

# **Purcellville Men's Poker League Game Encyclopedia**

The convention for labeling cards in this guide is:

$X_S$  where  $X$  is the value and  $S$  is the suit.

$X$  is one of {A,2,3,4...9,10,J,Q,K} (Ace, two, etc., Jack, Queen, King)

$S$  is one of {C,D,H,S} (clubs, diamonds, hearts, spades)

Games from the online Poker Dictionary: <http://www.playpoker.net/dictionary.htm>

Baseball	<p>Plays the same as Seven Card Stud except that in this game, threes and nines are wild, and a four up allows you to buy an extra card. If a player gets a four up, he has the option to buy an additional card for a predetermined amount, which is then dealt up.</p> <p>With eight wild and extra cards, it is usually fair to say, if you ain't got 'em, get out. That is unless you are dealt a natural royal flush.</p>
Follow the Queen	<p>A very popular game that keeps everyone guessing. It plays just like Seven Card Stud with the following exception: The card dealt up after a queen is dealt up is declared a wildcard. This means that if the <math>Q_H</math> is dealt up to the player to your right and then a <math>2_D</math> is dealt to you, then your deuce and all other deuces are wild. This is good for you, but it could change if another queen comes up!</p> <p>In some variants, the queens are also wild.</p>
High Chicago	<p>This games plays the same as Seven Card Stud with the exception that the highest spade in the hole gets half the pot. This adds some interesting variation to the game, because if you are dealt the ace of spades in your first two down cards then you have guaranteed half the pot. Even if you start betting and raising like a maniac, chances are people won't fold because they will hope to get the other half of the pot. You might want to hold on until fourth street before you start betting heavily so that it isn't totally obvious that you have the ace.</p> <p>The other quirky thing about this game is that even if you have crap cards and no spade in your first two hole cards, your last card down might be a high spade. I wouldn't recommend going all the way to the showdown with that hope unless you also have a fairly strong poker hand.</p> <p>If you have both the highest hand and the highest spade then you "scoop" the pot. If there are no spades in the hole at the showdown by any played then the highest poker hand gets the whole pot.</p>
Jacks or Better	<p>Five cards are dealt down to each player. If any players have pair of jacks or better in their hand then the hand continues, with the betting starting with the first player clockwise from the dealer that could "open". If no onw has "openers" then the cards are mucked and everyone re-antes and the hand starts over. Once the game passes openers it proceeds just like Five Card Draw. After the betting round everyone can draw up to 3 cards. This is followed by the final betting round with the best poker hand taking the pot.</p>

<p>Jacks open/Tripps Win</p>	<p>Played like 5-card draw, with the following differences. Jacks or better are needed to open the betting (if no one can open, re-ante and re-deal). Then there is the standard betting round, draw and betting round. Then, if anyone has three-of-a-kind or better, he says so, and the highest hand wins. If not, then everyone who is still in gets another opportunity to draw. If a player has at least three-of-a-kind, he must say so and cannot keep drawing. This game almost always requires reshuffling and it must be decided beforehand when to reshuffle (after the last card, when there are less than 3 cards left or when the player asks for more than the number of cards left).</p> <p>It is pretty unlikely to get tripps on the first draw, so don't be scared out right away. If you are dealt two pair, it is usually wise to ditch one so you have a better shot at tripps. It is often wise to bet high with a pair to scare people out so they don't have a chance to burn you. A good method for bluffing with a pair is to only draw two on the first round. It decrease your chances of actually getting tripps, but it sure increases the odds of convincing people you have tripps.</p>
<p>Lowball (or Draw Lowball)</p>	<p>Five card draw played for low only (i.e., where the low hand wins the entire pot).</p>
<p>Low Chicago</p>	<p>This games plays the same as Seven Card Stud with the exception that the lowest spade in the hole gets half the pot. This adds some interesting variation to the game, because if you are dealt the deuce of spades in your first two down cards then you have guaranteed half the pot. Even if you start betting and raising like a maniac, chances are people won't fold because they will hope to get the other half of the pot. You might want to hold on until fourth street before you start betting heavily so that it isn't totally obvious that you have the ace.</p> <p>The other quirky thing about this game is that even if you have crap cards and no spade in your first two hole cards, your last card down might be a low spade. I wouldn't recommend going all the way to the showdown with that hope unless you also have a fairly strong poker hand.</p> <p>If you have both the highest hand and the lowest spade then you "scoop" the pot. If there are no spades in the hole at the showdown by any played then the highest poker hand gets the whole pot.</p>
<p>Murder</p>	<p>This is a wonderful variation on Chicago games. Murder plays the same as Seven Card Stud except with the following exceptions: If the queen of spades is ever dealt up then the game is reset and players re-ante and the game is played again. If a queen of spades is dealt down to a player then it is a wildcard, At the showdown the pot is split between the player with the highest poker hand and the player with the highest spade up OR down. You cannot use the queen in the hole as a wildcard to win the Chicago portion of the pot, excepting that it acts as a queen of spades.</p> <p>If you get the ace of spades then you can bet like a maniac, but beware the queen of spades! If it comes up the game starts over.... That's why its called murder!</p>
<p>Omaha</p>	<p>Omaha is a flop game similar to hold'em, but with two key differences. First, each player is dealt four cards instead of just two. Second, a hand must be made using exactly two pocket cards (out of those four) and three from the table. That is, if four suited cards hit the table, you still need two more to make a flush. And if you start with four aces, then you have a pair of aces, with little chance to improve. The high-low variant of Omaha, with an 8 or better qualifier for low, is especially popular.</p>

