

## Notes on some poker variations

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Below are descriptions and brief analyses of some poker variations played at a friendly weekly game. All results are averages based on 100,000 simulations per game. In actual play, one must obviously consider what hands are possible given the cards displayed and any dealer-imposed limitations (e.g., 8-low or better to win low).

# Notes on some poker variations

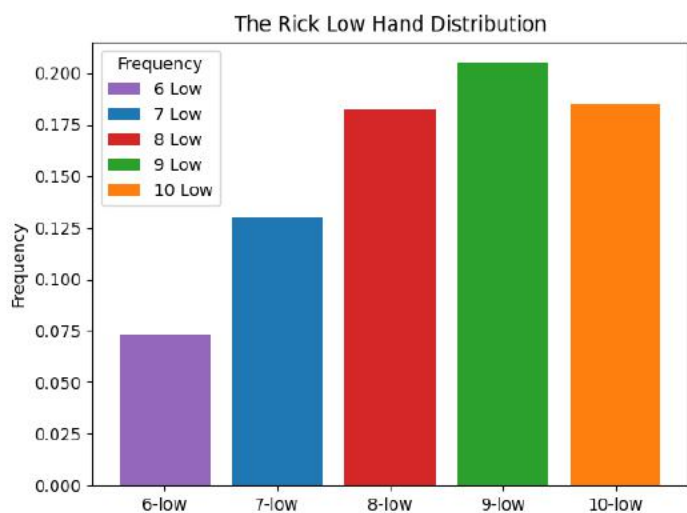
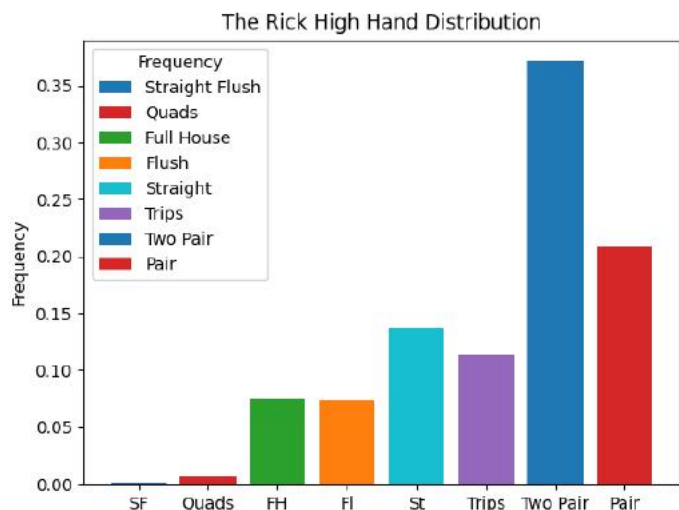
## The Rick

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. There is over a 30% chance of a full house if there are five players (next page).

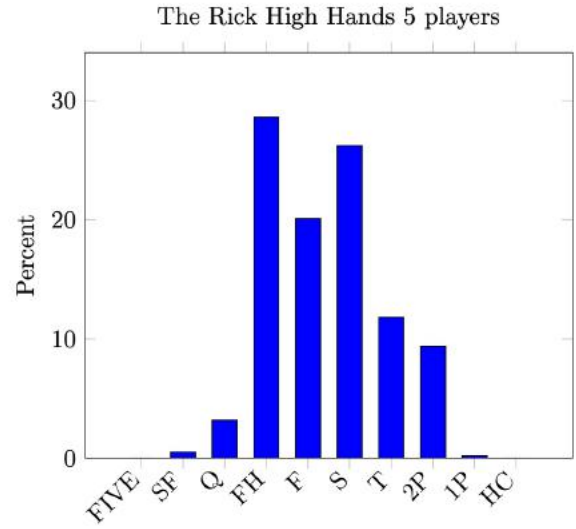
Regarding low hands, the median low hand was a nine-seven low. There is a 20% chance of a seven low or better and almost a 40% chance of an eight low or better. There is almost a 25% chance of a 6-low if there are five players (next page).

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%



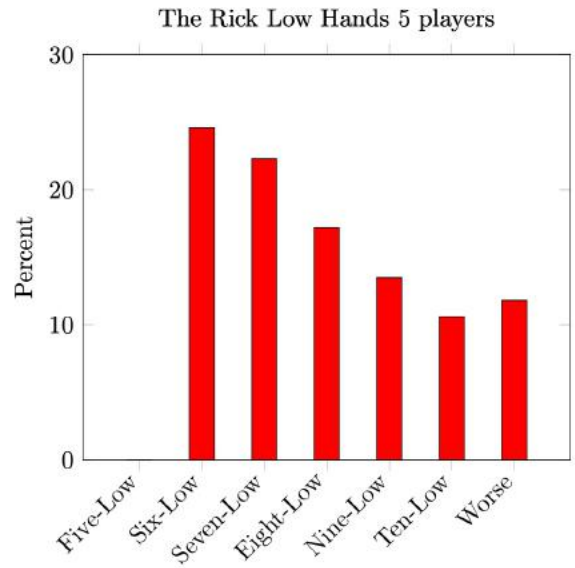
### The Rick High Hands 5 players

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 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



