Notes on some poker variations

Notes on some poker variations

The Rick
Deal four cards to each player, then one row of four cards and one row of two cards face down. Use two cards from your hand, two from the four-card row and one from the two-card row. There are 72 different card combinations to make up the player's hand.

The median high hand was two pair, kings over nines. There is about a 15% chance of getting a flush or better and about a 30% chance of getting a straight or better. If there are five players, there is over a 30% chance of a full house (next page).

Regarding low hands, the median low hand was a nine-seven low. There is a 20% chance of a seven low or better and almost a 40% chance of an eight low or better. There is nearly a 25% chance of a 6-low if there are five players (next page).

The Rick	
High Hands	**Frequency**
Straight Flush	0.1%
Quads	0.6%
Full House	7.5%
Flush	7.4%
Straight	13.6%
Trips	11.0%
Two Pair	37.6%
One Pair	20.9%
High Card	1.2%
Total	100.0%
Low Hands	**Frequency**
Five Low	N/A
Six Low	7.5%
Seven Low	13.2%
Eight Low	18.3%
Nine Low	20.0%
Ten Low	18.5%
Other	22.5%
Total	100.0%

The Rick High Hand Distribution

The Rick Low Hand Distribution
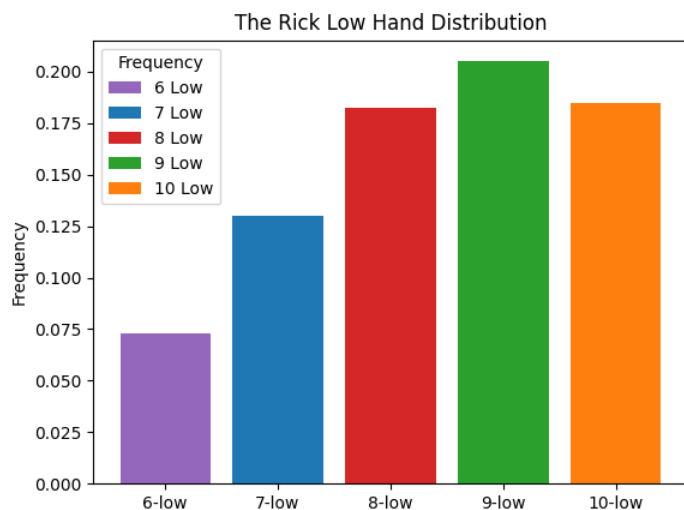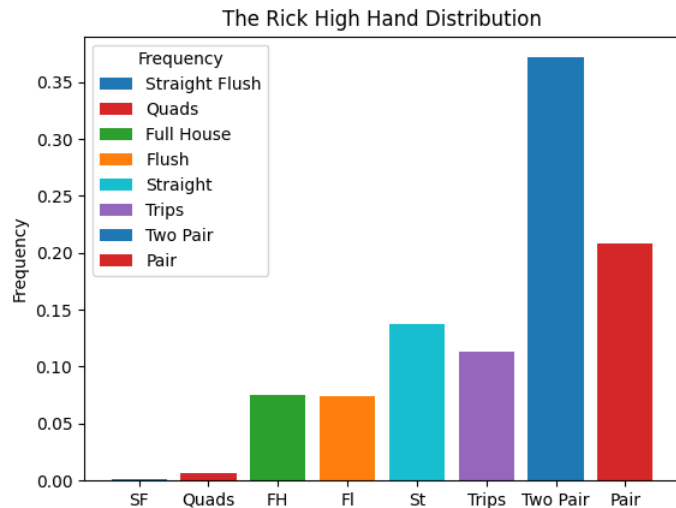
The Rick High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	0.5
Quads	3.2
Full House	28.6
Flush	20.1
Straight	26.2
Trips	11.8
Two Pair	9.4
One Pair	0.2
High Card	0.0
Total	100.0

The Rick High Hands 5 players
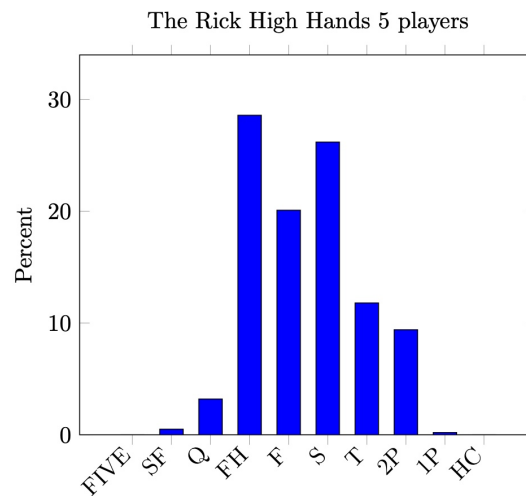
The Rick Low Hands 5 players

Rank	Percent
Five-Low	0.0
Six-Low	24.6
Seven-Low	22.3
Eight-Low	17.2
Nine-Low	13.5
Ten-Low	10.6
Worse	11.8
Total	100.0

The Rick Low Hands 5 players
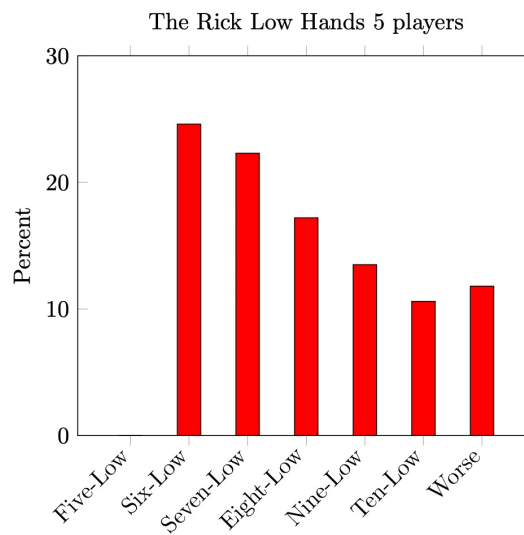
Notes on some poker variations

The Ricky

Deal five cards to each player, then one row of four cards and two rows of two cards face down. Use two cards from your hand, two cards from the four-card row, and one card from either of the two-card rows - but not both. There are 240 possible card combinations for the player's hand. This analysis assumes the A2345 is the best low hand.

The median high hand was a nine-high straight. There is about a 20% chance of getting a full house or better and about a 35% chance of getting a flush or better. There is over a 60% chance of a full house or better if there are five players (next page).

Regarding low hands, the median low hand was an eight-six low. If there is an eight-low qualifier, the chance of no low is about 20%. There is about a 5% chance of a five low and a 20% chance of a six low or better. There is almost a 50% chance of a six-low or better with five players (next page).

The Ricky	
High Hands	**Frequency**
Straight Flush	0.4%
Quads	1.6%
Full House	19.1%
Flush	15.8%
Straight	24.2%
Trips	10.2%
Two Pair	25.4%
One Pair	3.4%
High Card	0.0%
Total	100.0%
Low Hands	**Frequency**
Five Low	5.4%
Six Low	14.1%
Seven Low	20.5%
Eight Low	21.7%
Nine Low	17.9%
Ten Low	11.7%
Other	8.7%
Total	100.0%

TheRicky High Hands 1 player

The Ricky Low Hands One Player
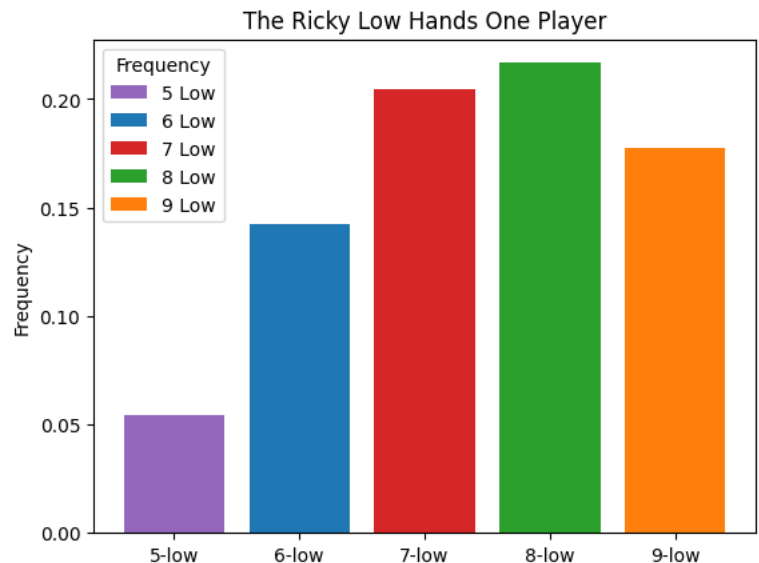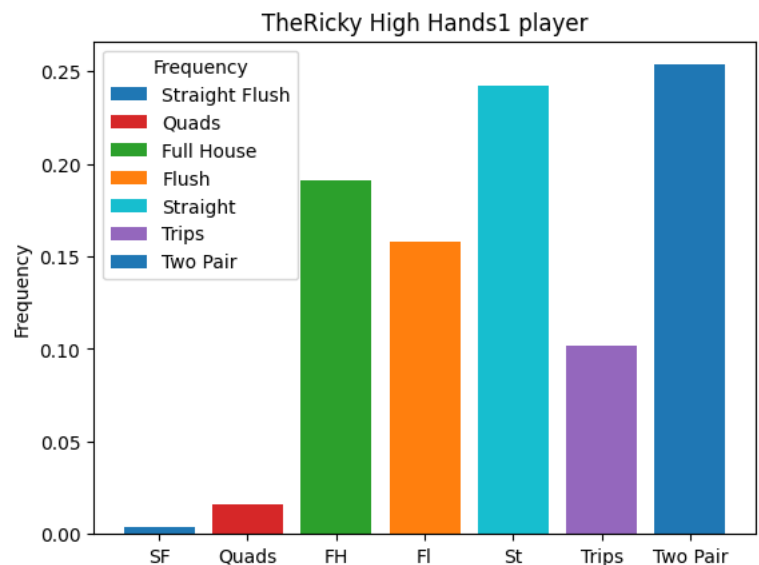
TheRicky High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	1.7
Quads	8.0
Full House	55.2
Flush	20.0
Straight	13.1
Trips	1.5
Two Pair	0.5
One Pair	0.0
High Card	0.0
Total	100.0

TheRicky High Hands5 players
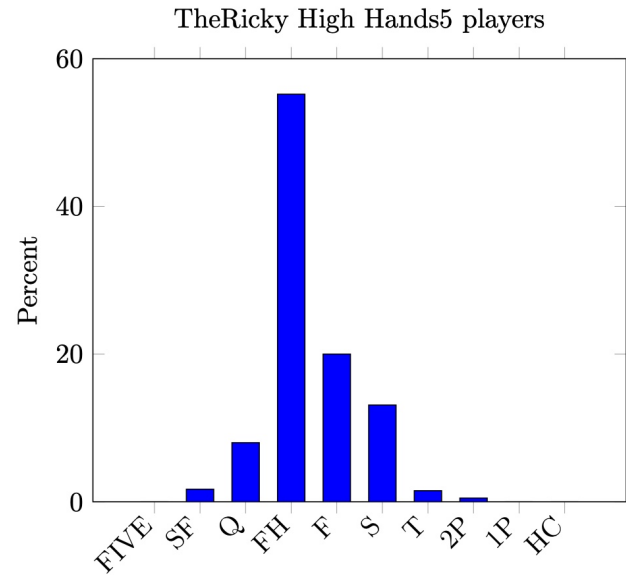
TheRicky Low Hands 5 players

Rank	Percent
Five-Low	20.4
Six-Low	26.0
Seven-Low	18.3
Eight-Low	13.4
Nine-Low	9.9
Ten-Low	6.7
Worse	5.4
Total	100.0

TheRicky Low Hands5 players

5
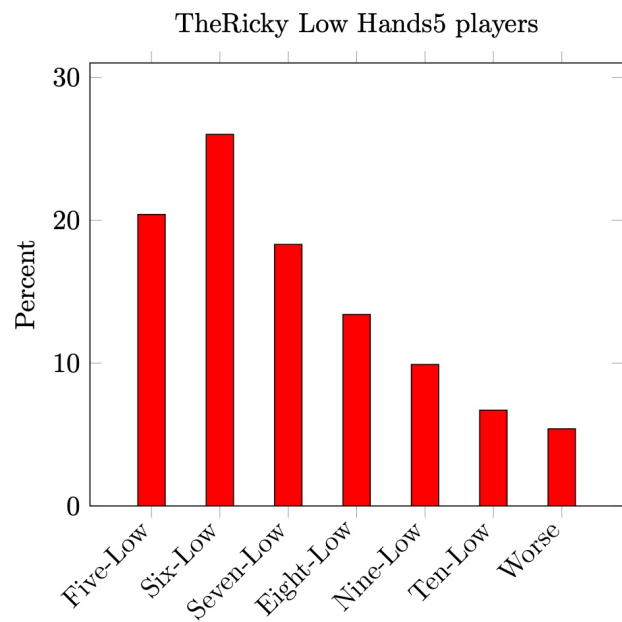
Notes on some poker variations

The Harvey

Deal five cards to each player and two rows of five cards face down. Make your best hand using two cards from your hand, along with three cards from one of the rows. The wheel is the best low. There are 200 possible card combinations for the player's hand.

The median high hand was a nine-high straight. There is a 20% chance of getting a full house or better and over a 35% chance of getting a flush or better. There is over a 60% chance of a full house or better with five players (next page).

Regarding low hands, the median low hand was an eight-six low. If there is an eight-low qualifier, the chance of no low is about 15%. There is a 20% chance of getting a six low or better and over a 40% chance of getting a seven low or better. There is almost a 20% chance of a five-low with five players (next page).

The Harvey	
High Hands	**Frequency**
Straight Flush	0.3%
Quads	1.4%
Full House	18.3%
Flush	16.3%
Straight	21.9%
Trips	11.7%
Two Pair	27.1%
One Pair	2.9%
High Card	0.0%
Total	100.0%
Low Hands	**Frequency**
Five Low	4.9%
Six Low	14.5%
Seven Low	22.8%
Eight Low	24.5%
Nine Low	18.5%
Ten Low	10.3%
Other	4.5%
Total	100.0%

The Harvey High Hand Distribution

The Harvey Low Hand Distribution
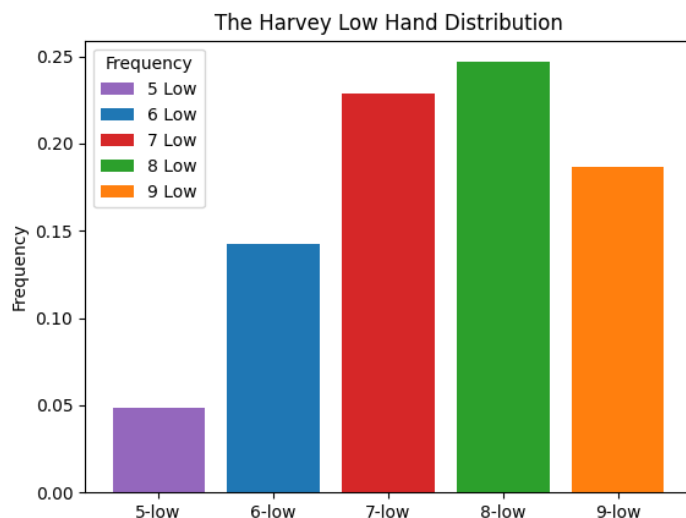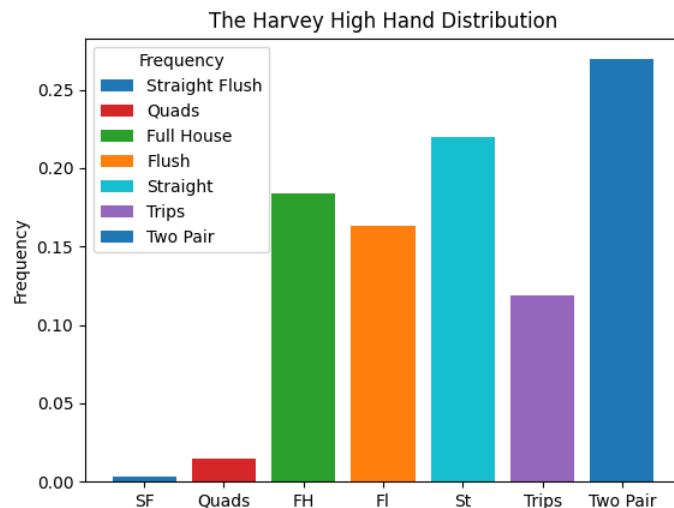
The Harvey High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	1.5
Quads	6.9
Full House	50.5
Flush	23.0
Straight	15.8
Trips	2.0
Two Pair	0.4
One Pair	0.0
High Card	0.0
Total	100.0