<p>Seven Stud Hi Low</p>	<p>This games plays the same as Seven Card Stud except that the player with the lowest hand gets half the pot. (See Low) This variant is an Ace to 5 low hand, where straights and flushes are not counted in the low hand. This means that a wheel will most likely win the pot. Pairs and trips count against you in the low hand. Thus when evaluating <math>A_H-2_H-3_D-3_C-4_S-9_S-J_S</math>, we throw the <math>3_C</math> out leaving you with a 9 low hand. If it is impossible to get 5 cards out of the seven without having a pair then your hand is evaluated as the worst possible poker hand, usually leaving you with a pair or worse.</p>
<p>Texas Hold'em</p>	<p>Texas Hold'em (or just "hold'em") is a poker game in which each player gets two pocket cards, while five community cards are dealt face-up on the table. The strength of a player's hand is the best hand that can be made with these seven cards. There is a round of betting after the pocket cards are dealt, after the first three community cards (the flop), after the fourth, or turn card, and after the final, or river card.</p>

Games from the PokerProducts.com: <http://www.pokerproducts.com/howtoplay.htm>

<p>Pick Your Hole</p>	<p>This is a great variant on the Mexican game. This is a five card stud game which can be played high-low. All players are dealt two cards down. At the same time, each player turns up a card. The card you keep down is wild and all like it for your hand only. There is a round of betting and then another card is dealt down. Again, at the same time, all players turn one of their two down cards up and bet. This continues until all the players have five cards: four up, and one down which is wild. There is a final round of betting and then the players declare their hands.</p> <p>Attributed to John H. Barbour.</p>
<p>Pick Your Neighbor's Hole</p>	<p>Sorry for the name. But this game is pretty fun when everybody has finally had a few. It plays exactly like Pick Your Hole, but your neighbor gets to pick the down card that gets flipped up. The dealer decides who the "neighbors" will be (the person across, to the left, to the right, etc.) before the deal.</p> <p>© 2005 Mike Whalen.</p>
<p>Two of Three</p>	<p>This is a great game to end the night with. This is a pot building game. It plays just like Seven Card Stud, except to win the game you must have two out of three of the following: lowest spade in the hole, highest spade in the hole, and best poker hand. You cannot use the same card for highest and lowest spade. If no one has this combination, then the game is reset and starts over. This can go for a while and if you fold then you are out of the game! If you are dealt the deuce and ace of spades in the hole, then you are guaranteed to win, so bet heavy!</p>

There are some other games we play. These games originate from the following sources:

- Standard well-known games
- Games passed on by tradition from Dan Shaughnessy and Mike Magoffin's poker playing exploits
- Scott Harris's family games with his Dad and grandparents—Warren, Milton, and Venita Harris
- Games from the frightening imagination of Harry Kidder!