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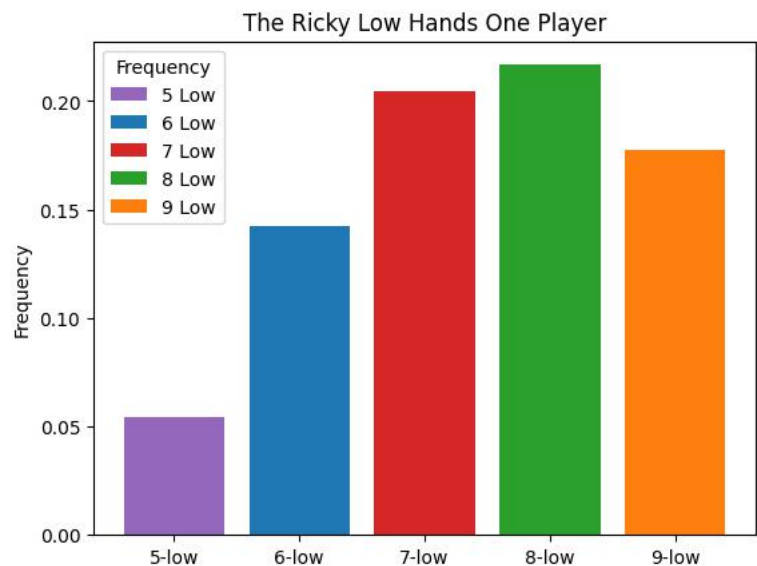
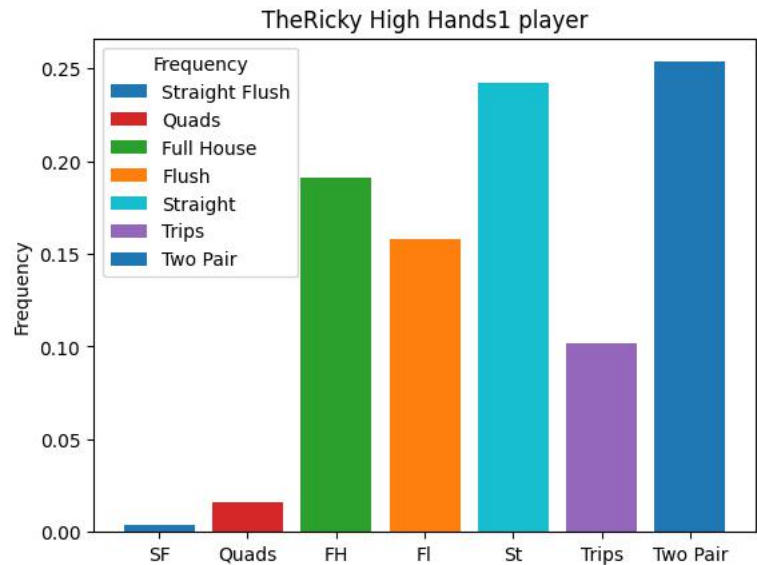
## The Ricky

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.

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).

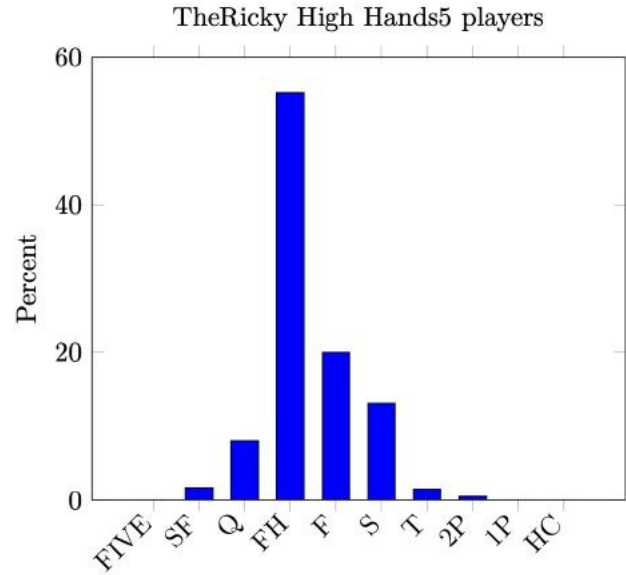
Regarding low hands, the median low hand was an eight-six low. There is about a 5% chance of a five low and a 20% chance of a six low or better. There is almost a 50% chance of a six-low or better with five players (next page).