The Harvey High Hands 5 players
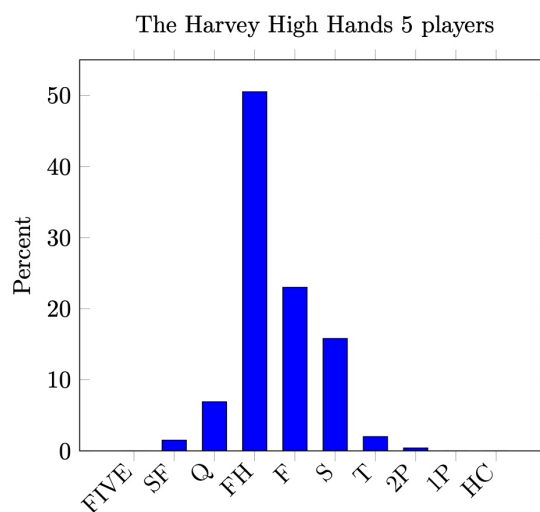
The Harvey Low Hands 5 players

Rank	Percent
Five-Low	18.7
Six-Low	29.7
Seven-Low	22.2
Eight-Low	14.7
Nine-Low	8.7
Ten-Low	4.2
Worse	1.6
Total	100.0

The Harvey Low Hands 5 players
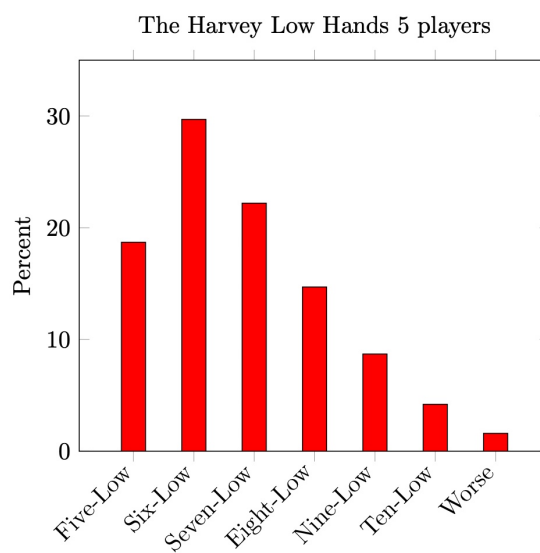
Notes on some poker variations

Tic Tac Toe

Deal five cards to each player and then nine cards in a square grid plus a tenth card on the side as a spit card. Make your best hand using up to three cards from your hand and cards from the grid vertically, horizontally, or diagonally, plus the spit card. Typically, the wheel is the best low. There are 690 possible combinations for the player's hand.

The median high hand was an ace-jack flush. There is a 40% chance of having a full house or better and almost a 70% chance of a flush or better. There is better than a 90% chance of a full house or better with five players (next page).

Regarding low hands, the median low hand was a seven-six low. There is about a 10% chance of getting a five low and better than a 30% chance of getting a six low or better. There is over an 80% chance of a six-low or better with five players (next page).

Tic Tac Toe	
High Hands	**Frequency**
Straight Flush	1.0%
Quads	2.8%
Full House	37.1%
Flush	26.5%
Straight	20.2%
Trips	2.4%
Two Pair	9.9%
One Pair	0.2%
High Card	0.0%
Total	100.0%
Low Hands	**Frequency**
Five Low	10.3%
Six Low	22.4%
Seven Low	26.4%
Eight Low	21.6%
Nine Low	12.6%
Ten Low	5.2%
Other	1.5%
Total	100.0%

Tic-Tac-Toe High Hand Distribution

Tic-Tac-Toe Low Hand Distribution
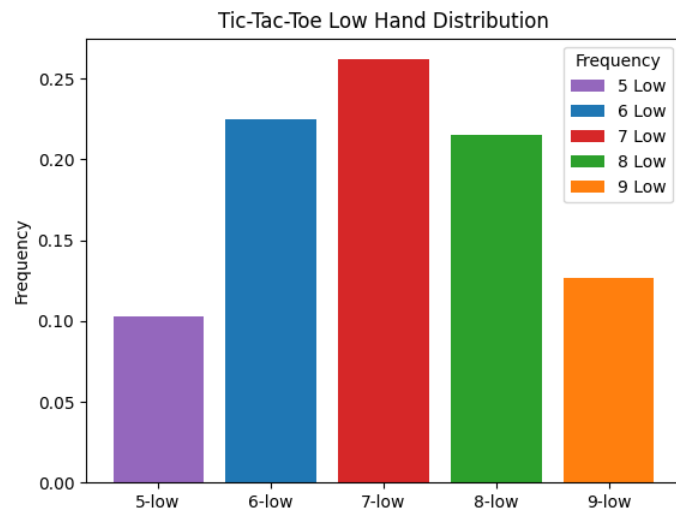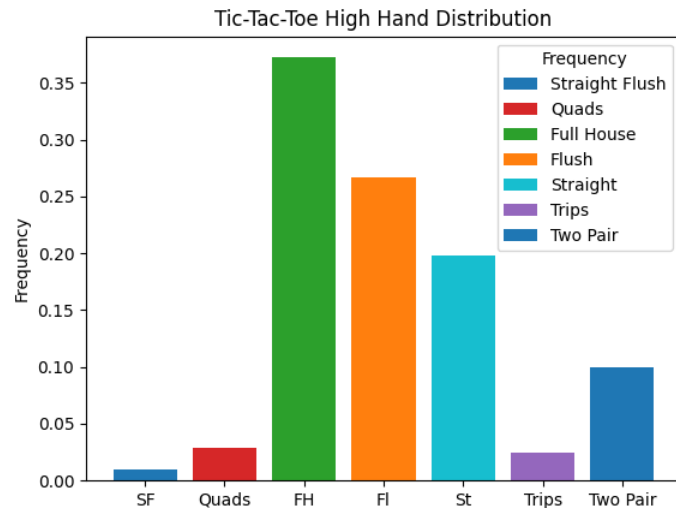
Tic-Tac-Toe High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	4.5
Quads	13.2
Full House	74.4
Flush	7.3
Straight	0.6
Trips	0.0
Two Pair	0.0
One Pair	0.0
High Card	0.0
Total	100.0

Tic-Tac-Toe High Hands 5 players
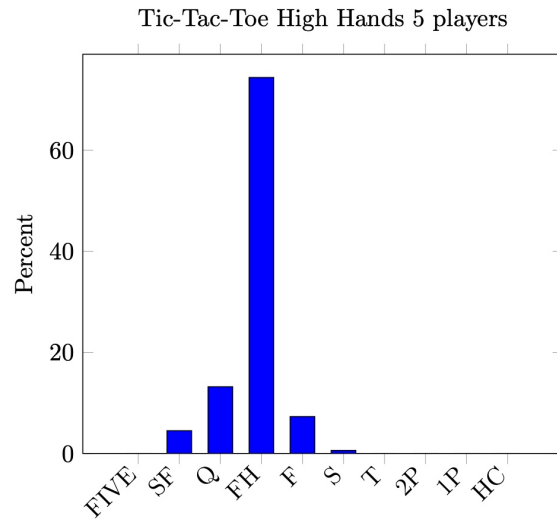
Tic-Tac-Toe Low Hands 5 players

Rank	Percent
Five-Low	39.4
Six-Low	41.5
Seven-Low	15.8
Eight-Low	2.8
Nine-Low	0.4
Ten-Low	0.1
Worse	0.0
Total	100.0

Tic-Tac-Toe Low Hands 5 players

9
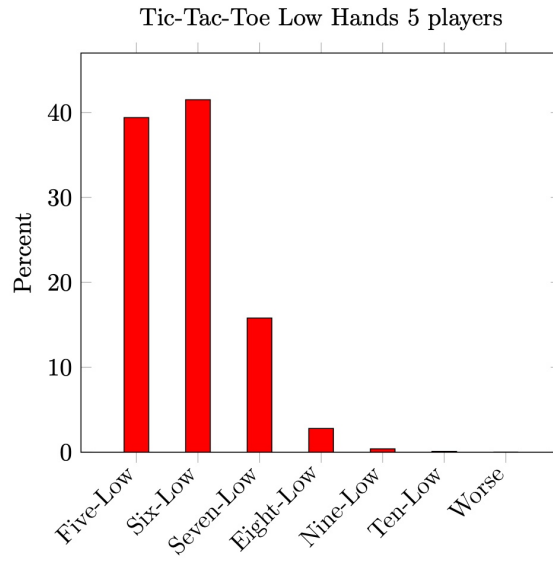
Notes on some poker variations
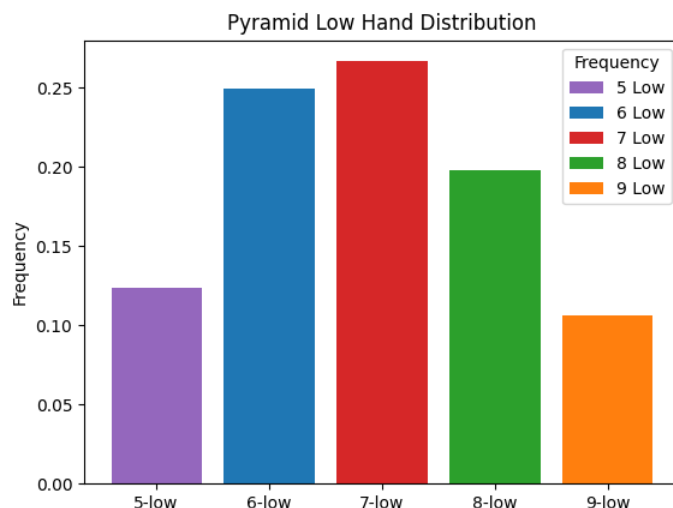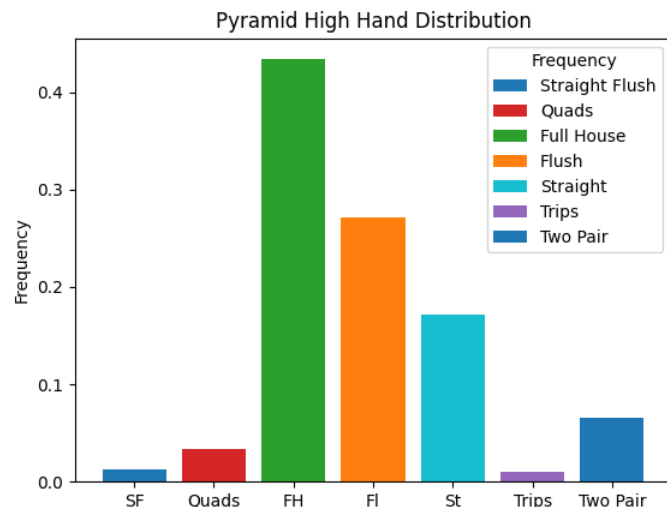
Pyramid
Deal five cards to each player and then fifteen cards in rows of 5, 4, 3, 2, 1. Make your best hand using up to three cards from your hand and no more than one card from each row. Typically, the wheel A2345 is the best low. There are 970 possible combinations for the player's hand.

The median high hand was an ace-king flush. There is a 5% chance of having quads or better and almost a 50% chance of a full house or better. There is about a 95% chance of a full house or better with five players (next page).

Regarding low hands, the median low hand was a seven-six low. There is about a 12% chance of getting a five low, about a 35% chance of getting a six low or better, and a 65% chance of getting a seven low or better. There is almost an 85% chance of a 6-low or better with five players (next page).

Pyramid	
High Hands	**Frequency**
Straight Flush	1.4%
Quads	3.4%
Full House	43.1%
Flush	27.5%
Straight	17.1%
Trips	1.0%
Two Pair	6.4%
One Pair	0.1%
High Card	0.0%
Total	100.0%
Low Hands	**Frequency**
Five Low	12.8%
Six Low	24.8%
Seven Low	26.3%
Eight Low	19.7%
Nine Low	10.6%
Ten Low	4.3%
Other	1.5%
Total	100.0%

Pyramid High Hand Distribution

Pyramid Low Hand Distribution

Pyramid High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	6.3
Quads	15.1
Full House	73.5
Flush	4.8
Straight	0.2
Trips	0.0
Two Pair	0.0
One Pair	0.0
High Card	0.0
Total	100.0

Pyramid High Hands 5 players
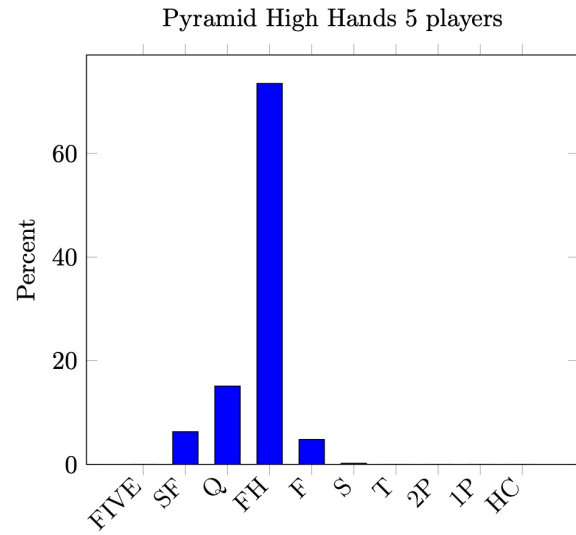
Pyramid Low Hands 5 players

Rank	Percent
Five-Low	44.5
Six-Low	39.4
Seven-Low	13.4
Eight-Low	2.4
Nine-Low	0.3
Ten-Low	0.0
Worse	0.0
Total	100.0

Pyramid Low Hands 5 players

11
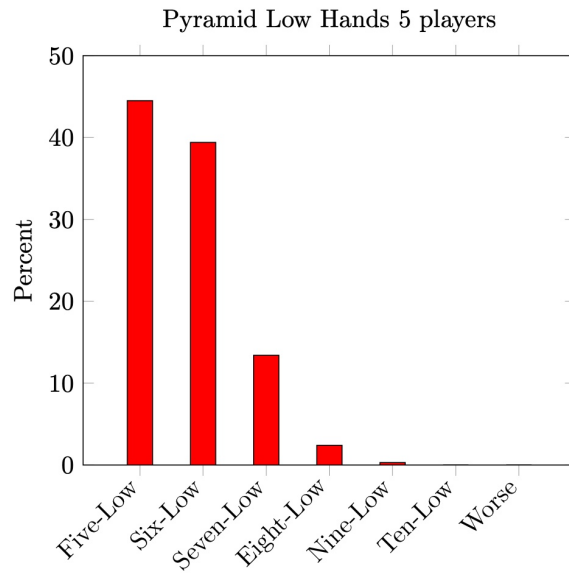
Notes on some poker variations

Bundles

Deal five cards to each player, then three rows of two cards and two rows of three cards, all face down. Make your best hand using three cards in your hand together with a two-card row and two cards in your hand combined with a three-card row. There are 50 possible combinations for the player's hand.

The median high hand was two pair aces over tens. There is about a 13% chance of getting a flush or better and a 25% chance of getting a straight or better. There is almost a 30% chance of a full house or better with five players (next page).

Regarding low hands, the median low hand was a nine-seven low. There is about a 20% chance of getting a seven low or better and about a 40% chance of getting an eight low or better. There is about a 25% chance of a six-low with five players (next page).

