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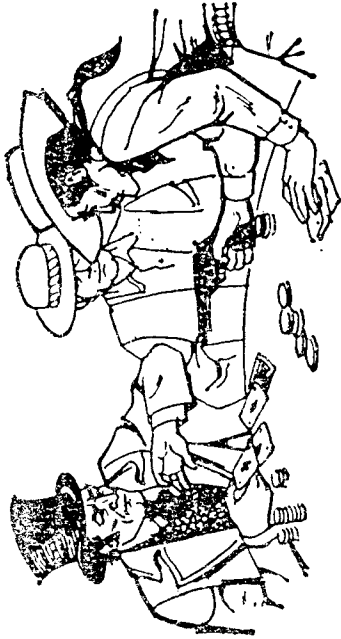
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1. *Straight flush*—five cards in sequence in the same suit. As between two straight flushes, the one headed by the highest-ranking card wins: A-K-Q-J-10 (called a *royal flush*) beats K-Q-J-10-9, and 6-5-4-3-2 beats 5-4-3-2-A. The royal flush is the highest standard hand, but when wild cards are used "five of a kind" is the highest.
2. *Four of a kind*—any four cards of the same rank. As between two such hands, the four higher cards win. Four of a kind beats a full house or any lower hand.
3. *Full house*—three of a kind and a pair. As between two full houses, the one wins whose three of a kind are composed of the higher-ranking cards. A full house beats a flush or any lower hand.
4. A *flush*—any hand of five cards all of the same suit. As between two flushes, the one containing the highest-ranking



POKER

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PLAYERS. Two to ten; best for five to eight. More than eight can play only Stud Poker. In all forms of Poker, each plays for himself.

CARDS. A regular pack of 52, occasionally with the addition of the joker. The cards rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. The ace also ranks low in the sequence

card wins. If these two cards tie, the next-highest-ranking card decides; if these two cards tie, the third-highest-ranking card, and so on down to the last card, so that ♠ A-Q-10-9-3 beats ♡ A-Q-10-3-2. A flush beats a straight or any lower hand.

5. A *straight*—any five cards in sequence but not all of the same suit. As between two straights, the one with the highest-ranking card at the head of the sequence is the winner, the highest possible straight being A-K-Q-J-10 and the lowest possible straight being 5-4-3-2-A. A straight beats three of a kind or anything lower.

6. *Three of a kind*, such as three sixes, with two unmatched cards. If two players each hold three of a kind, the higher-ranking three of a kind wins. This hand beats two pairs or anything lower.

7. *Two pairs*—two cards of any one rank and two cards of any other rank, with an unmatched card. As between two such hands, the one containing the highest-ranking pair is the winner; if these pairs are the same, the hand with the higher of the two other pairs is the winner; if the two hands contain the identical two pairs, then the higher-ranking unmatched card determines the winner. Two pairs beat any hand with only one pair or with no pair.

8. *One pair*—any two cards of the same rank. A pair is dealt to a player about twice in every five hands he holds. As between two hands that have one pair each, the pair composed of the higher-ranking cards wins. If both hands have the same pair, the highest of the three unmatched cards determines the winner; if they are the same, the next highest; and if they are the same, the higher as between the third unmatched cards in the two hands. A hand with only one pair beats any hand which contains no pair and no one of the combinations described in the preceding paragraphs.

9. *High card*. About one out of two hands that a Poker player holds will consist merely of five unmatched cards. As between two hands of this nature, rank is decided by the rank of the highest card, and if necessary by the next-highest, and so on, as described in paragraph 4 above.

Optional hand. A *four-flush* is a hand with any four cards of the same suit. In Stud Poker, it is occasionally ruled that a four-flush beats a pair, though it loses to two pairs. In Draw Poker, it is often ruled that a player may open on a four-flush, but if he does not improve it, it is simply ranked as a hand with no pair.

Hands identical in all respects tie; the suits of which the hands are composed never make any difference.

HIGH-LOW POKER. Almost any form of Poker may be played "high-low." There is no difference in the original deal and betting, but in the showdown the highest-ranking poker hand and the lowest-ranking poker hand divide the pot equally. If it cannot be divided equally, the high hand receives any odd chip that is left over. Players must decide in advance whether the ace will rank only high, or either high or low at each player's option.

WILD CARDS. A joker added to a pack, or any rank or group of cards (usually deuces), may be designated in advance to be *wild*. The holder of a wild card may cause it to stand for any other card he wishes. Except by special house rules: (a) A wild card ranks exactly the same as the natural card it replaces; and (b) a wild card cannot stand for a card the player already holds, so that there cannot be, for example, a "double-ace-high" flush.

The bug is the joker given restricted wild-card use: It may represent an ace, and it may be used to fill a straight flush, flush, or straight. Therefore two aces and the bug are three aces, but two kings and the bug are merely a pair of kings with an ace.

When wild cards are used, five of a kind are the highest-ranking hand. Ties become possible between identical fours of a kind, full houses, or threes of a kind. In such cases the rank of the other cards in the hand determines the winner.

ROTATION. In Poker the turn to do everything passes from player to player to the left. The cards are dealt in this way; the turn to bet goes from player to player in rotation. No player should do anything until the player on his right has acted.

RULES OF BETTING. Betting is done during periods of the game called *betting intervals*. The number of betting intervals depends on what form of the game is being played; for example, in Draw Poker the first betting interval occurs when each player has been dealt his full five cards, and in Stud Poker it occurs when each player has been dealt two cards.

In each betting interval, some player has the first right or duty to bet. Usually there is some minimum and some maximum amount, agreed upon in advance, that he may bet. The proper way is for him to place in the pot the number of chips he bets and at the same time announce the number of

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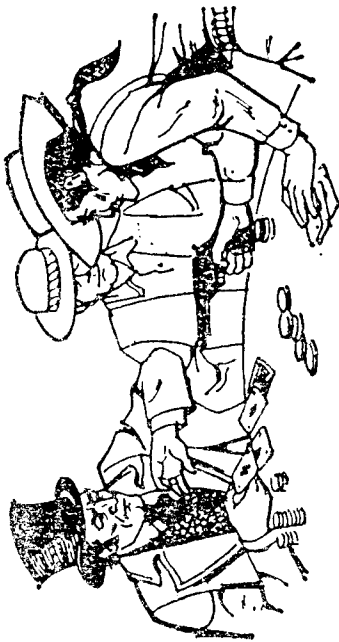
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