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%



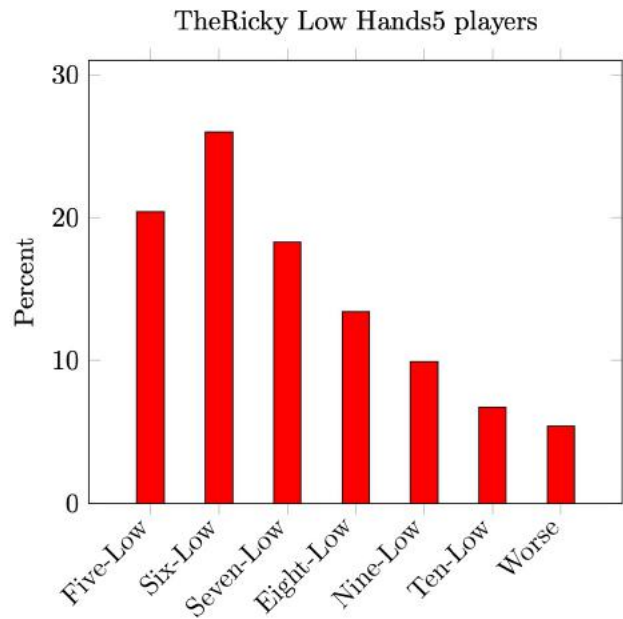
## TheRicky High Hands 5 players

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 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



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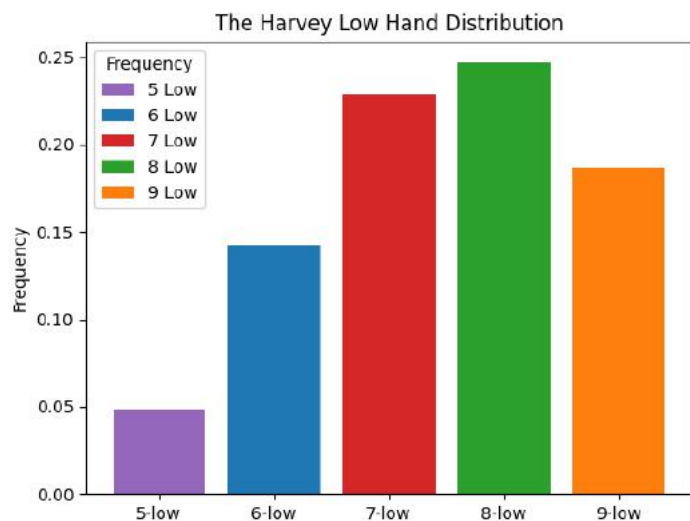
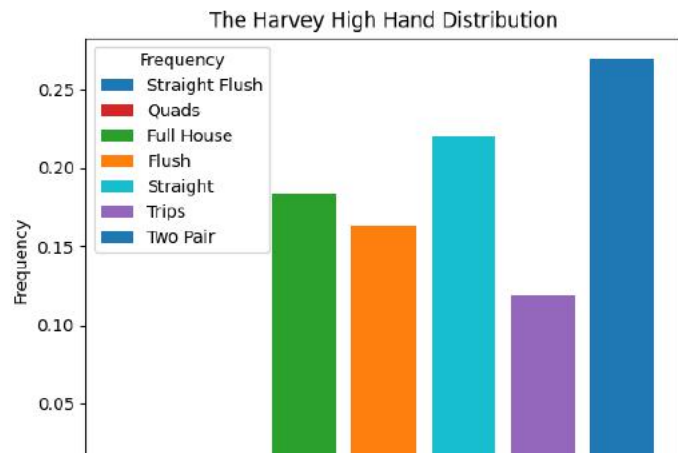
## The Harvey

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).

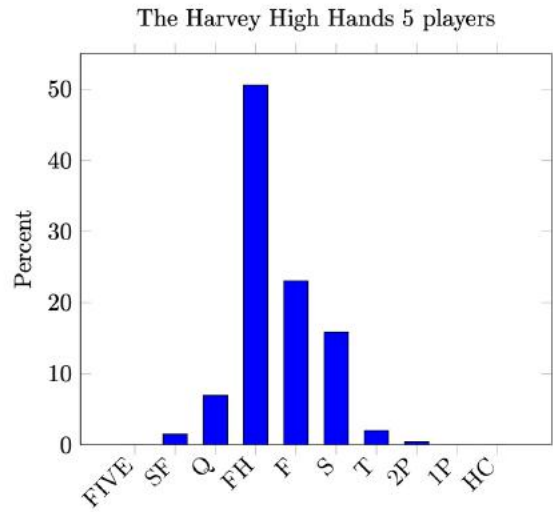
Regarding low hands, the median low hand was an eight-six low. There is a 20% chance of getting a six low or better and over a 40% chance of getting a seven low or better. There is almost a 20% chance of a five-low with five players (next page).

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%



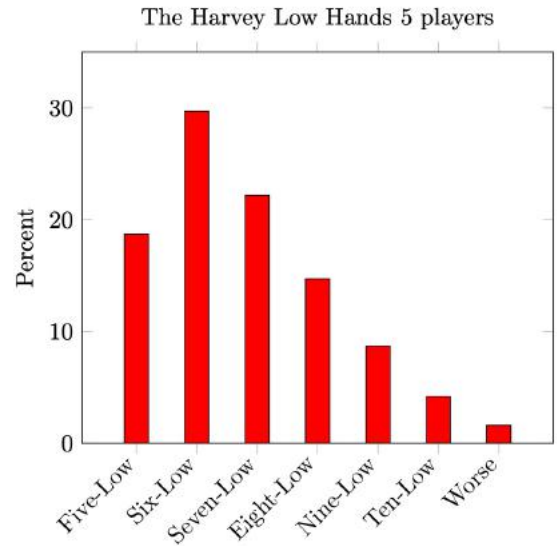
### The Harvey High Hands 5 players

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 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