<p>Five Card Draw</p>	<p>With/without wild; regular or low-ball</p>
<p>Five Card Stud</p>	<p>With/without wild; regular or low-ball</p>
<p>Seven Card Stud</p>	<p>Who doesn't know how to play seven card stud?</p>

<p>Up and Down the River</p>	<p>This is not strictly poker, but fun nonetheless.</p> <p>Five cards for each player face up. None for dealer.</p> <p>The dealer will go once "up the river" and once "down the river."</p> <p>For each trip on the river, the dealer will deal out five cards, one at a time. Matching cards must put in some predetermined amount for each match. The matches increment by some amount (for example, increments by five would mean that matches pay 5 cents on the first card, 10 cents on the second, etc. up to 25 cents on the fifth card). If a player has multiples of the card, they must pay for each one.</p> <p>Coming down the river is exactly the same, except the dealer pays the players for the matched cards.</p> <p>Typical increments are five and ten cents. One variation is for "faces to pay double". In other words, Kings, Queens, and Jacks have a penalty for matching.</p>
<p>Zap!</p>	<p>This is also not poker, but a good way to break up the evening.</p> <p>Everybody puts out four piles of 20 cents (or whatever denomination deemed appropriate by the dealer). Five cards are dealt to each player face down, and each player looks at their cards.</p> <p>The first player to the left of the dealer reveals one card. If the next player can match it, that first player is zapped and must put one of his piles of chips in the pot. Kings are safe throughout the game, requiring no chips to be put in even if they match.</p> <p>The game continues around the table until all the cards are played or all the players but one have run out of money. If the cards run out before the money does, the dealer redeals five cards to each player and the play continues. The last person standing takes the pot.</p>
<p>Southern Cross</p>	<p>Plays similar to Texas Hold'em. Players are dealt two pocket cards, but the five community cards are dealt face down into a cross pattern. Bet after the pocket cards are looked at, and then players take turns revealing each community cards, betting after each one is revealed. Customarily, the last card revealed is the one in the middle.</p> <p>Each player must make up a hand by using their two pocket cards and one of the rows of the cross. Players cannot combine cards from different rows in the cross to make their hand.</p>
<p>Seven Card Louie</p>	<p>Seven card stud where "Men are wild, women make you pay". Kings and Jacks are wild. Queens face up cause you to match the pot to stay in.</p> <p>"If you get caught with a woman, you have to pay, and you don't get a thing for it!"</p> <p>© 2002 Harry Kidder</p>
<p>Broken Hearts</p>	<p>Seven card stud where all odd hearts (Ace, three, five, seven and nine) are wild.</p> <p>© 2003 Harry Kidder</p>
<p>Kings and Little Men</p>	<p>Seven card stud where all kings and the smallest card in each player's hand is wild for that player.</p>
<p>Spit in the Ocean</p>	<p>Four card draw. Saying "spit" during deal gives one wild in middle for all. All cards matching this one are wild. Up to two cards are allowed in the draw phase.</p>

Dr. Pepper	Seven card stud, 10s, 2s, and 4s are wild.
Mexican	Five card stud, 1 down, 3 up, 1 down. Low hole card is wild.
Mississippi	Seven cards are drawn. Then players decide what to pass. They pass three cards to the left (or right, decided before deal). Then they bet. Then pass two and bet. Then pass one and bet. Then player chooses their best five cards, orders them as desired, and places them on the table face down in a pile. They are rolled together with all the other players one by one, with a bet after each roll.
Maverick	Five card draw. After draw hand, players bet, then set up to roll their five cards. Players bet after each roll. After the fourth card is rolled, the players have an option to buy a different card for \$0.50. The player must declare, before receiving the card, whether the card will be a face-up card or his last down card. Then the player makes the substitution and the last cards are rolled.
Dime Store	Seven card stud where fives and tens are wild. (As in a five-and-dime store.)
Magoffin Magic	Seven card stud (2 down, 4 up, 1 down) where the low hole card is wild for each player's hand. Played hi-low. Players can play either hi, or low, or both. But if a player plays both hi-low, they must win both, or they lose.  © 2003 Michael Magoffin
Night Baseball	Plays just like Baseball (3s and 9s are wild, 4s pay for extra down card), except that all cards are dealt face down. Each player takes turn turning over their cards one at a time until they can beat the previous players hand. (The first player turns over only one card.) There is a round of betting after each player's turning is done, until one player stands alone as the winner. When extra down cards are dealt, they simply go into the bottom of the down pile.
Kansas City	A five card stud game. The dealer deals out one down card and four up cards. Then, there is a round of betting. After the betting, the highest hand goes first with an option to swap an old card for a new card for 20 cents. The player must declare which card he is discarding before he sees his new card. Then the rest of the players have the option to swap one of their cards. After the purchases, there's another round of betting. Then, there is a second opportunity to swap cards, just like the first time, except that the cards cost 40 cents. If the player didn't buy a card in the first round, he is not eligible for a card in this round. After the second round of swap-purchases, there is a final round of betting.  Can be played hi-low.