Bundles	
High Hands	**Frequency**
Straight Flush	0.1%
Quads	0.8%
Full House	6.0%
Flush	6.5%
Straight	11.9%
Trips	22.1%
Two Pair	37.0%
One Pair	15.4%
High Card	0.1%
Total	100.0%
Low Hands	**Frequency**
Five Low	N/A
Six Low	6.7%
Seven Low	13.6%
Eight Low	20.1%
Nine Low	23.2%
Ten Low	19.5%
Other	16.8%
Total	100.0%

Bundles High Hand Distribution

Bundles Low Hand Distribution
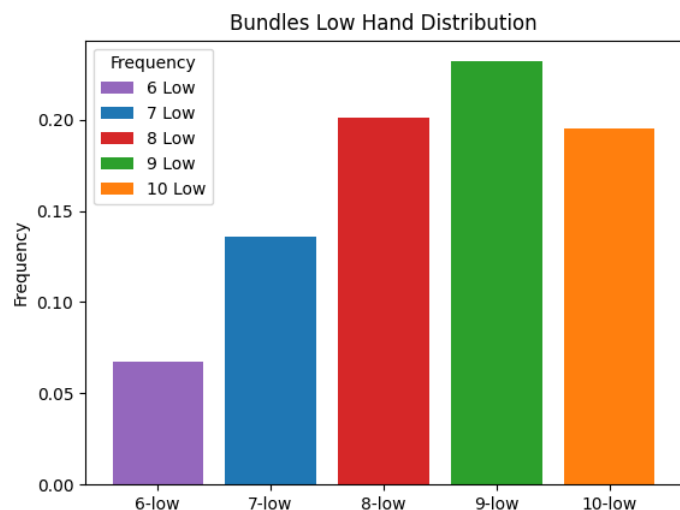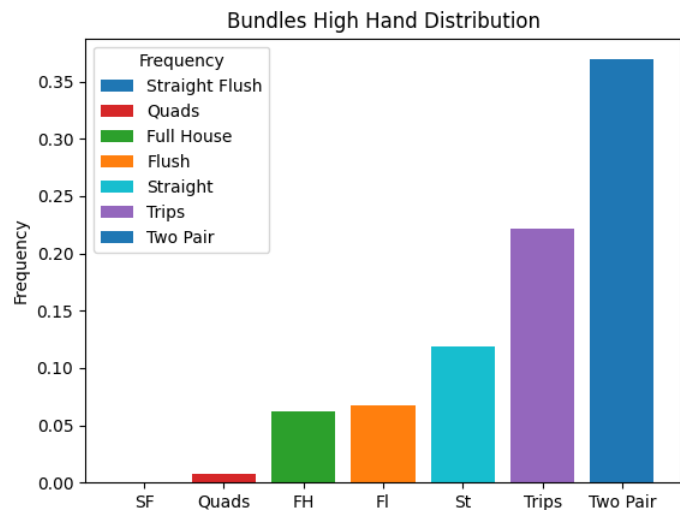
Bundles High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	0.4
Quads	3.7
Full House	24.5
Flush	19.1
Straight	25.8
Trips	21.5
Two Pair	5.0
One Pair	0.0
High Card	0.0
Total	100.0

Bundles High Hands 5 players
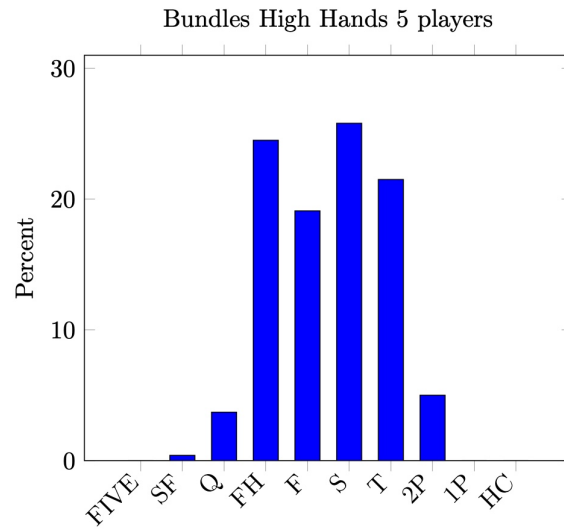
Bundles Low Hands 5 players

Rank	Percent
Five-Low	0.0
Six-Low	25.3
Seven-Low	30.2
Eight-Low	22.8
Nine-Low	12.6
Ten-Low	6.0
Worse	3.1
Total	100.0

Bundles Low Hands 5 players

13
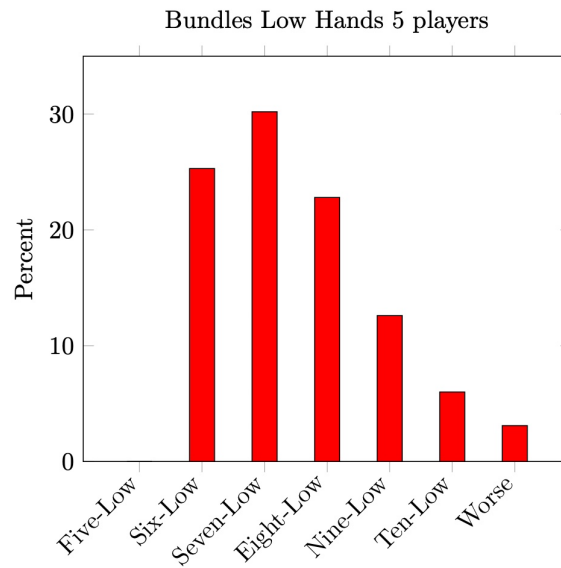
Notes on some poker variations

Triple Harvey

Deal five cards to each player and three rows of five cards face down. Make your best hand using two cards from your hand, along with three cards from one of the rows. The wheel is the best low. There are 300 possible combinations for the player's hand.

The median high hand was a queen-high flush. There is almost a 30% chance of a full house or better and better than an 80% chance of a flush or better. With five players, there is over a 10% chance of quads or better (next page).

Regarding low hands, the median low hand was a seven low. If there is an eight-low qualifier, the chance of no low is about 5%. There is almost a 30% chance of getting a six low or better and nearly a 55% chance of getting a seven low or better. There is almost a 30% chance of five-low with five players (next page).

Triple Harvey	
High Hands	**Frequency**
Straight Flush	0.5%
Quads	2.2%
Full House	26.0%
Flush	20.7%
Straight	23.9%
Trips	10.7%
Two Pair	15.6%
One Pair	0.5%
High Card	0.0%
Total	100.0%
Low Hands	**Frequency**
Five Low	7.1%
Six Low	20.0%
Seven Low	28.0%
Eight Low	24.0%
Nine Low	13.6%
Ten Low	5.5%
Other	1.9%
Total	100.0%

Triple Harvey High Hand Distribution

Triple Harvey Low Hand Distribution
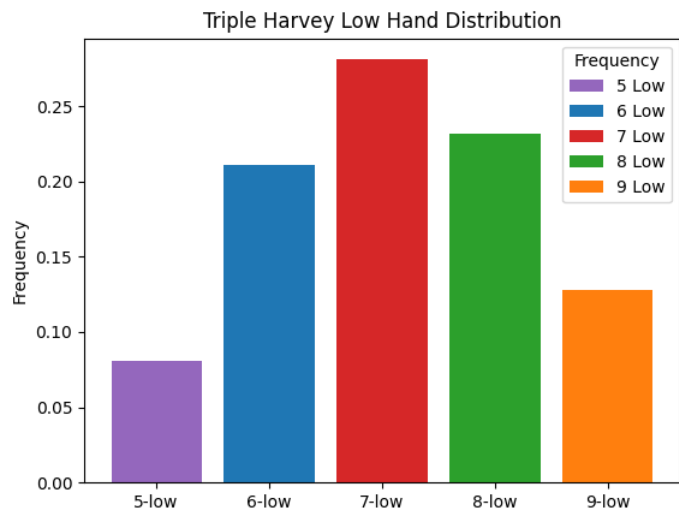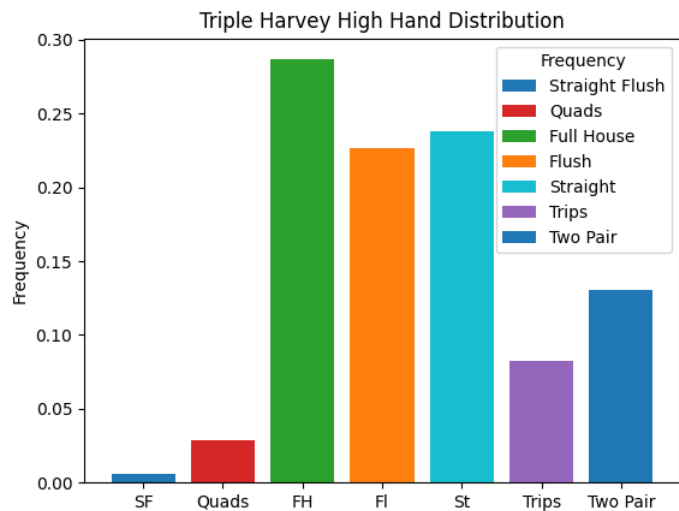
Triple Harvey High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	2.1
Quads	10.2
Full House	60.6
Flush	19.0
Straight	7.7
Trips	0.3
Two Pair	0.0
One Pair	0.0
High Card	0.0
Total	100.0

Triple Harvey High Hands 5 players
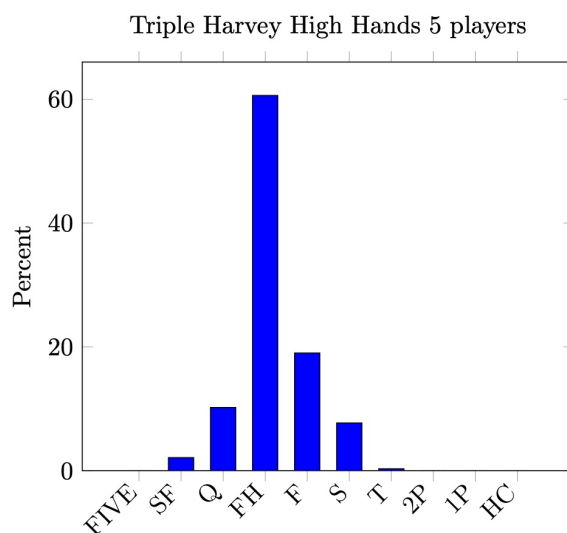
Triple Harvey Low Hands 5 players

Rank	Percent
Five-Low	27.3
Six-Low	37.2
Seven-Low	20.9
Eight-Low	9.9
Nine-Low	3.7
Ten-Low	1.0
Worse	0.1
Total	100.0

Triple Harvey Low Hands 5 players
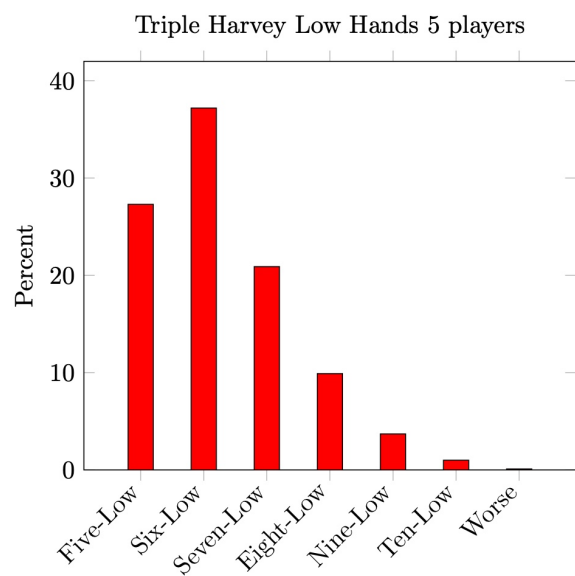
Notes on some poker variations

Wild Card Triple Harvey

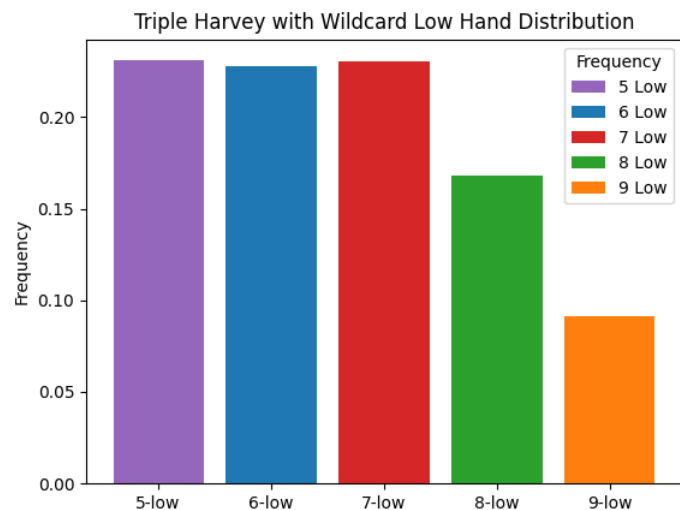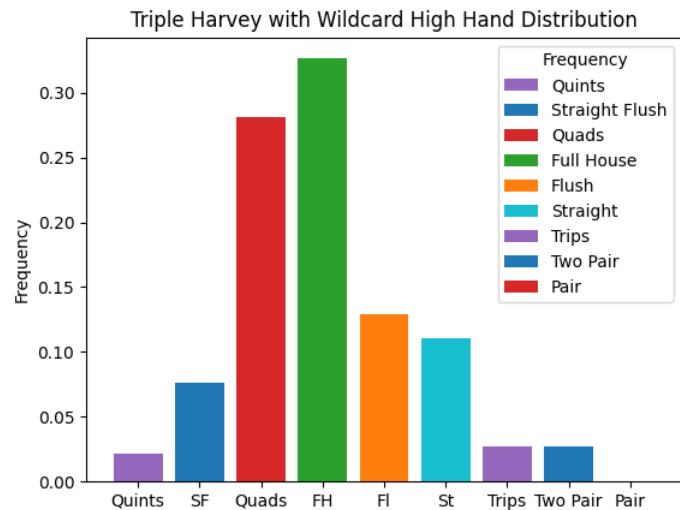Deal five cards to each player and three rows of five cards face down, plus an additional card that indicates which rank is wild. Note that the card indicating the wild rank cannot be used to make a hand, so a total of three wild cards are available. Make your best hand using two cards from your hand, along with three cards from one of the rows. The wheel is the best low. There are 300 possible combinations for the player's hand.

The median high hand in the simulation was queens full over sevens. A straight flush or better will occur about 10% of the time, and quads or better almost 40% of the time. There is over a 30% chance of a straight flush or better with five players (next page).

Regarding low hands, the median low hand was a 7432A. There is better than a 20% chance of getting a five low and a 45% chance of getting a six low or better. There is over a 50% chance of a five-low with five players (next page).

Wild Triple Harvey	
High Hands	**Frequency**
Five of a Kind	2.2%
Straight Flush	7.6%
Quads	28.1%
Full House	32.7%
Flush	12.9%
Straight	11.1%
Trips	2.7%
Two Pair	2.7%
One Pair	0.0%
Total	100.0%
Low Hands	**Frequency**
Five Low	23.1%
Six Low	22.8%
Seven Low	23.0%
Eight Low	16.8%
Nine Low	9.1%
Ten Low	3.7%
Other	1.5%
Total	100.0%

Triple Harvey with Wildcard High Hand Distribution

Triple Harvey with Wildcard Low Hand Distribution

Notes on some poker variations

Triple Harvey Wild Card High Hands 5 players

Rank	Percent
Five of a Kind	6.8
Straight Flush	26.3
Quads	48.0
Full House	15.3
Flush	2.9
Straight	0.7
Trips	0.0
Two Pair	0.0
One Pair	0.0
High Card	0.0
Total	100.0

Triple Harvey Wild Card High Hands 5 players
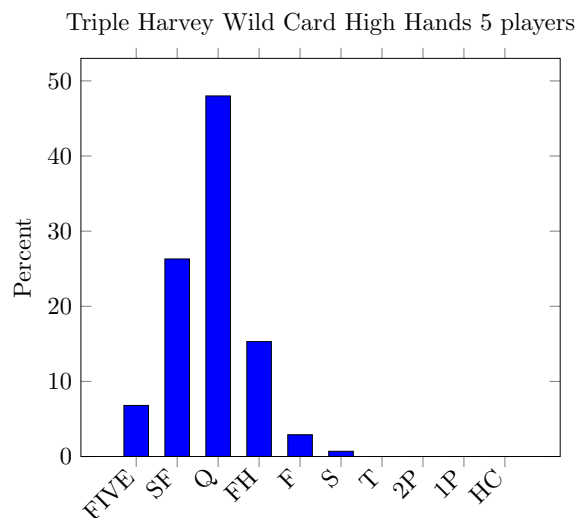
Triple Harvey Wild Card Low Hands 5 players

Rank	Percent
Five-Low	53.5
Six-Low	22.8
Seven-Low	13.7
Eight-Low	6.4
Nine-Low	2.7
Ten-Low	0.7
Worse	0.1
Total	100.0

Triple Harvey Wild Card Low Hands 5 players
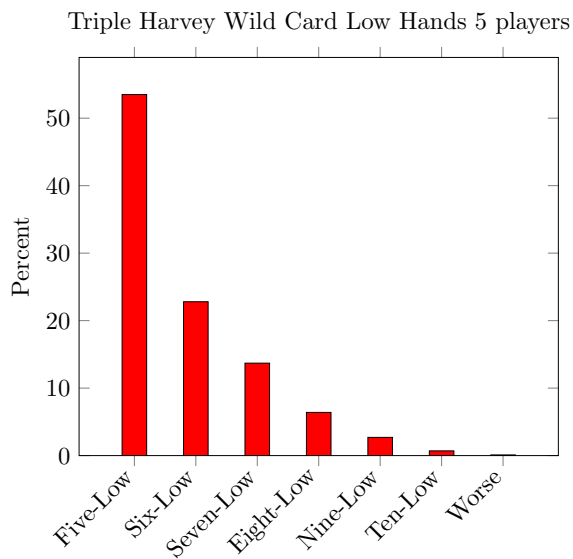
Notes on some poker variations

Harvey Two Four

Deal five cards to each player and three rows of five cards face down. Make your best hand using exactly two or four cards from your hand, along with three cards or one card from one of the three rows. The wheel is the best low. There are 375 possible combinations for the player's hand, not much more than the 300 in the Triple Harvey.