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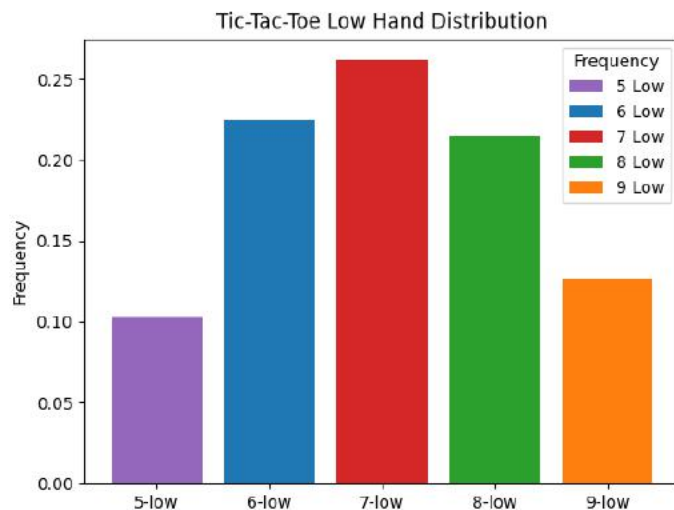
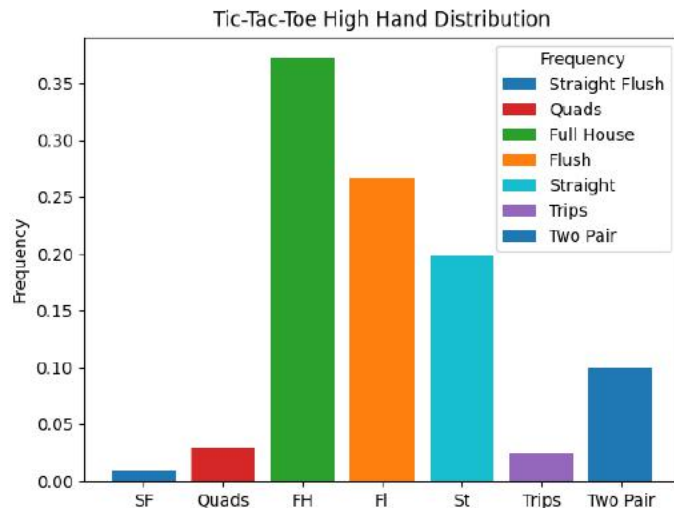
## Tic Tac Toe

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).

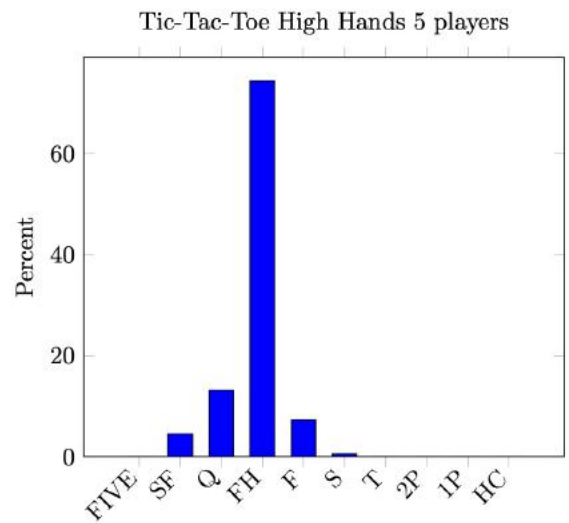
Tic Tac Toe	
High Hands	Frequency
Straight Flush	1.0%
Quads	2.8%
Full House	37.1%
Flush	26.5%
Straight	20.2%
Trips	2.4%
Two Pair	9.9%
One Pair	0.2%
High Card	0.0%
Total	100.0%
Low Hands	Frequency
Five Low	10.3%
Six Low	22.4%
Seven Low	26.4%
Eight Low	21.6%
Nine Low	12.6%
Ten Low	5.2%
Other	1.5%
Total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





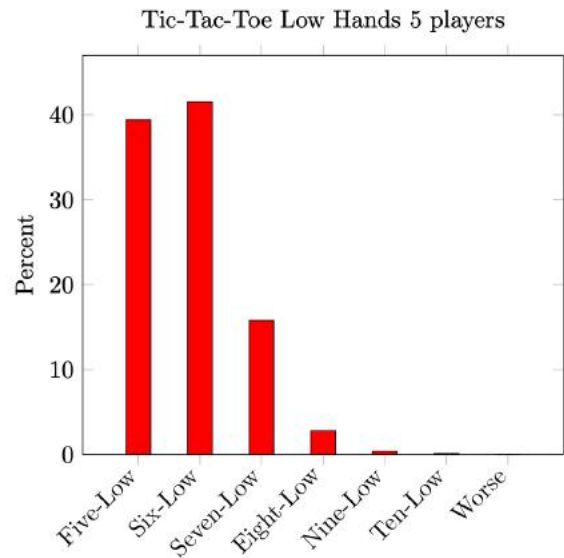
### Tic-Tac-Toe High Hands 5 players

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 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