<p>Christmas Tree</p>	<p>This is a Harry Kidder variant on Omaha. Just like in Omaha, the players are dealt four cards and must use exactly two cards from their hands. Then, the dealer places six cards in the middle of the table, in the following "Christmas Tree" pattern:</p> <pre style="text-align: center;">                 W                 C               B D              A  E             </pre> <p>In the above pattern, cards A, B, C, D, and E are all placed face-down, W is placed face-up. W is a wild card "indicator", in that it shows what is wild, but is not a card in any person's hand. For example, if the W is a 9, then all remaining nines are wild.</p> <p>The players take turns betting and revealing cards A through E, and the final hands must be composed of exactly two cards from the hand, plus one of the following sets of cards: {A,B,C} or {B,C,D} or {C,D,E}.</p> <p>Plays best when Harry has had a few.</p> <p>© 2007 Harry Kidder.</p>
<p>Pass the Snatch</p>	<p>This is a seven card stud game: 2 down, 4 up, one down. Hi-low.</p> <p>As each up card is dealt, the player has the option to keep the card, or draw a new card and pass the old card to the player on his left. If the card is passed, it costs the player five cents; if he keeps it, it's free. The card continues around the table, where each player who gets the card can either keep it, or pass it for five cents getting a new card. If the last player passes the card, the card is discarded. If any player keeps the card, a new card is dealt to the next player, who has the opportunity to pass as before.</p> <p>The fee for passing cards increments each round from five, to ten, fifteen, and twenty cents. Betting occurs at each round, just like normal seven card stud.</p> <p>After all the up cards are dealt, the final down card is dealt and a final round of betting is performed.</p>

Any of these games may have arbitrary wilds. Some examples are deuces wild, one-eyed jacks are wild, suicide kings wild (kings with a sword in their head), etc.

Any of these games may be played "no-peekie" (i.e. don't look at down cards until play is over... if you do, you match the pot and you're out.). This keeps people in the game until the end and is especially good with Chicago games.

Poker Hand Rankings (for those who need this after a few beers):

1	Five of a Kind	Five cards all the same. Only possible with wild cards. Example: A-A-A-A-A
2	Royal Flush	A series of five cards, Ace high, all the same suit. Example: A <sub>H</sub> -K <sub>H</sub> -Q <sub>H</sub> -J <sub>H</sub> -10 <sub>H</sub>
3	Straight Flush	Five cards in series, all the same suit. Example: 3 <sub>H</sub> -4 <sub>H</sub> -5 <sub>H</sub> -6 <sub>H</sub> -7 <sub>H</sub>
4	Four of a Kind	Four cards all the same. Example: K-K-K-K-10
5	Full House	Three of a kind and a pair. Example: 7-7-7-Q-Q
6	Flush	Five cards all the same suit. Example: 2 <sub>S</sub> -5 <sub>S</sub> -9 <sub>S</sub> -J <sub>S</sub> -A <sub>S</sub>
7	Straight	Five cards in series. Example: 7-8-9-10-J-Q
8	Three of a Kind	Three cards all the same. Example: 5-5-5-9-7
9	Two Pair	Two pairs together. Example: 6-6-8-8-A
10	One Pair	One pair of matching cards. Example: Q-Q-4-5-6
11	High Card	Highest card in the hand (one single card). Example: 4-5-9-J-K (this hand is "King high")

Low-Ball:

- In low-ball hands, Aces always count low (i.e. as a one).
- The best low-ball hand is A-2-3-4-6 with mismatching suits.
- In low-ball, it is customary to announce how low (i.e. how good) your hand is by stating you're "*X* high", where *X* is your highest card. For example, if I'm "Jack high", then I'm beat by someone who is "Seven high" (a very good hand). "Seven high" implies that the person has nothing better in his hand than a seven.