The median high hand was a queen high flush. There is over a 30% chance of a full house or better and a 55% chance of a flush or better. There is over a 15% chance of quads or better with five players (next page).

Regarding low hands, the median low hand is between a six and seven low. There is about a 30% chance of getting a six low or better and about a 60% chance of getting a seven low or better. There is over a 30% chance of a five-low with five players (next page).

Harvey Two Four	
High Hands	**Frequency**
Straight Flush	0.5%
Quads	2.8%
Full House	28.9%
Flush	22.2%
Straight	24.1%
Trips	8.4%
Two Pair	13.0%
One Pair	0.1%
High Card	0.0%
Total	100.0%
Low Hands	**Frequency**
Five Low	8.1%
Six Low	21.4%
Seven Low	28.0%
Eight Low	23.1%
Nine Low	12.9%
Ten Low	4.8%
Other	1.7%
Total	100.0%
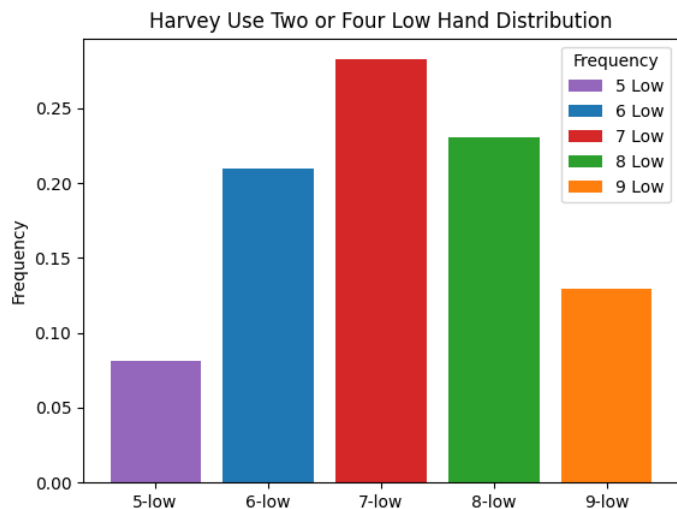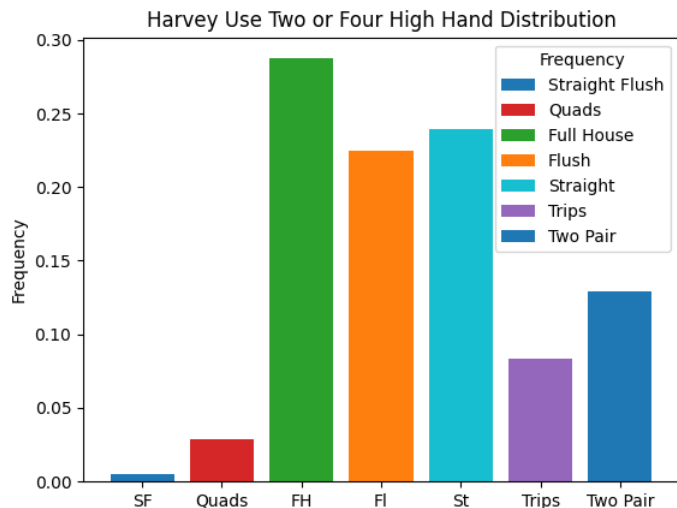
Harvey Use Two or Four High Hand Distribution

Harvey Use Two or Four Low Hand Distribution

Harvey Use Two or Four High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	2.7
Quads	13.6
Full House	63.0
Flush	15.8
Straight	4.8
Trips	0.1
Two Pair	0.0
One Pair	0.0
High Card	0.0
Total	100.0

Harvey Use Two or Four High Hands 5 players
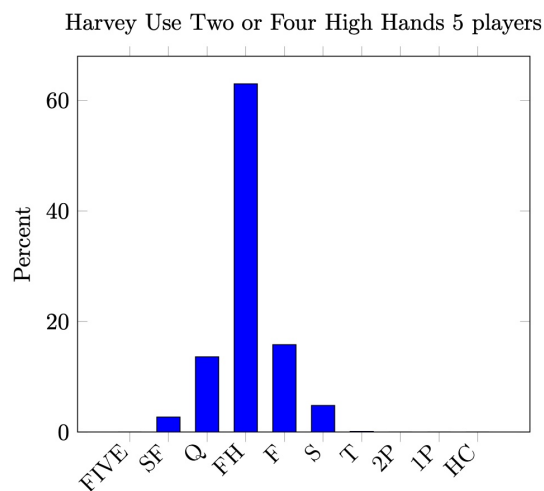
Harvey Use Two or Four Low Hands 5 players

Rank	Percent
Five-Low	31.8
Six-Low	41.7
Seven-Low	20.1
Eight-Low	5.6
Nine-Low	0.8
Ten-Low	0.0
Worse	0.0
Total	100.0

Harvey Use Two or Four Low Hands 5 players
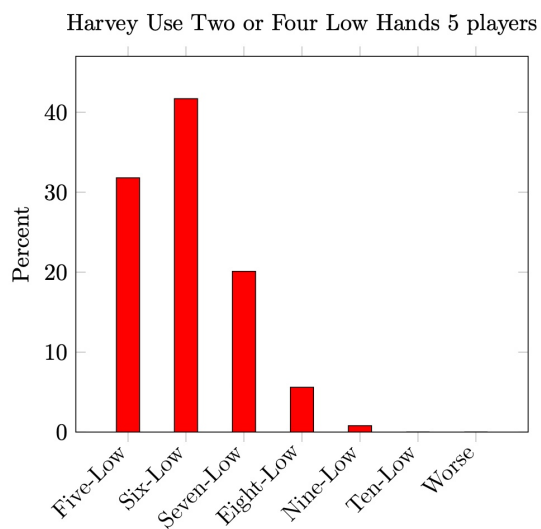
Notes on some poker variations

Three Card Triple Harvey

Deal five cards to each player and three rows of five cards face down. Make your best hand using exactly three cards from your hand, along with two cards from one of the three rows. The wheel is the best low. There are 300 possible combinations for the player's hand.

The median high hand was a king-high straight. There is a 25% chance of a full house or better and a 45% chance of a flush or better. There is over a 12% chance of quads or better with five players (next page).

Regarding low hands, the median low hand was an eight-six low. There is about a 20% chance of getting a six low or better and about a 40% chance of getting a seven low or better. There is over a 30% chance of a five-low with five players (next page).

Three Card Harvey	
High Hands	**Frequency**
Straight Flush	0.4%
Quads	2.2%
Full House	23.0%
Flush	18.9%
Straight	25.7%
Trips	11.2%
Two Pair	17.7%
One Pair	1.0%
High Card	0.0%
Total	100.0%
Low Hands	
Five Low	6.6%
Six Low	15.6%
Seven Low	19.1%
Eight Low	17.9%
Nine Low	14.9%
Ten Low	11.6%
Other	14.4%
Total	100.0%
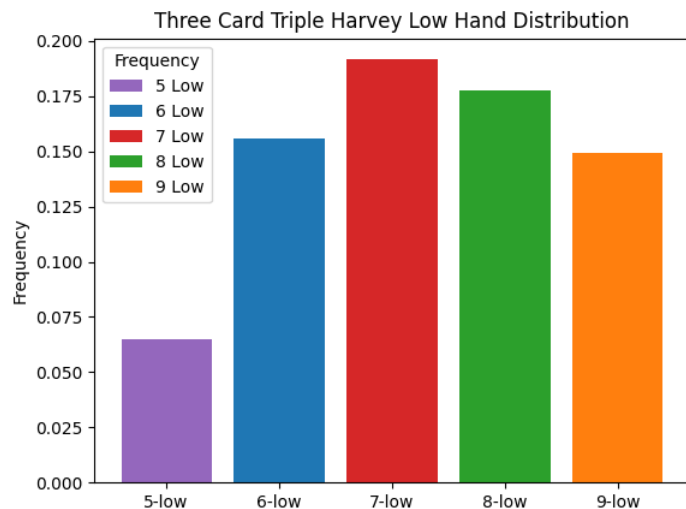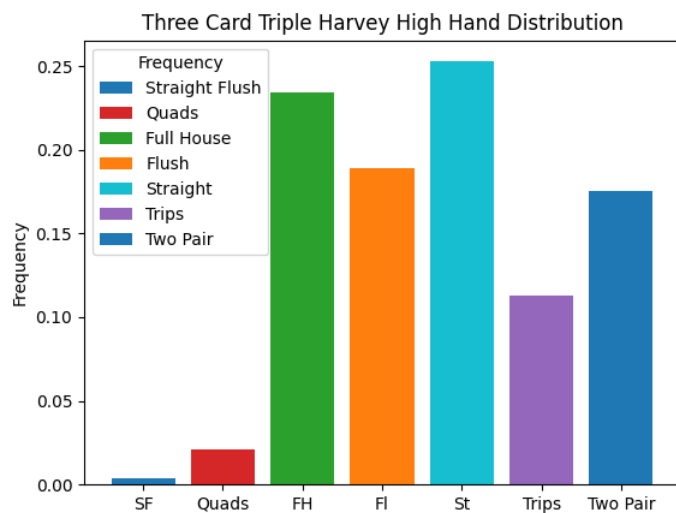
Three Card Triple Harvey High Hand Distribution

Three Card Triple Harvey Low Hand Distribution

Three Card Triple Harvey High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	2.2
Quads	10.2
Full House	64.1
Flush	17.7
Straight	5.5
Trips	0.2
Two Pair	0.0
One Pair	0.0
High Card	0.0
Total	100.0

Three Card Triple Harvey High Hands 5 players

Three Card Triple Harvey Low Hands 5 players
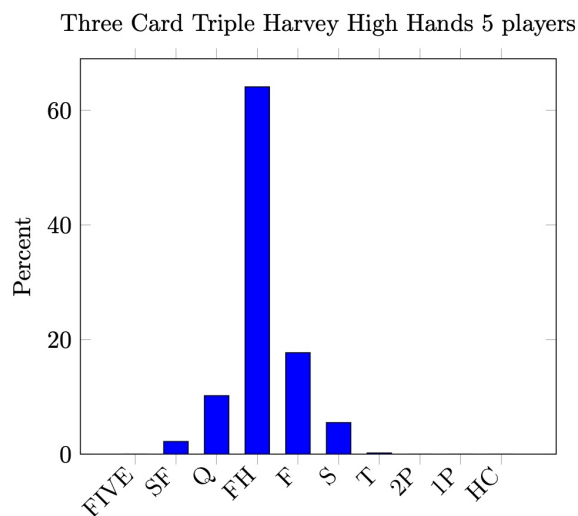
Three Card Triple Harvey Low Hands 5 players

Rank	Percent
Five-Low	29.6
Six-Low	44.9
Seven-Low	21.0
Eight-Low	4.0
Nine-Low	0.4
Ten-Low	0.0
Worse	0.0
Total	100.0
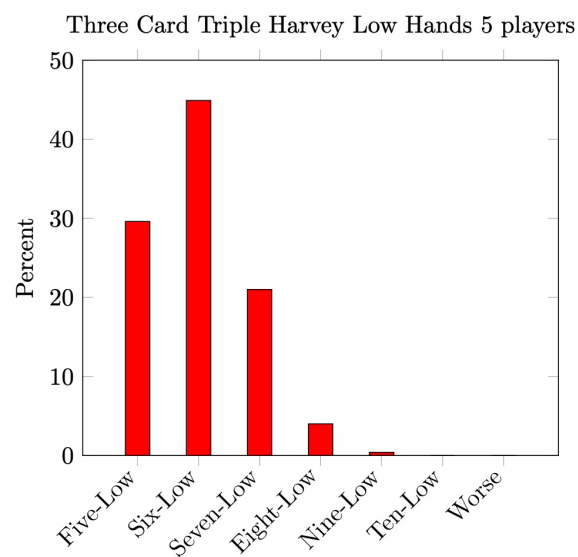
Notes on some poker variations

The Neal
This is a variation of the Triple Harvey, where significantly more hands are possible. Each player receives five cards, and then three rows of five cards are dealt. Make your best hand using two cards from your hand and any of the following cards from rows one, two, and three, respectfully: (3,0,0), (0,3,0), (0,0,3), (1,1,1), (2,1,0), (1,2,0), (0,2,1), (0,1,2). There are 3,550 possible combinations for the player's hand. The Neal can be played with or without the wheel (A2345) as the best low hand. The analysis that follows assumes the wheel plays as low.

The median high hand was tens full over jacks. There is a better than 15% chance of having quads or better. Quads or better occurs over 60% of the time with five players (next page).

The median low hand was A2456. There is almost a 30% chance of having a five-low wheel and over a 60% chance of having a six-low or better. A five-low occurs over 75% of the time with five players (next page).