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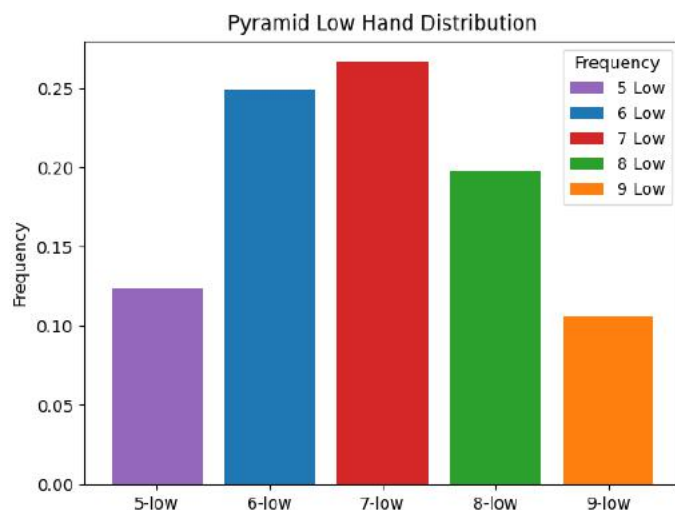
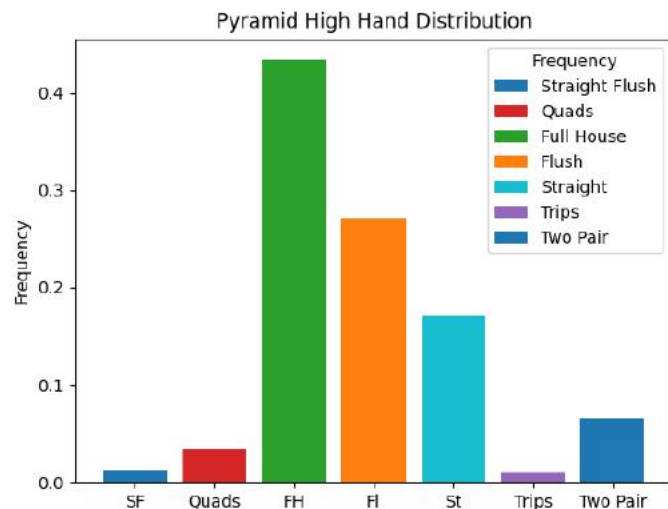
## Pyramid

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).

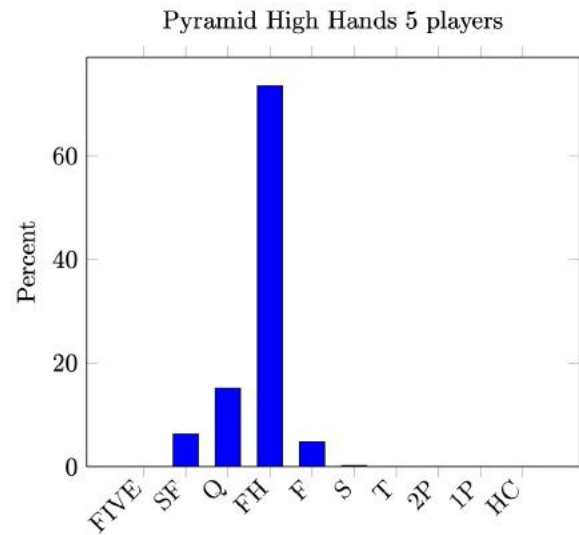
Regarding low hands, the median low hand was a seven-six low. There is about a 12% chance of getting a five low, about a 35% chance of getting a six low or better, and a 65% chance of getting a seven low or better. There is almost an 85% chance of a 6-low or better with five players (next page).

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%



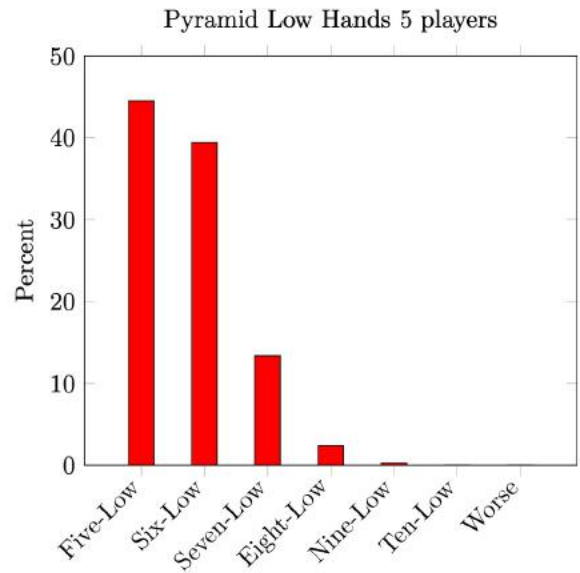
## Pyramid High Hands 5 players

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 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



