	\$90	\$45	\$35
16	\$400	\$215	\$100	\$50	\$35

102. The chip distribution will be as follows:

Players	Chip Distribution					Total Each Player	Total Chip Pool
	\$50	\$100	\$500	\$1,000	\$5,000		
5	10	10	5	5	5	\$34,000	\$170,000
6	10	10	5	5	5	\$34,000	\$204,000
7	10	10	5	5	5	\$34,000	\$238,000
8	10	10	5	5	5	\$34,000	\$272,000
9	10	10	5	5	5	\$34,000	\$306,000
10	10	10	5	5	5	\$34,000	\$340,000
11	10	10	4	4	4	\$27,500	\$302,500
12	10	10	4	4	4	\$27,500	\$330,000
13	10	10	4	3	3	\$21,500	\$279,500
14	10	10	3	3	3	\$21,000	\$294,000
15	10	10	3	3	3	\$21,000	\$315,000
16	9	9	3	3	3	\$20,850	\$333,600

103. Betting stakes are No Limit with increasing blinds and antes. Blinds will change every 20 minutes. All bets must be equal to or greater than the Big Blind, except when a player is all in. The blind schedule is as follows:

	Time	LB	BB	Ante
1st Hour	0-20	\$50	\$100	
	20-40	\$100	\$200	
	40-60	\$150	\$300	
2nd Hour	60-80	\$200	\$400	\$50
	80-100	\$500	\$1,000	\$100
	100-120	\$1,000	\$2,000	\$200
3rd Hour	120-140	\$2,000	\$4,000	\$400
	140-160	\$4,000	\$8,000	\$500
	160-180	\$5,000	\$10,000	\$600

104. If there is a signal designating the end of a betting level, the new limits apply on the next deal. *A deal begins with the first riffle of the shuffle.* If a player does not have enough chips to make a required blind he is all-in and a side pool for the other players will be established.

105. Seating will be determined by drawing cards (A to 8 are used for 8 players). The A will be the button (first to deal), deuce will be small blind (SB), 3 is big blind (BB), etc. If two tables are needed red cards will be used for one table, black cards for the other. Cards will be shuffled together and dealt out. Example: There are 13 players. A through 7 in red are shuffled together with A through 6 in black. The black card players will form one table and the red card players will form the other.

106. If a player is eliminated, the blind positions will be determined using the *dead button method*. With two players the SB is always on the button and the other player is the BB.

When the action is at least 4 handed:

1. When the small blind busts

- the UTG becomes the big blind
- the big blind becomes the small blind
- the button stays the button

2. When the big blind busts

- the UTG becomes the big blind
- the small blind becomes the button
- there is no small blind posted
- the button stays in the same spot for the next hand when blinds return to normal structure

When the action is 3 handed:

1. When the button busts

- the big blind becomes the small blind and gets the button
- the small blind becomes the big blind

2. When the small blind busts

- the big blind becomes the small blind and gets the button
- the button becomes the big blind

3. When the big blind busts

- the small blind stays the small blind and gets the button
- the button becomes the big blind

When both blinds bust (Greater than 4 players):

The first hand

- the UTG becomes the big blind
- the button stays the button
- there is no small blind posted

The next hand

- the current UTG becomes the big blind
- the current big blind (who was the UTG when the blinds busted) becomes the small blind
- the button stays the button until the next hand

When both blinds bust when the action is 4 handed:

- the UTG becomes the big blind
- the button stays the button and becomes the small blind

107. Tables will be balanced as follows: When a table has two or more players than the other table, the deck will be shuffled and cut. Each player at the table with the greater number of players will receive a single card face up. The player holding the lowest card (Aces are high, the duce is the lowest) will move. If two or more players are tied for low, they will receive an additional card for low. Suits do not count for ranking.

108. Seat assignments at the new table will done follows: Open seats will be numbered as follows: Ace for the first seat open (from the left of the button), the 2 for the second seat open, the 3 for the third seat open, etc. Moving players will be dealt cards face up until a player receives an ace – that player moves to the Ace open seat. The cards are reshuffled and dealt face up until a player gets a duce – he moves to the 2nd open seat etc. When the number of remaining players reaches 8, a new complete table is formed as if the game is just starting (Rule 105).