The Neal	
High Hands	**Frequency**
Straight Flush	4.6%
Quads	12.6%
Full House	66.1%
Flush	13.1%
Straight	3.4%
Trips	0.1%
Two Pair	0.1%
One Pair	0.0%
High Card	0.0%
Total	100.0%
Low Hands	
Five Low	29.2%
Six Low	31.6%
Seven Low	19.8%
Eight Low	10.2%
Nine Low	5.2%
Ten Low	2.6%
Other	1.4%
Total	100.0%

The Neal High Hand Distribution

The Neal Low Hand Distribution
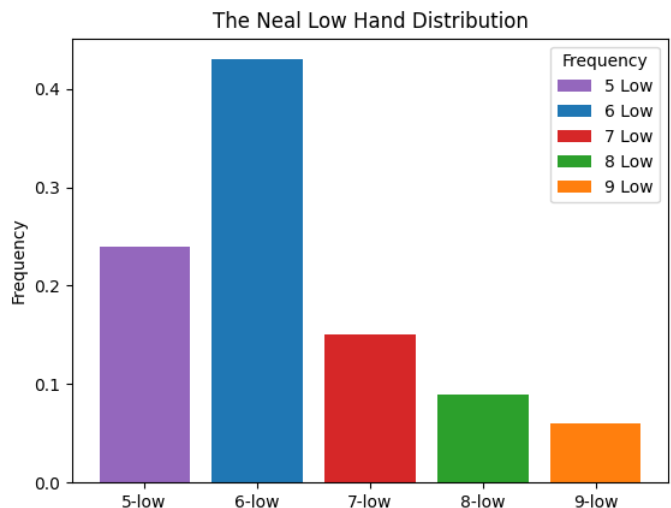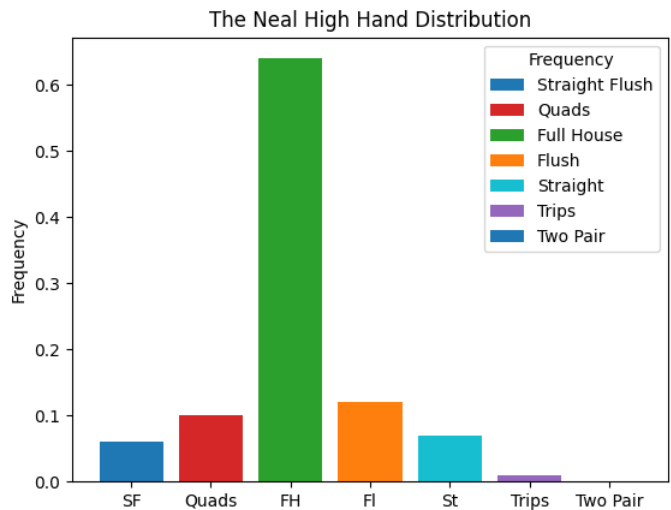
The Neal High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	21.3
Quads	42.2
Full House	36.5
Flush	0.0
Straight	0.0
Trips	0.0
Two Pair	0.0
One Pair	0.0
High Card	0.0
Total	100.0

The Neal High Hands 5 players
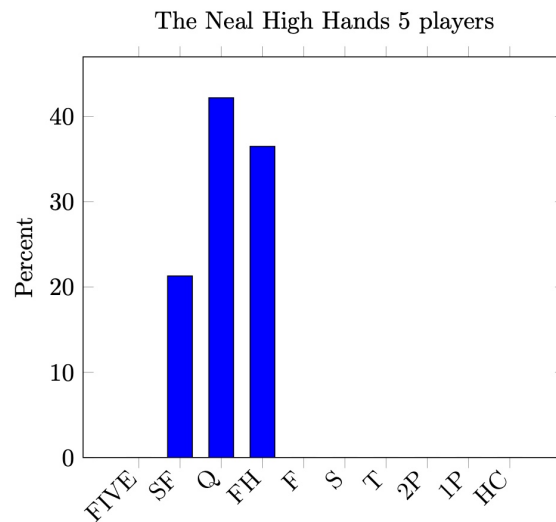
The Neal Low Hands 5 players

Rank	Percent
Five-Low	77.7
Six-Low	19.2
Seven-Low	2.6
Eight-Low	0.4
Nine-Low	0.1
Ten-Low	0.0
Worse	0.0
Total	100.0

The Neal Low Hands 5 players
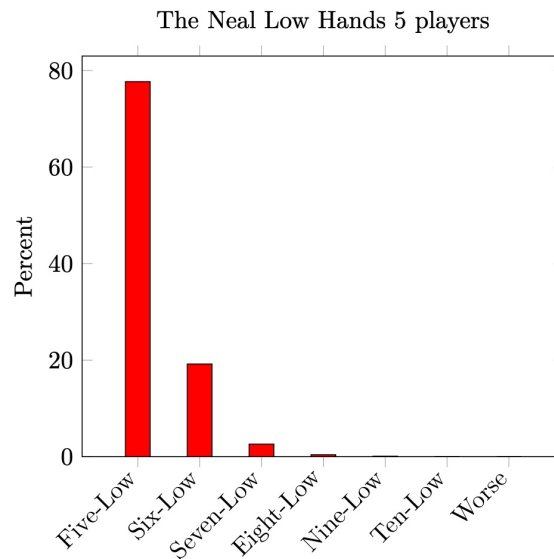
Notes on some poker variations

Omaha

Deal five cards to each player and a row of five cards face down. Make your best hand with two cards from your hand and three cards from the table. There are 100 possible combinations for the player's hand.

The median high hand was two pair aces over sevens. There is a 10% chance of a full house or better, a 20% chance of a flush or better, and a 35% chance of a straight or better. A full house or better occurs over 35% of the time with five players (next page).

Regarding low hands, the median low hand was a nine-seven low. There is better than a 20% chance of getting a seven low or better and better than a 40% chance of getting an eight low or better. A six-low occurs over 25% of the time with five players (next page).

Omaha	
High Hands	**Frequency**
Straight Flush	0.2%
Quads	0.7%
Full House	9.6%
Flush	9.7%
Straight	15.3%
Trips	9.6%
Two Pair	37.6%
One Pair	16.7%
High Card	0.8%
Total	100.0%
Low Hands	**Frequency**
Five Low	N/A
Six Low	8.8%
Seven Low	14.6%
Eight Low	19.1%
Nine Low	20.1%
Ten Low	17.3%
Other	20.1%
Total	100.0%

Omaha High Hand Distribution

Omaha Low Hand Distribution
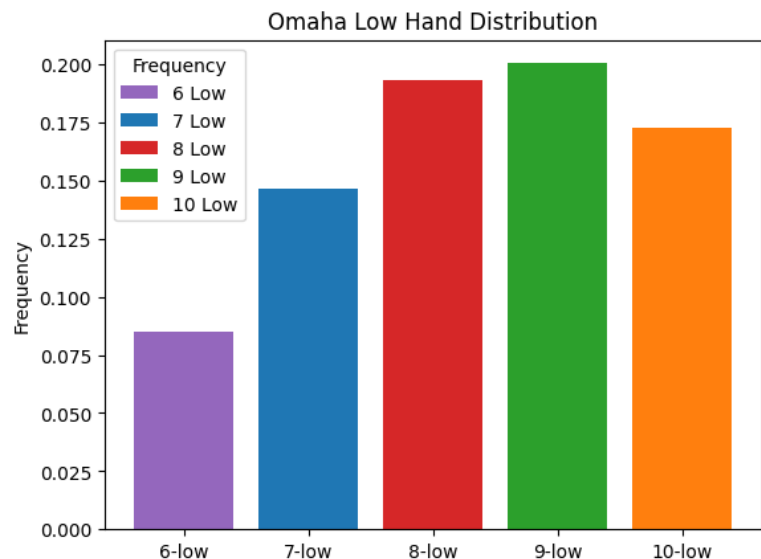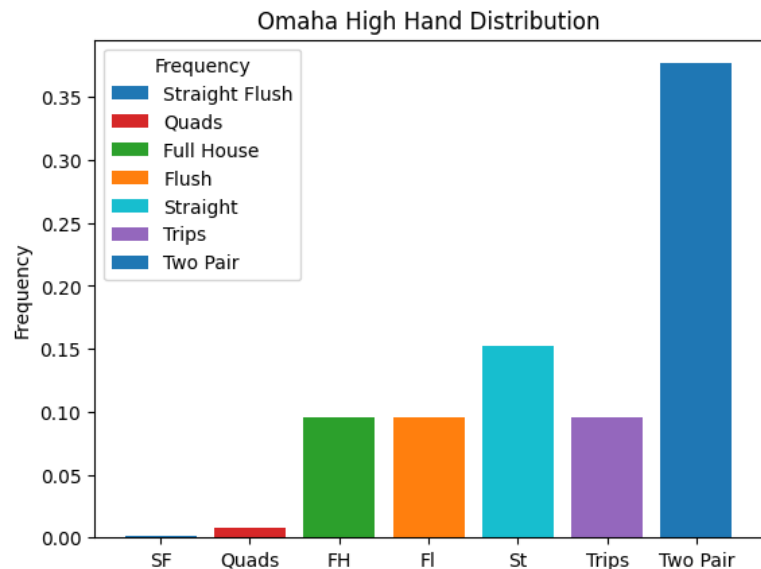
Omaha High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	0.7
Quads	3.6
Full House	31.8
Flush	21.7
Straight	26.9
Trips	8.8
Two Pair	6.5
One Pair	0.0
High Card	0.0
Total	100.0

Omaha High Hands 5 players
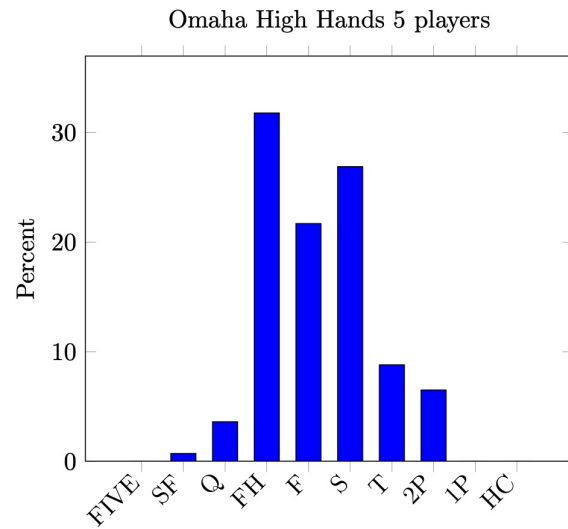
Omaha Low Hands 5 players

Rank	Percent
Five-Low	0.0
Six-Low	25.5
Seven-Low	18.8
Eight-Low	15.9
Nine-Low	14.0
Ten-Low	11.4
Worse	14.4
Total	100.0

Omaha Low Hands 5 players
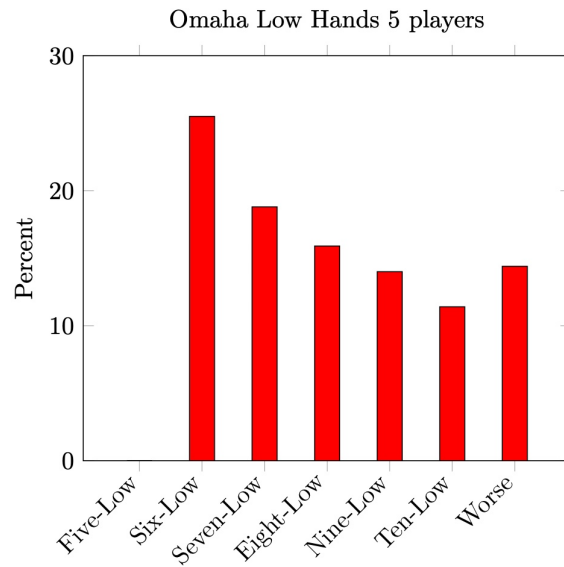
Notes on some poker variations

Three-Card Pyramid
Deal three cards to each player and then ten cards in rows of 4, 3, 2, and 1. Make your best hand using up to three cards from your hand and no more than one card from each row. There are 257 possible combinations for the player's hand.

The median high hand was a nine-high straight. There is a 20% chance of a full house or better, almost a 40% chance of a flush or better, and a 60% chance of a straight or better. A full house or better occurs over 60% of the time with five players (next page).

Regarding low hands, the median low hand was an eight-seven low. There is about a 15% chance of a six low, and better than a 35% chance of a seven low or better, and about a 60% chance of an eight low or better. A six-low occurs almost half the time with five players (next page).

Three Card Pyramid	
High Hands	**Frequency**
Straight Flush	0.4%
Quads	1.4%
Full House	19.2%
Flush	16.8%
Straight	22.2%
Trips	7.8%
Two Pair	26.9%
One Pair	5.3%
High Card	0.1%
Total	100.0%
Low Hands	**Frequency**
Five Low	N/A
Six Low	15.8%
Seven Low	20.7%
Eight Low	21.7%
Nine Low	18.4%
Ten Low	12.8%
Other	10.6%
Total	100.0%
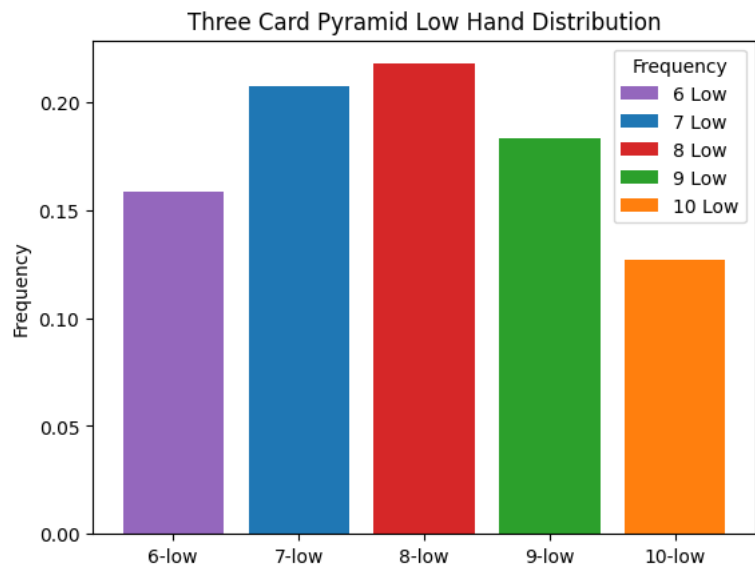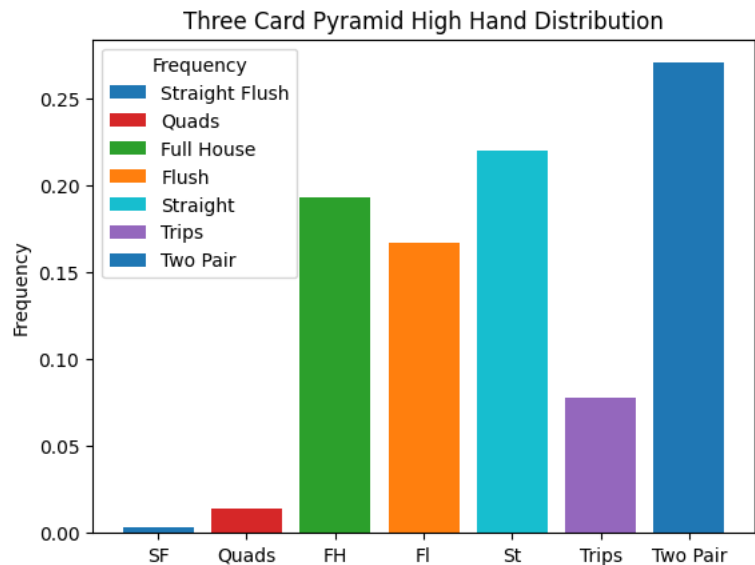
Three Card Pyramid High Hand Distribution

Three Card Pyramid Low Hand Distribution

Three Card Pyramid High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	1.8
Quads	6.3
Full House	55.8
Flush	22.3
Straight	11.6
Trips	1.1
Two Pair	1.0
One Pair	0.0
High Card	0.0
Total	100.0

Three Card Pyramid High Hands 5 players
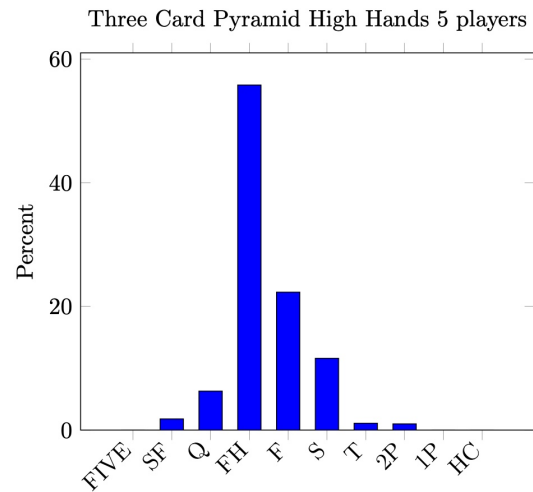
Three Card Pyramid Low Hands 5 players

Rank	Percent
Five-Low	0.0
Six-Low	48.1
Seven-Low	30.9
Eight-Low	15.0
Nine-Low	4.7
Ten-Low	1.0
Worse	0.1
Total	100.0

Three Card Pyramid Low Hands 5 players
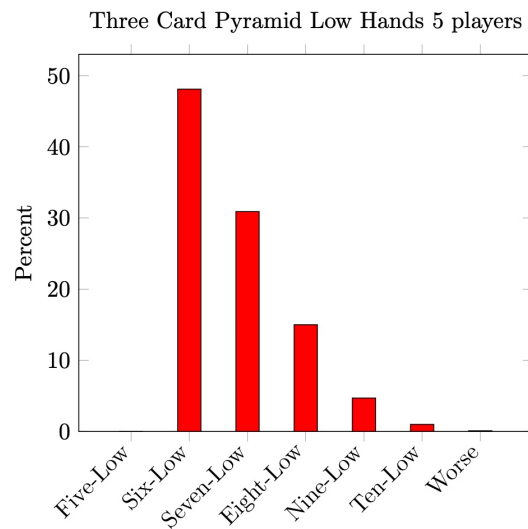
Notes on some poker variations

Baseball

The game is dealt like seven-card stud with a spit, but threes and nines are wild, and a player receiving a four as an up-card receives an additional up-card. Depending upon the number of fours one receives, there are as few as 56 and as many as 792 possible combinations for the player's hand. The chance of not having a wild card is about 20 percent.

The median high hand was an ace-high flush. There is a 15% chance of a straight flush or better and a 35% chance of quads or better.

Regarding low hands, the median low hand was an eight-seven low. There is about a 13% chance of a five low and a 25% chance of a six low or better.