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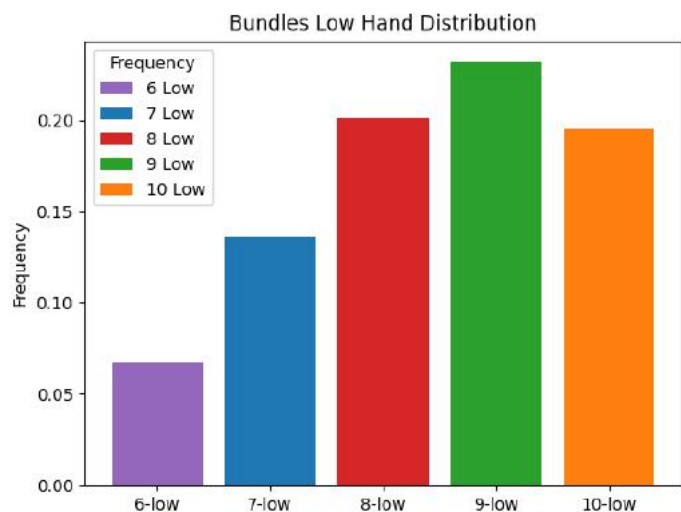
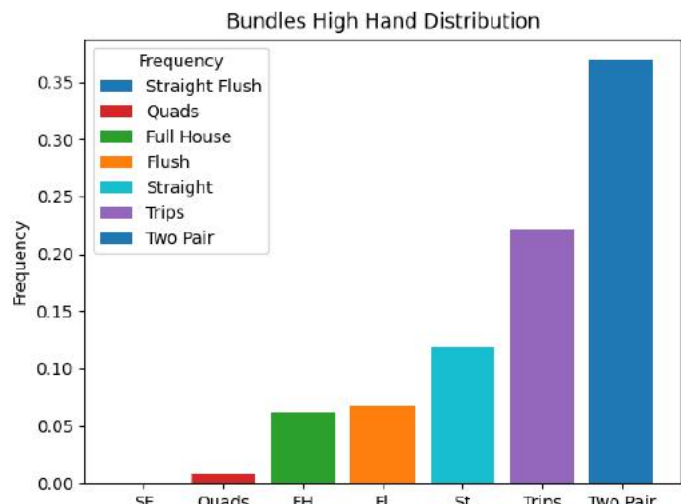
## Bundles

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).

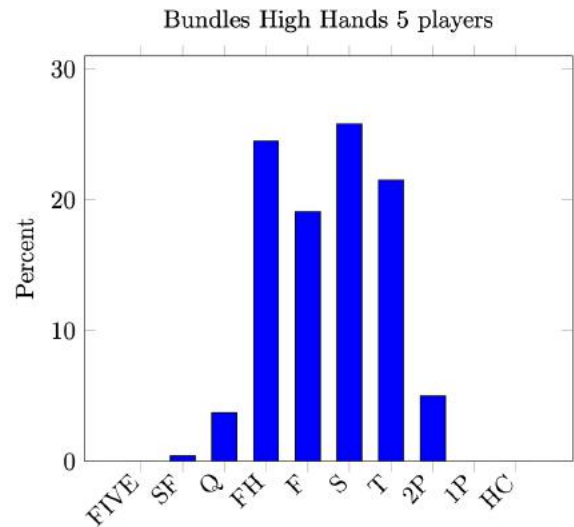
Regarding low hands, the median low hand was a nine-seven low. There is about a 20% chance of getting a seven low or better and about a 40% chance of getting an eight low or better. There is about a 25% chance of a six-low with five players (next page).

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%



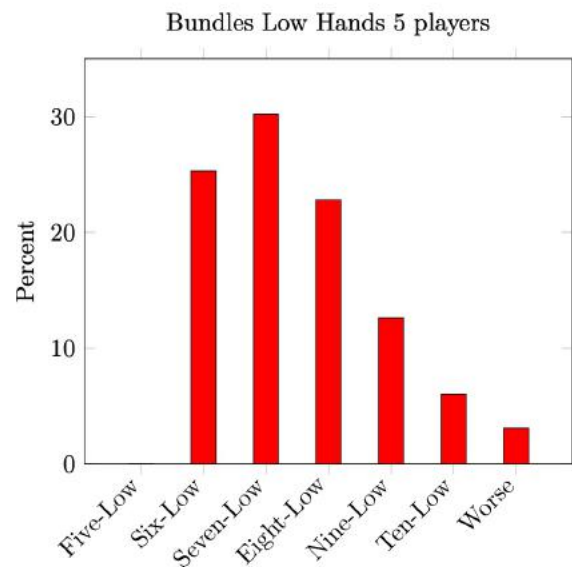
### Bundles High Hands 5 players

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 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