109. Agreements can be made between players at anytime to split the payout. If two players get eliminated in the same hand, the person who started the hand with the most chips gets the higher finish and awarded the corresponding prize pool for that placement. Players who tie for a position will split the award; the player with the best hand on that deal will receive any non-divisible award.

110. An absent player is always dealt a hand, and will be put up for the blinds. If not present when facing a bet the dealer will fold the absent player's hand. A player must be present at the table to stop the action by calling "time." A change of seat is not allowed after play starts, except as assigned by the director.

111. *Bust-Out Game.* The extra \$10 will be used for chips to play in a bust-out game. After 3 players have busted out of the tournament, a side game will played. Stakes will be No Limit 25¢ Ante. Go easy! \$10 isn't a lot of money!

References: Official Rules of Card Games 57th Edition, US Playing Card Co. 1968; Poker is the Name of the Game, Walter Gibson 1974; Scarne on Cards, John Scarne 1949; Win at Poker, Jeff Rubens 1968; Robert's Rules of Poker, 4th & 11th Editions, Robert Ciaffone, 2004-2013; and Common Sense in Poker, Irwin Steig, 1963.

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Frequently Asked Questions (FAQ) About Oresteen's Poker Rules

I thought that "The Wheel" (A 2 3 4 5) is the best low hand and that straights & flushes don't count in Lowball? Your rules state that the 6-4 (Ace to Six - A 2 3 4 6 unsuited) is the best low and that straights & flushes do count in Lowball. Why?

Good question. The "California Wheel" (A - 5) is used in most casinos and cards rooms as the best low with straights & flushes ignored. Five Card Draw played low is known as "California Lowball" when the California Wheel is used. There are four major methods of ranking low poker hands:

1. A-5 flushes & straights do not count Aces are high or low – California Wheel
2. A to 6 (64) flushes & straights do count, Aces are high or low – Chicago Wheel Ace to Six mixed suit
3. 2 to 7 flushes & straights do count, Ace is high only – Kansas City Lowball Duce to Seven
4. 2 to 6 flushes & straights do not count Ace is high only

There are two very good reasons *not* to use the California Wheel in *home* games where Dealer's Choice is played. First, in Dealer's Choice home games, the game can change with every deal. It becomes very confusing for novice & beginning poker players to understand that straights & flushes count in one hand but not in the next. In a casino however, only *one* game is played at a table so the ranking rules **NEVER** change *at that table*. A Dealer's Choice game allows the particular *game* to change with every deal but the hand ranking rules should *never* change. A consistent set of ranking rules is needed that covers **ALL** allowable games. Using the Ace to Six Chicago Wheel as the best low provides ranking uniformity and order in Dealer's Choice games. Your guests will appreciate it. Secondly, it is mathematically sound to have the 6-4 mixed suit as the best low. Lowball was intended to make the no-pair hands winners and high hand losers. Breaking down the possible 5 card hand distributions, there are 2,598,960 possible poker hands with no wild cards and ranking the ace high or low:

Straight Flush	40	
Four of A Kind	624	
Full House	3,744	
Flush	5,108	
Straight	10,200	
Three of a Kind	54,912	
Two Pair	123,552	
One Pair	1,098,240	Total High Hands: 1,296,420
No Pair (Low Hands)	1,302,540	
Grand Total Poker Hands	2,598,960	

As you can see, the no pair hands make up 50% of the possible poker hands. If you are trying to find the lowest hand of ALL the possible No Pair poker hands, it is clear that straights & flushes have already been accounted for in the 50% that contains the *high* hands. So from a strict probability standpoint, straights & flushes have been counted as high hands, not as low hands. Thus, they can't be ignored in Lowball. Ace to Six Lowball is very similar to **Duce to Seven Lowball** (aka **Kansas City Lowball**). In Duce to Seven, aces are always high, suits and flushes do count. Since we have defined the ace to be high or low, the Ace to Six (6-4) is the best low and is consistent in ranking with all the other games that are permitted. Ace to Six is often used in Europe and London Lowball is Razz played with the Ace to Six as the best low.