Baseball	
High Hands	**Frequency**
Five of a Kind	8.0%
Straight Flush	7.8%
Quads	19.5%
Full House	14.6%
Flush	9.8%
Straight	13.4%
Trips	8.8%
Two Pair	10.2%
One Pair	7.0%
No Pair	0.9%
Total	100.0%
Low Hands	**Frequency**
Five Low	12.6%
Six Low	12.0%
Seven Low	15.9%
Eight Low	17.6%
Nine Low	0.0%
Ten Low	16.5%
Other	25.5%
Total	100.0%

Baseball High Hand Distribution

Baseball Low Hand Distribution
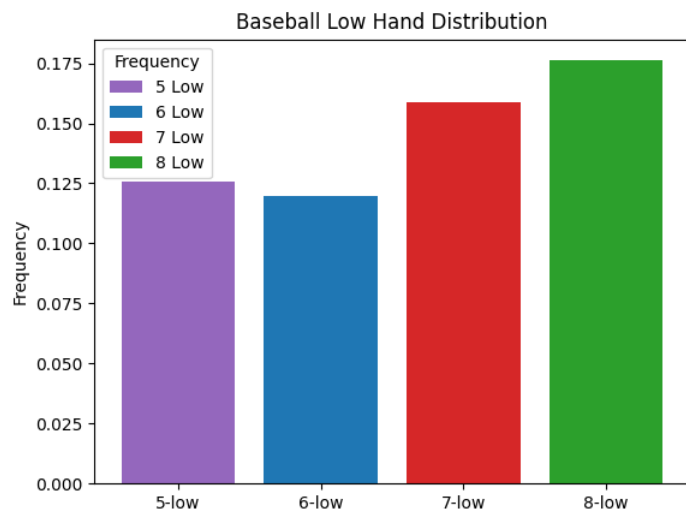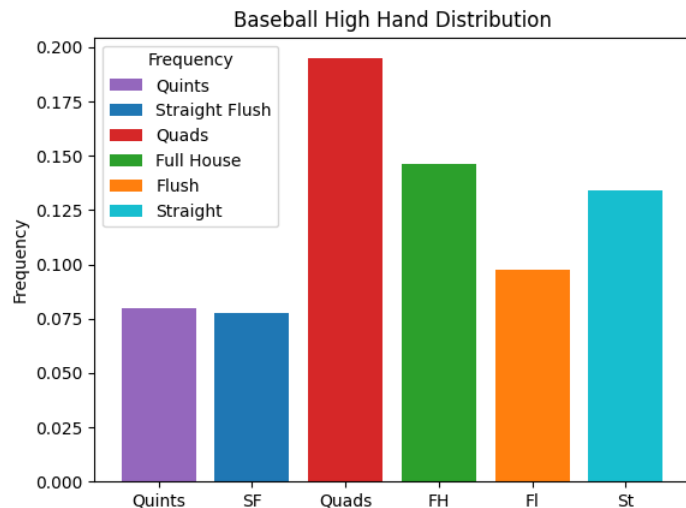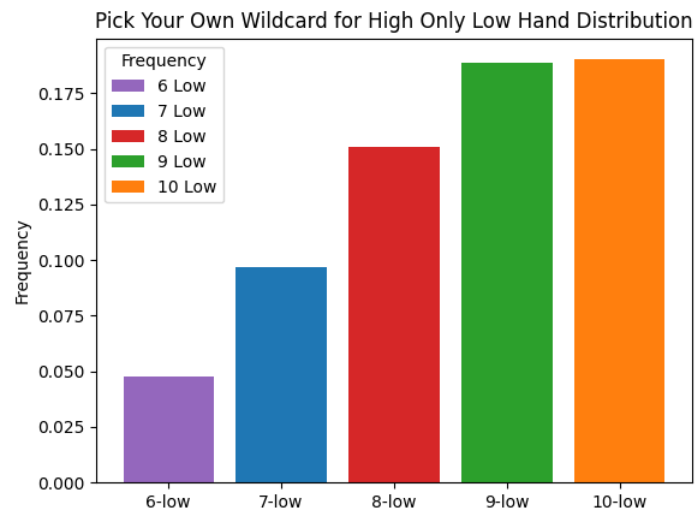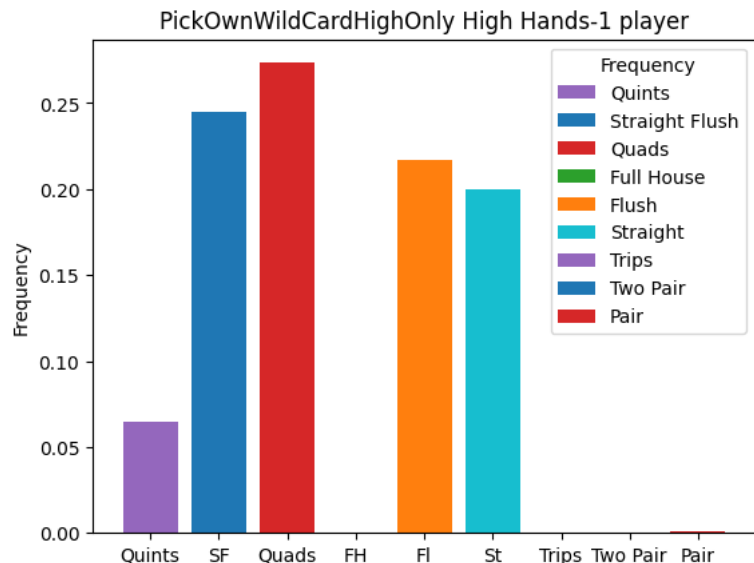
Notes on some poker variations

Pick Your Own Wild Card for High Hand Only

Each player receives seven cards and shares a common eighth card (the "spit"). Make your best hand using any five of the eight cards. The player may choose any rank card as wild to form a high hand. There are 56 possible combinations for the player's hand.

The median high hand was four nines. There is about a 6% chance of five of a kind and over a 30% chance of a straight flush or better. Note that a full house and two pairs are never optimal choices. Five-of-a-kind occurs almost 30% of the time, and a straight flush nearly 60% of the time with five players (next page).

Regarding low hands, assuming the wheel does not play, the median low hand is between nine and ten low. There is about a 4% chance of a six low, a 14% chance of a seven low or better, and about a 30% chance of an eight low or better.

Pick Own Wild Card High	
High Hands	**Frequency**
Five of a Kind	6.4%
Straight Flush	24.5%
Quads	27.3%
Full House	0.0%
Flush	21.7%
Straight	19.9%
Trips	0.0%
Two Pair	0.0%
One Pair	0.1%
Total	100.0%
Low Hands	**Frequency**
Five Low	N/A
Six Low	4.1%
Seven Low	9.7%
Eight Low	15.4%
Nine Low	19.1%
Ten Low	16.5%
Other	35.2%
Total	100.0%

PickOwnWildCardHighOnly High Hands-1 player

Pick Your Own Wildcard for High Only Low Hand Distribution

Notes on some poker variations

PickWildCardHighOnly High Hands 5 players

Rank	Percent
Five of a Kind	28.3
Straight Flush	56.5
Quads	14.1
Full House	0.0
Flush	1.0
Straight	0.0
Trips	0.0
Two Pair	0.0
One Pair	0.0
High Card	0.0
Total	100.0

PickOwnWildCardHighOnly High Hands5 players
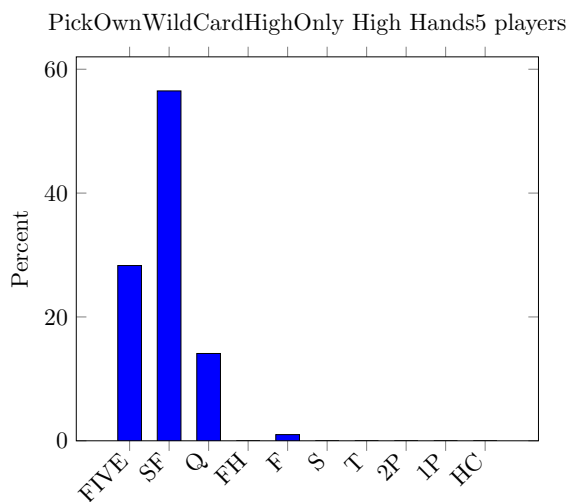
PickWildCardHighOnly Low Hands 5 players

Rank	Percent
Five-Low	0.0
Six-Low	19.1
Seven-Low	34.2
Eight-Low	29.5
Nine-Low	13.5
Ten-Low	3.3
Worse	0.4
Total	100.0

PickOwnWildCardHighOnly Low Hands5 players
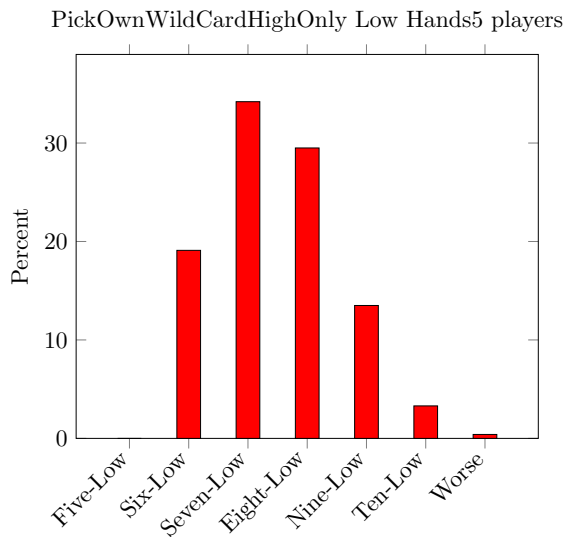
Notes on some poker variations

Seven Twenty-Seven

This game has more in common with Blackjack than Poker. The goal is to create a hand with a point value as close as possible to 7 (to win low) or 27 (to win high). Picture cards (Jacks, Kings, and Queens) are worth one-half point each, Aces are worth one or eleven points at the player's discretion, and all other cards are worth their rank.

Each player initially receives three cards, two of which are face down and one of which is face up. There is a round of betting, and then the dealer asks each player in turn if they wish to receive another card. If any player takes a card (dealt face up), there is another round of betting after all players have had an opportunity to act. A player may elect to take or not take a card in any round, though some variations place limits on one's ability to refuse cards and then take cards later.

Play ceases when no player takes a card, at which time hands are exposed and compared in a showdown. The player whose hand total is closest to 7 wins low, and the player whose total is nearest to 27 wins high. If hands equally differ from 7 or 27, under beats over (for example, 6.5 beats 7.5). The pot is split evenly between the best high and best low (any odd chip goes to the high-hand winner). Further splits can occur when there are tied winning hands (multiple high or low winners). Of course, a player can win both high and low with a hand like Ace, Ace, and Five, totaling 7 and 27.

Betting can be aggressive in this game, particularly when one player has a lock on the best low hand and will bet or raise every round. It is also not uncommon for players to bluff a better low than they have if their visible cards allow it. Regarding hand distribution, approximately 3% of the time, a player will be dealt 7 or 27, and about 7.5% of the time, a hand no more than half a point away from 7 or 27. If play continues for two rounds, there is a 15% chance that one of the five players has a perfect score, and over a 40% chance that someone has a hand no more than half a point away from 7 or 27.

The table below lists the number of hands totaling 7 or 27 for a given number of cards.

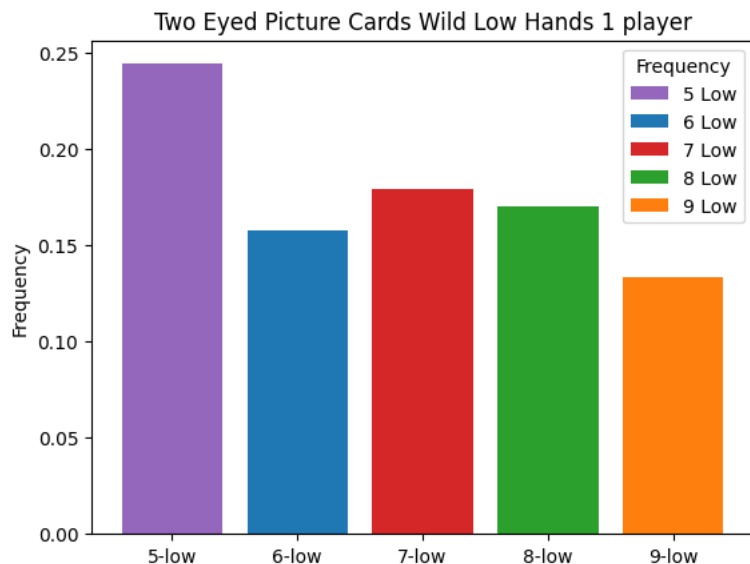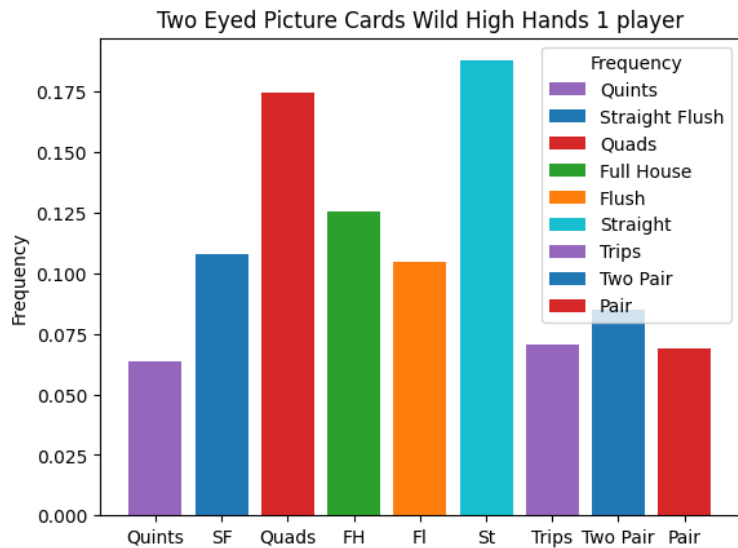| Number of Cards	Number of Hands	Hands Worth 7		Hands Worth 27	
		Number	Percent	Number	Percent
3	22,100	400	1.8%	244	1.1%
4	270,725	2,636	1.0%	6,992	2.6%
5	2,598,960	8,080	0.3%	72,196	2.8%
6	20,358,520	19,272	0.1%	660,056	3.2%
Total	23,250,305	30,388	0.1%	739,488	3.2%

Notes on some poker variations

Two-Eyed Face Cards Wild

This game is played like seven-card stud with a spit, except the eight 2-eyed picture cards in the deck are wild (namely the Jack, Queen, King of Clubs, Jack of Diamonds, Queen and King of Hearts, and Queen and King of Spades). Choosing five of the seven cards dealt plus the spit card, there are 56 possible combinations for the player's hand.

With so many wild cards, powerful hands are not uncommon. While the median high hand in a standard seven-card stud game is two-pair, the median high hand in this game was an Ace-high flush. There is over a 30% chance of having quads or higher. A straight flush or better occurs over 60% of the time with five players (next page).