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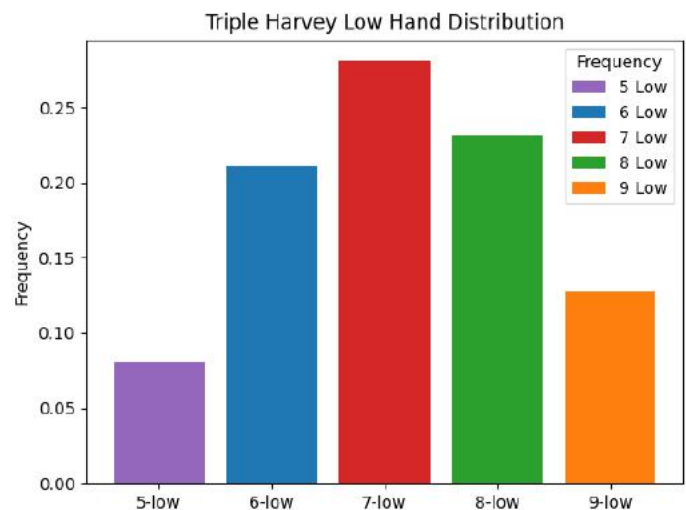
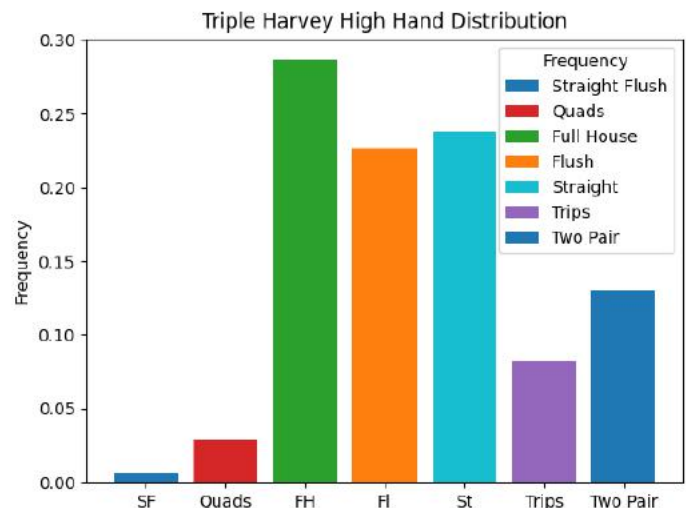
## Triple Harvey

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. There is over a 10% chance of quads or better with five players (next page).

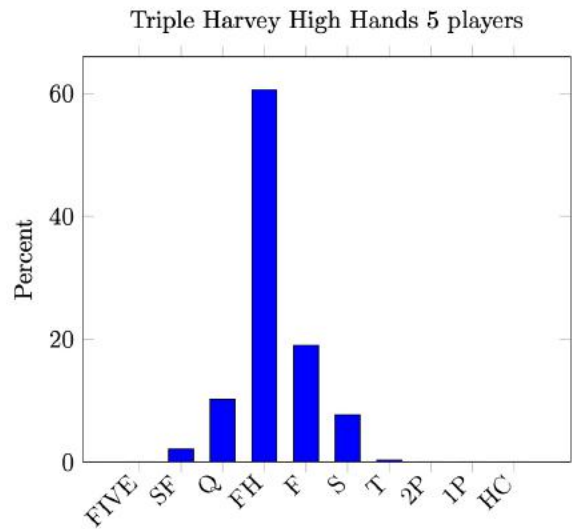
Regarding low hands, the median low hand was a seven low. There is almost a 30% chance of getting a six low or better and almost a 55% chance of getting a seven low or better. There is almost a 30% chance of five-low with five players (next page).

Triple Harvey	
<u>High Hands</u>	<u>Frequency</u>
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%
<u>Low Hands</u>	<u>Frequency</u>
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%



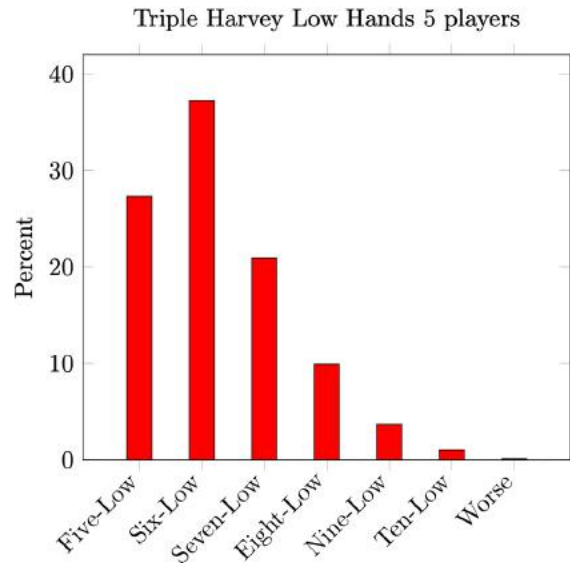
### Triple Harvey High Hands 5 players

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 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