What is a BUG? Why is it called a "Bug"?

The Bug is a semi-wild card that hurts you as often as it helps you. One of the joker cards is added to the deck as the Bug. It's called a Bug because the Joker card from a Bee type poker deck (US Playing Card Co.) has a jester standing on the back of a large bee, thus the term "Bug". Bee decks were (and still are) popular with poker players. The Bug pairs with an ace, fills a flush, or fills a straight. By itself the Bug is an ace. Highest hand becomes 5 aces. Natural aces *do not* rank higher or lower than a Bug. It's a way to limit the use of wild cards yet loosen things up a bit. The Bug can help a lot in games with 5 or less players. Tradition has it that the Bug originated in the California card rooms to liven up 5 Card Draw when stud games were not allowed to be played by California laws first passed in the 1870's.

Why do you use a “Dealer Button”? Why not just let each person deal and let it go at that?

In draw games (and common card games like Hold ‘Em) the player who bets last (normally the player dealing) has a *huge* advantage. By using a moving Dealer Button every one gets a fair chance at betting last. It’s what the casinos do when using a professional dealer so that all players get a fair chance at being the last bettor.

Why don’t you allow wild cards, Baseball, Pass-The-Trash, No-Peek, Roll Your Own, etc. type games? I’ve played them before and they seemed like fun.

For the same reason that casinos don’t allow them. The games are not mathematically fair and are very hard to control. There are a lot of regional variations in these wild games, which may cause friction between your guests if you allow wild Dealer’s Choice games.

As a host, you have the responsibility to maintain a fair and controlled environment for your guests. Wild card games makes that hard to do. These rules allow for all of the poker game types played in the World Series of Poker tournament; none of the wild card games mentioned are ever played in that annual event. Take it from the pros and stick to the main casino games. In the long run you will develop better poker skills by avoiding the wild “trash” games and sticking to the standard games. This will help you a lot when you decide to play in a casino or card room where the competition is a lot tougher.

There are some “wild” variations in the 19 permitted games. Some die-hard poker traditionalists would not allow Pineapple, Wild Pineapple, Aviation, and the use of the Bug. All of these games are played in some casinos and they do loosen up a home game enough to satisfy most guests yet do not significantly alter the Laws of Poker.

Why is Chicago 9 played instead of Omaha 8 (and Seven Card Stud 9)?

Since the best low is a Chicago Wheel (Ace to Six 6-4) instead of the California Wheel (Ace to Five 5-4), and flushes & straights do count, there would be far less possible low hands if Omaha 8 were played with the Ace to Six as the best low. To make up for the ‘missing low hands’ (straights & flushes), 9 lows are allowed to play for low. Thus the *total* number of hands eligible for the low remains about the same keeping the game essentially the same. The name is changed to Chicago 9 to prevent confusion with the casino game.

Why is Klondike (6 Card Stud) & Sixty Four played? I’ve never heard of them.

It’s true that 6 Card Stud is not very well known today but it does have a long history as a poker game. It evolved from 5 card stud and was called Klondike (not to be confused with the popular solitaire game of the same name). It was designed to get extra cards into the hands and to increase the probability of better hands. Soon 6 Card Stud evolved into 7 Card Stud which is far more popular today than 6 Card Stud is. It is a difficult game to master and when played high/low can create huge pots. With eight players you can run out of cards playing 7 Card Stud. With 6 Card Stud you will always have enough cards for everyone. That’s why it’s included in the permitted game list. Give it a try and you will find it far more complex than it seems to be at first.

Six Card Stud Hands

Hand	Combinations	Probabilities
Royal flush	188	0.000009
Straight flush	1,656	0.000081
Four of a kind	14,664	0.000720
Full house	165,984	0.008153
Flush	205,792	0.010108
Straight	361,620	0.017763
Three of a kind	732,160	0.035963
Two pair	2,532,816	0.124411
Pair	9,730,740	0.477969
No Pair	6,612,900	0.324822
Total	20,358,520	