Regarding low hands, the median low hand was 7632A. There is almost a 25% chance of a five-low and better than a 40% chance of a six-low or better. A five-low occurs over 75% of the time with five players (next page)

Two Eyed Picture Cards Wild	
High Hands	**Frequency**
Five of a Kind	6.3%
Straight Flush	10.8%
Quads	17.4%
Full House	12.5%
Flush	10.5%
Straight	18.8%
Trips	7.1%
Two Pair	8.5%
One Pair	6.9%
No Pair	1.2%
Total	100.0%
Low Hands	**Frequency**
Five Low	24.4%
Six Low	15.8%
Seven Low	17.9%
Eight Low	17.0%
Nine Low	13.3%
Ten Low	7.9%
Other	3.6%
Total	100.0%

Two Eyed Picture Cards Wild High Hands 1 player

Two Eyed Picture Cards Wild Low Hands 1 player

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2-eyed Face Cards Wild High Hands 5 players

Rank	Percent
Five of a Kind	28.8
Straight Flush	33.9
Quads	28.2
Full House	6.3
Flush	2.1
Straight	0.7
Trips	0.0
Two Pair	0.0
One Pair	0.0
High Card	0.0
Total	100.0

2-eyed Face Cards Wild High Hands 5 players

2-eyed Face Cards Wild Low Hands 5 players
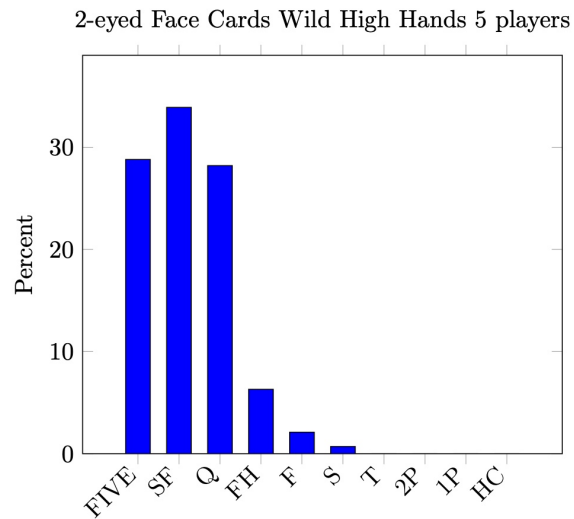
2-eyed Face Cards Wild Low Hands 5 players

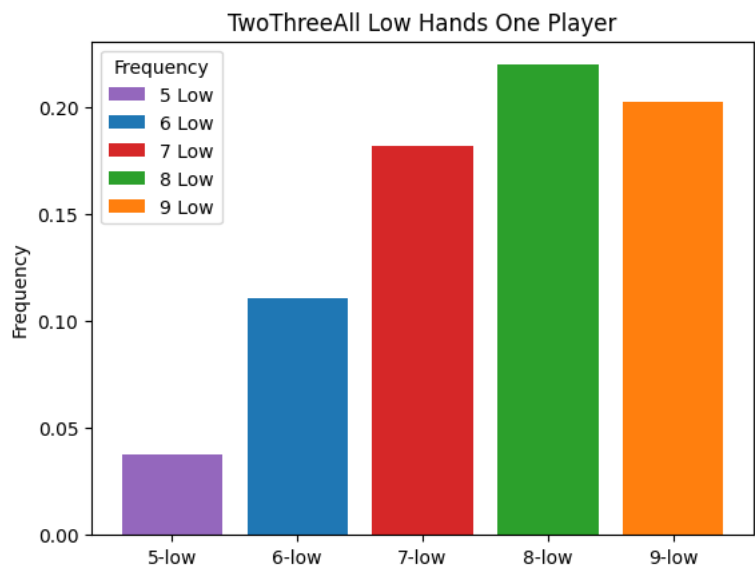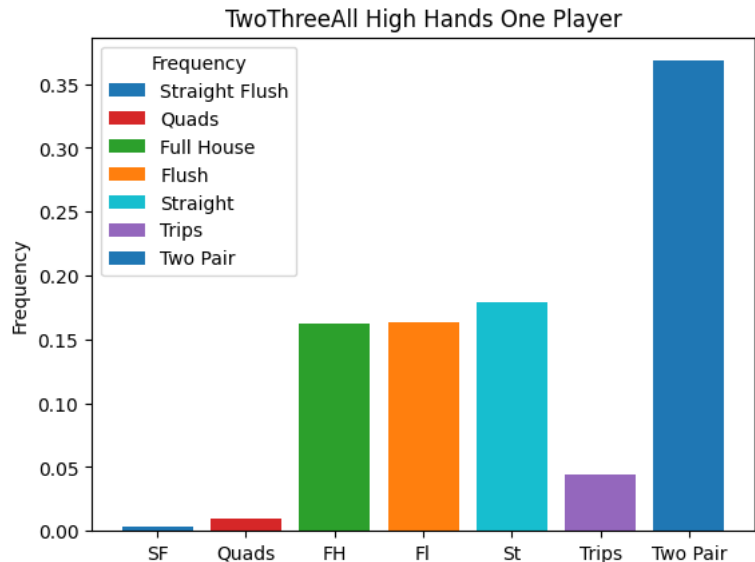| Rank	Percent
Five-Low	76.2
Six-Low	16.8
Seven-Low	5.9
Eight-Low	1.0
Nine-Low	0.1
Ten-Low	0.0
Worse	0.0
Total	100.0

33
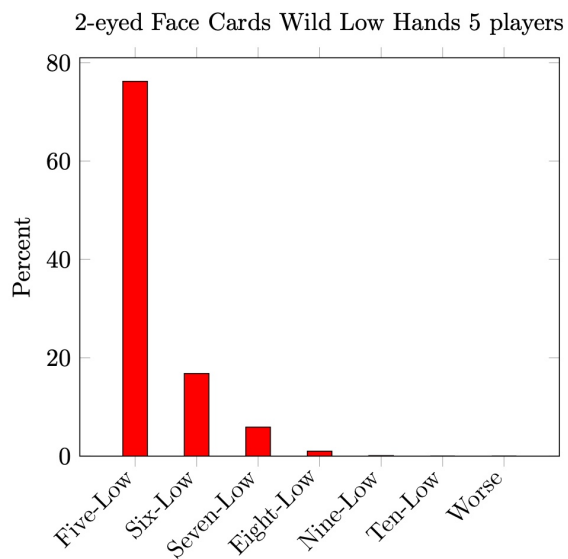
Notes on some poker variations

Two Three All

Deal five cards to each player, then a row of five cards. Make your best five-card hand using two, three, or all five cards in your hand together with the complementary number of cards from the table. There are 201 possible combinations for the player's hand.

The median high hand was a six-high straight. There is over a 15% chance of a full house or better and almost a 35% chance of a flush or better. A full house or better occurs over 60% of the time with five players (next page).

Regarding low hands, assuming the wheel plays, the median low hand was an eight-seven low. There is about a 15% chance of a six low or better. A five-low occurred over 15% of the time, and a six-low or better occurred almost half the time with five players (next page).

Two Three All	
High Hands	**Frequency**
Straight Flush	0.3%
Quads	1.0%
Full House	16.3%
Flush	16.3%
Straight	17.9%
Trips	4.4%
Two Pair	36.8%
One Pair	6.6%
High Card	0.4%
Total	100.0%
Low Hands	**Frequency**
Five Low	3.8%
Six Low	11.1%
Seven Low	18.2%
Eight Low	22.0%
Nine Low	20.2%
Ten Low	14.1%
Other	10.7%
Total	100.0%

TwoThreeAll High Hands 5 Players

Rank	Percent
Five of a Kind	0.0
Straight Flush	1.4
Quads	4.7
Full House	53.8
Flush	26.3
Straight	10.9
Trips	1.1
Two Pair	1.7
One Pair	0.0
High Card	0.0
Total	100.0

TwoThreeAll High Hands 5 Players
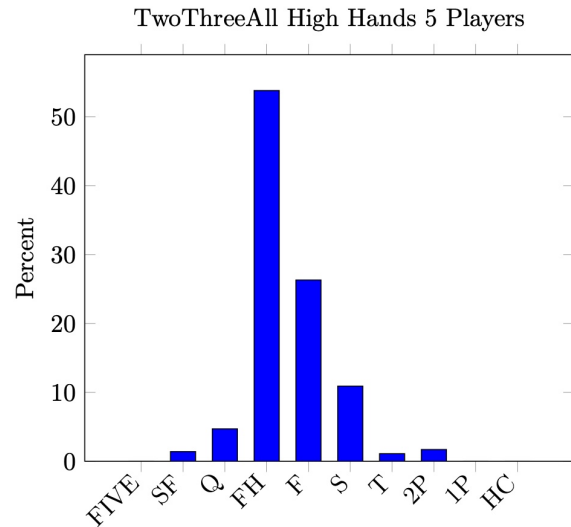
TwoThreeAll Low Hands 5 Players

Rank	Percent
Five-Low	16.2
Six-Low	31.0
Seven-Low	27.7
Eight-Low	15.6
Nine-Low	6.4
Ten-Low	2.4
Worse	0.7
Total	100.0

TwoThreeAll Low Hands 5 Players
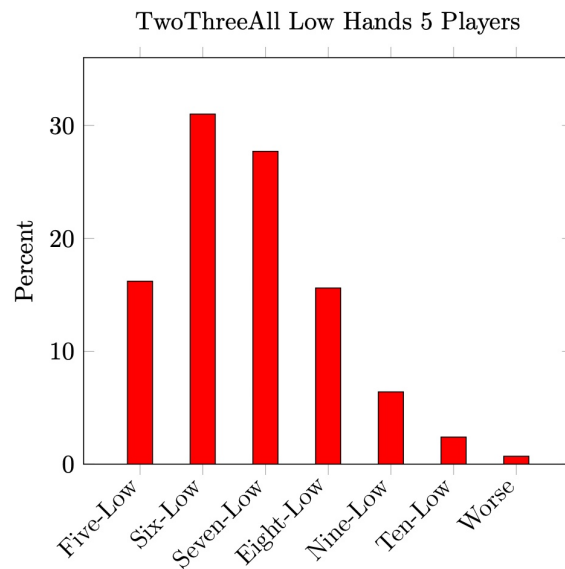
Notes on some poker variations

Harvey Two Three All

Deal five cards to each player, then two rows of five cards face down. Make your best hand using two cards from your hand, along with three cards from one of the two rows, or three cards from your hand, along with two cards from one of the two rows, or your hand as dealt. The wheel is the best low. There are 401 possible combinations for the player's hand.

The median high hand was a queen-high flush. There is a 30% chance of a full house or better and a 55% chance of a flush or better. There is almost a 12% chance of quads or better with five players and an 80% chance of a full house or better (next page).

Regarding low hands, the median low hand was a seven-six low. There is about a 7% chance of getting a five low and about a 25% chance of a six low or better. There is about a 30% chance of a five-low with five players (next page).

Harvey Two Three All	
High Hands	**Frequency**
Straight Flush	0.6%
Quads	1.9%
Full House	29.1%
Flush	24.2%
Straight	20.5%
Trips	4.0%
Two Pair	19.2%
One Pair	0.6%
High Card	0.0%
Total	100.0%
Low Hands	**Frequency**
Five Low	7.1%
Six Low	18.8%
Seven Low	26.1%
Eight Low	23.2%
Nine Low	15.1%
Ten Low	6.9%
Other	2.7%
Total	100.0%
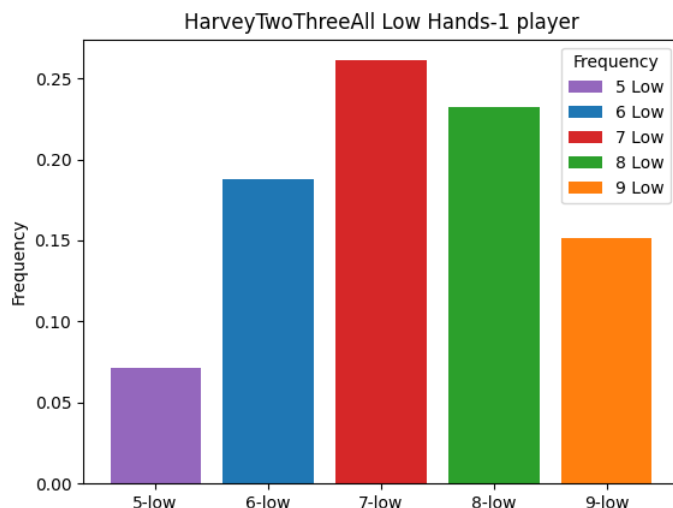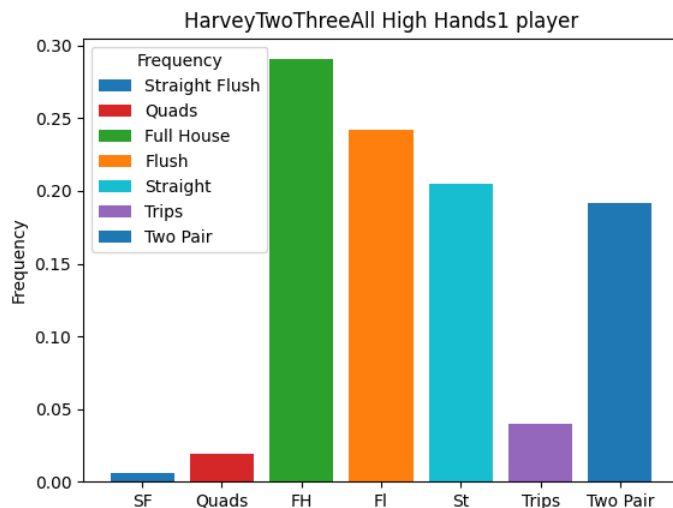
HarveyTwoThreeAll High Hands1 player

HarveyTwoThreeAll Low Hands-1 player

HarveyTwoThreeAll High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	2.7
Quads	9.2
Full House	70.1
Flush	15.3
Straight	2.6
Trips	0.1
Two Pair	0.0
One Pair	0.0
High Card	0.0
Total	100.0

HarveyTwoThreeAll High Hands 5 players
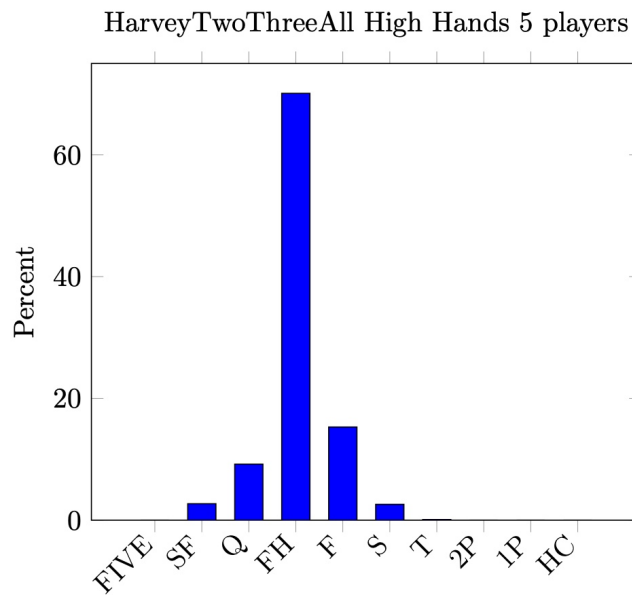
HarveyTwoThreeAll Low Hands 5 players

Rank	Percent
Five-Low	29.5
Six-Low	43.2
Seven-Low	21.6
Eight-Low	5.0
Nine-Low	0.6
Ten-Low	0.1
Worse	0.0
Total	100.0

HarveyTwoThreeAll Low Hands 5 players
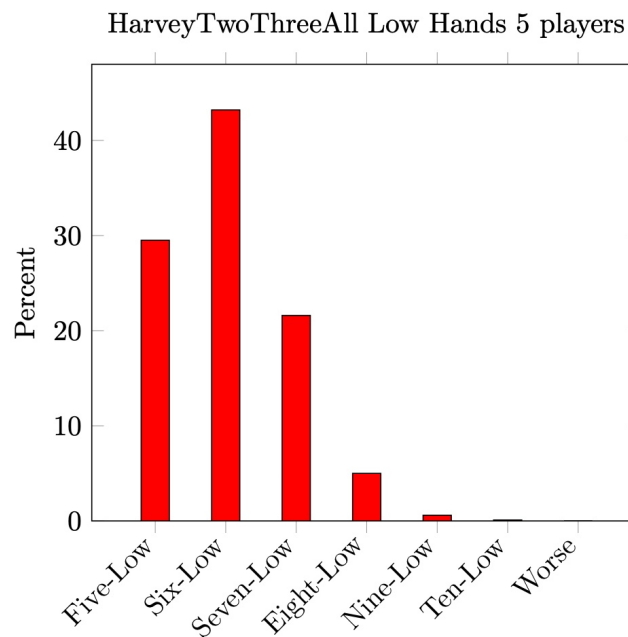
Notes on some poker variations

Sixty-Four

Deal six cards to each player and then four table cards face down. Make your best 5-card high hand using any cards from your hand plus up to two cards from the table. Make your best 5-card low hand using any cards from your hand plus up to three cards from the table. The wheel does not play, so 6-4-3-2-A is the best low hand. There are 186 possible high hands and 246 possible low hands. To qualify to win, your high hand must be trips or better, and your low hand must be 8-low or better. While an individual hand has over a 40% chance of not having a high or not having a low, with five players in the showdown, there is over a 65% chance of a full house or better and over a 40% chance of a six low.
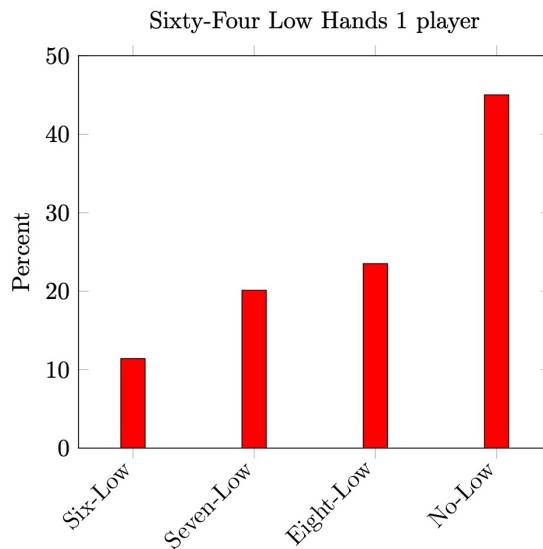
Sixty-Four High Hands-1 player

Rank	Percent
Straight Flush	0.3
Quads	1.0
Full House	18.4
Flush	18.8
Straight	17.9
Trips	2.7
No High	40.8
Total	100.0

Sixty-Four High Hands-1 player

Sixty-Four Low Hands 1 player
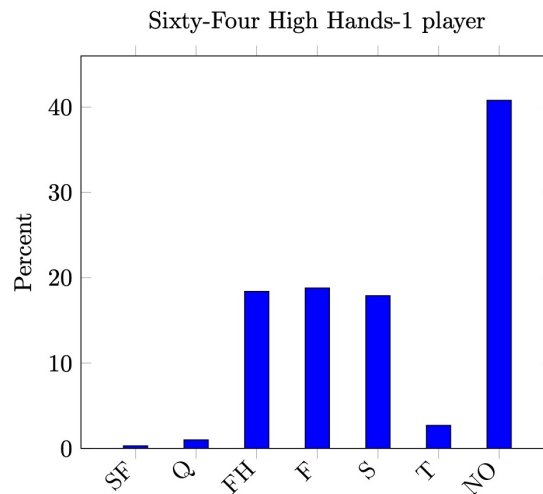
Sixty-Four Low Hands 1 player

Rank	Percent
Six-Low	11.4
Seven-Low	20.1
Eight-Low	23.5
No-Low	45.0
Total	100.0

Notes on some poker variations

Sixty-Four High Hands-5 players

Rank	Percent
Straight Flush	1.7
Quads	4.8
Full House	60.3
Flush	24.3
Straight	7.3
Trips	0.4
No High	1.1
Total	100.0

Sixty-Four High Hands-5 players
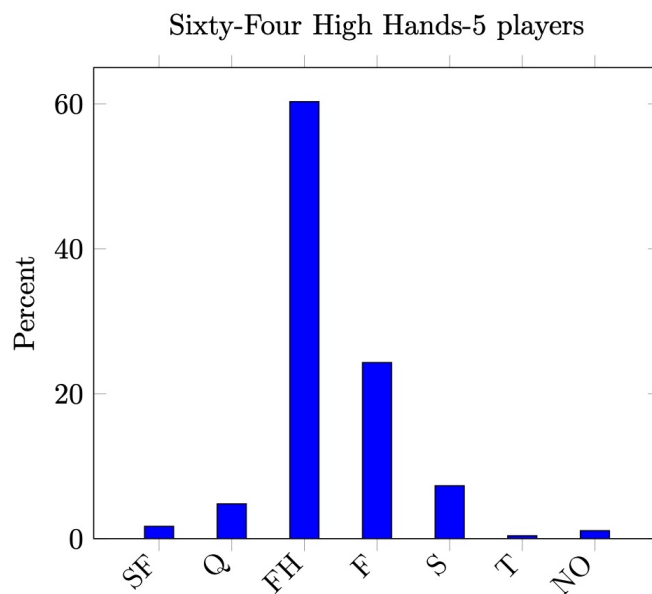
Sixty-Four Low Hands 5 players

Rank	Percent
Six-Low	41.6
Seven-Low	37.4
Eight-Low	16.4
No-Low	4.6
Total	100.0

Sixty-Four Low Hands 5 players

39
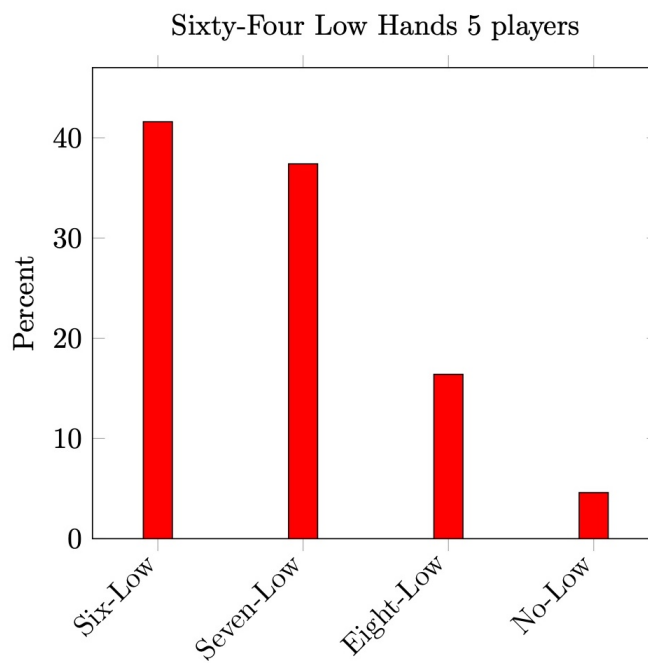
Notes on some poker variations

LOmaha (or What the L)

Deal five cards to each player and set up twelve table cards face down in an L-shape. Each leg of the L consists of two pairs of cards, while four cards form the base. Players must create their best 5-card high and low hands using two cards from their hand, one from any of the two pairs in the leg, and one from the base. The wheel plays, making 5-4-3-2-A the best possible low hand. There are 320 possible hands in this game. Sometimes, a qualifying rule is applied: to win, a player's high hand must be at least trips, and the low hand must be 8-low or better. Statistics are shown for games without qualifiers in case they are relaxed. There is approximately an 8% chance that no hand with an 8-low or lower is possible. The median player's high hand is an Ace-high straight, while the median low hand is 7-6-5-4-2. With five players, the median high hand shifts to Nines full of Aces, and the median low hand to 6-5-4-2-1.

LOmaha High Hands 1 player

Rank	Percent
Five of a Kind	0.0
Straight Flush	0.5
Quads	2.7
Full House	25.0
Flush	18.4
Straight	26.9
Trips	11.4
Two Pair	14.6
One Pair	0.7
High Card	0.0
Total	100.0

LOmaha High Hands 1 player
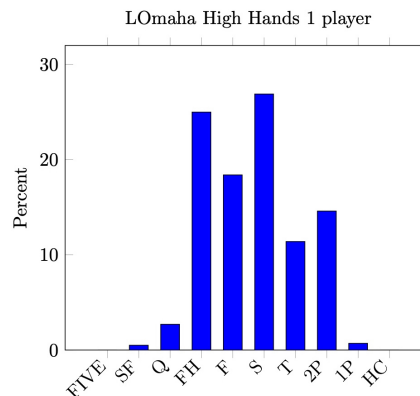
LOmaha Low Hands 1 player

Rank	Percent
Five-Low	7.6
Six-Low	19.0
Seven-Low	25.0
Eight-Low	22.6
Nine-Low	15.1
Ten-Low	7.5
Worse	3.2
Total	100.0

LOmaha Low Hands 1 player
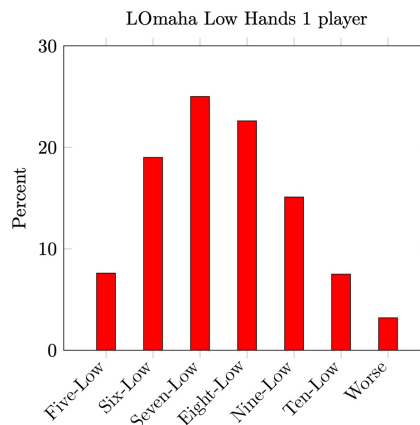
LOmaha High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	2.4
Quads	12.5
Full House	61.8
Flush	15.1
Straight	7.6
Trips	0.6
Two Pair	0.1
One Pair	0.0
High Card	0.0
Total	100.0

LOmaha High Hands 5 players
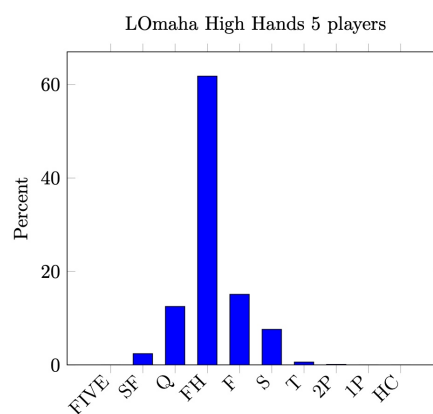
LOmaha Low Hands 5 players

Rank	Percent
Five-Low	28.8
Six-Low	31.8
Seven-Low	18.3
Eight-Low	11.0
Nine-Low	6.2
Ten-Low	2.9
Worse	1.1
Total	100.0

LOmaha Low Hands 5 players
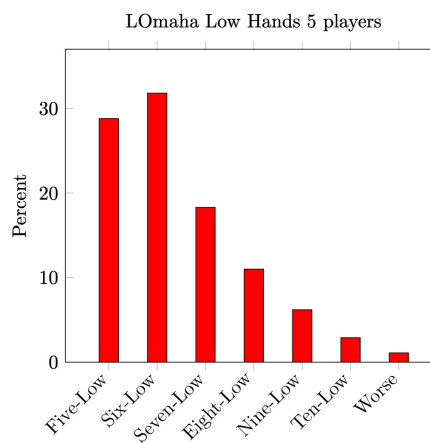
Notes on some poker variations

Railroad

Deal five cards to each player and set up ten table cards face down in two rows of five. Players must create their best 5-card high and low hands using one of the following: Two cards from their hand and three cards from one of the two rows. Or, three cards from their hand and one of the two-card columns. The wheel plays, making 5-4-3-2-A the best possible low hand. There are 250 possible card combinations to form hands in this game. Sometimes, a qualifying rule is applied: to win, a player's high hand must be at least trips, and the low hand must be 8-low or better. Statistics are shown for games without qualifiers in case they are relaxed. The median player's high hand is a Queen-high straight, while the median low hand is 8-5-4-2-1. With five players, the median high hand shifts to Eights full of Sevens, and the median low hand to 6-5-4-2-1.

Railroad High Hands 1 player

Rank	Percent
Five of a Kind	0.0
Straight Flush	0.3
Quads	2.1
Full House	21.5
Flush	19.6
Straight	23.5
Trips	10.3
Two Pair	21.8
One Pair	0.9
High Card	0.0
Total	100.0

Railroad High Hands 1 player
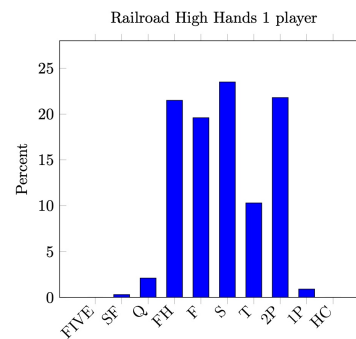
Railroad Low Hands 1 player

Rank	Percent
Five-Low	5.9
Six-Low	16.8
Seven-Low	24.8
Eight-Low	24.6
Nine-Low	16.8
Ten-Low	8.1
Worse	3.1
Total	100.0

Railroad Low Hands 1 player
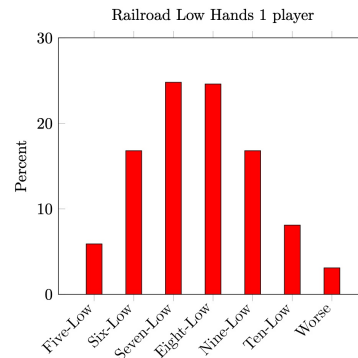
Notes on some poker variations

Railroad High Hands 5 players

Rank	Percent
Five of a Kind	0.0
Straight Flush	1.8
Quads	10.2
Full House	58.6
Flush	20.6
Straight	8.1
Trips	0.5
Two Pair	0.1
One Pair	0.0
High Card	0.0
Total	100.0

Railroad High Hands 5 players
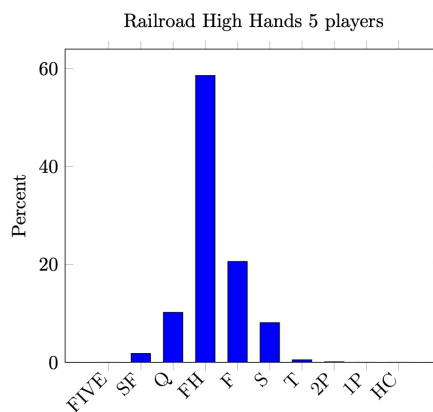
Railroad Low Hands 5 players

Rank	Percent
Five-Low	23.9
Six-Low	37.2
Seven-Low	23.9
Eight-Low	10.0
Nine-Low	3.6
Ten-Low	1.1
Worse	0.2
Total	100.0

Railroad Low Hands 5 players
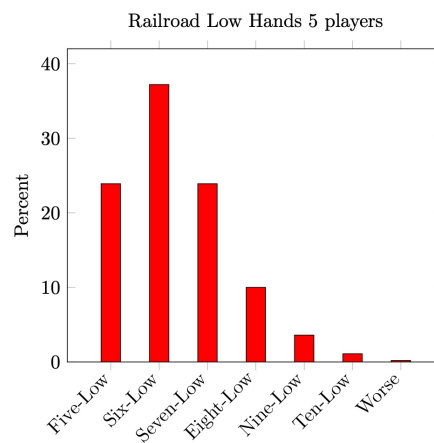
Notes on some poker variations

Bloody Tower

Bloody Tower is a poker variation in which each player is dealt five cards, and two columns of five community cards are placed face down. In one of the columns, the final card is rotated ninety degrees to mark it as a special card. After the initial deal, there is a round of betting. Next, three cards from each column are turned face up, followed by another betting round. Then, a fourth card in each column is revealed, followed by another betting round. Finally, the last row of both columns is turned face up, and this is where the special card determines the outcome. In the column containing the special card, only the cards that share its color (red or black) remain in play; all others are discarded. In the other column, only the cards of the opposite color to the special card are kept; the rest are removed.

After the designated cards are removed, a final round of betting takes place, followed by the showdown. Each player then constructs their best five-card high hand and best five-card low hand by combining cards from their own hand with any remaining community cards. The pot is split between the best high hand and the best qualifying low hand. It is common to have a rule that a low hand must be an "eight-low or better" to qualify; if no player meets this requirement, the entire pot is awarded to the high-hand winner. The number of community cards that remain in play can range from as many as ten to as few as one. In practice, however, these extremes are very rare. The table below gives the probability of various numbers of community cards.

Community Cards	Approx Probability	Number of Hands
1	0.2%	6
2	2%	21
3	7%	56
4	16%	126
5	24%	252
6	24%	462
7	16%	792
8	7%	1287
9	2%	2002
10	0.2%	3003

Notes on some poker variations

As can be seen in the table, nearly half the time, the game ends with five or six community cards in play, and about eighty percent of the time, the number falls between four and seven.

When assessing the strength of a hand during play, it's crucial to remember that in any column containing two cards of different colors, only one will survive to the end. Also, the average hand strength clearly increases with the number of community cards. For purposes of analysis, it comes down to evaluating the strengths of five-card poker hands selected from a random sample of 9 through 12 cards. Assuming five players in the showdown, the hand strengths were as follows:

Bloody Tower Five Player Simulation				
Community Cards	**4**	**5**	**6**	**7**
Best Hand and Frequency				
Stright Flush	1%	2%	3%	5%
Four of a Kind	3%	5%	7%	10%
Full House	43%	58%	69%	74%
Flush	27%	25%	18%	10%
Straight	17%	8%	3%	1%
Trips	3%	1%	0%	0%
Two Pair	7%	1%	0%	0%
Median High Hand	**Ace Flush**	**Sixes Full**	**Nines Full**	**Jacks Full**
Five Low	11%	17%	24%	32%
Six Low	27%	33%	37%	39%
Seven Low	30%	29%	26%	21%
Eight Low	9%	15%	10%	6%
No Low	13%	6%	3%	2%
Median Low Hand	**7632A**	**65432**	**6542A**	**6532A**