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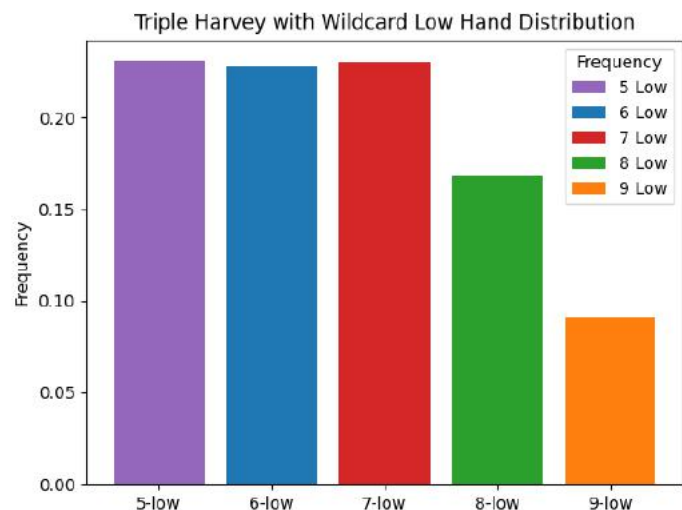
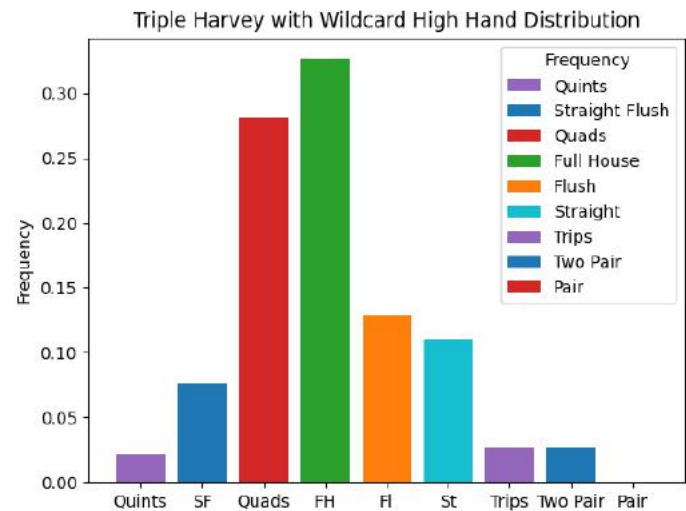
## Wild Card Triple Harvey

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%

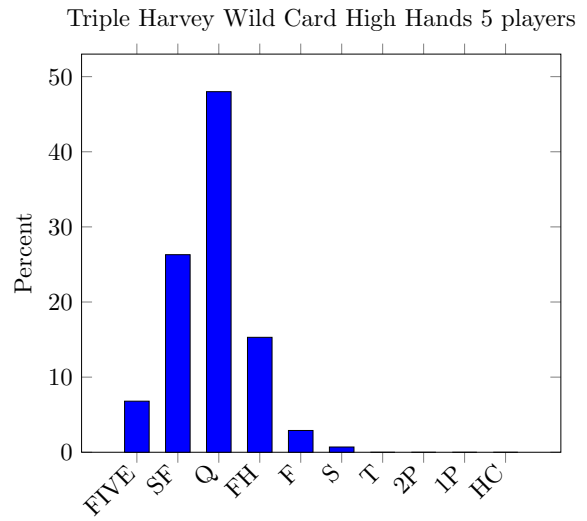




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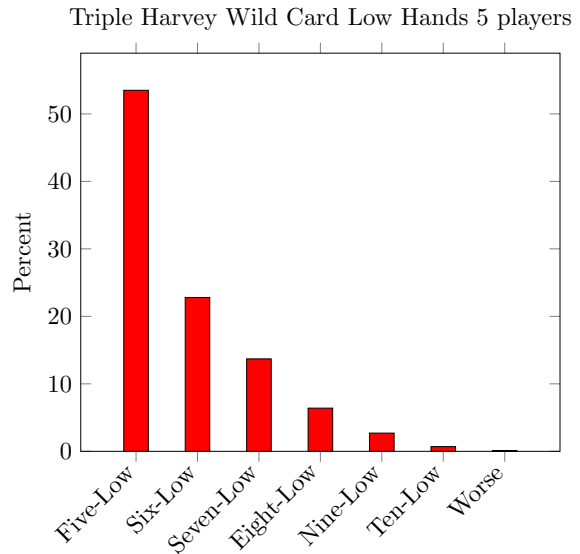
## Triple Harvey Wild Card High Hands 5 players

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 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



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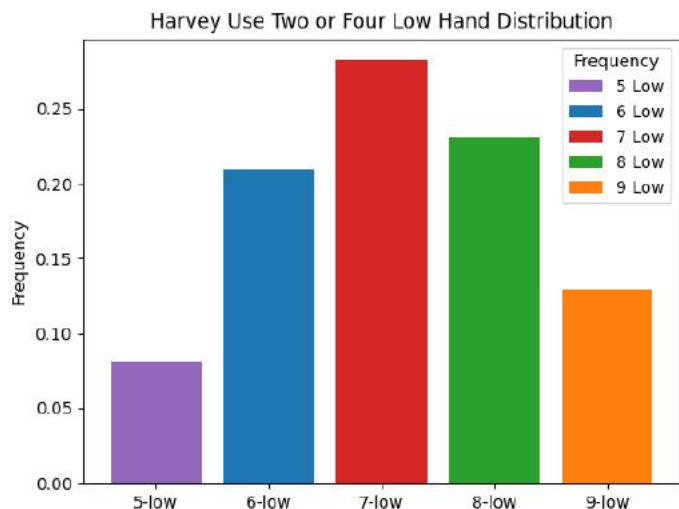
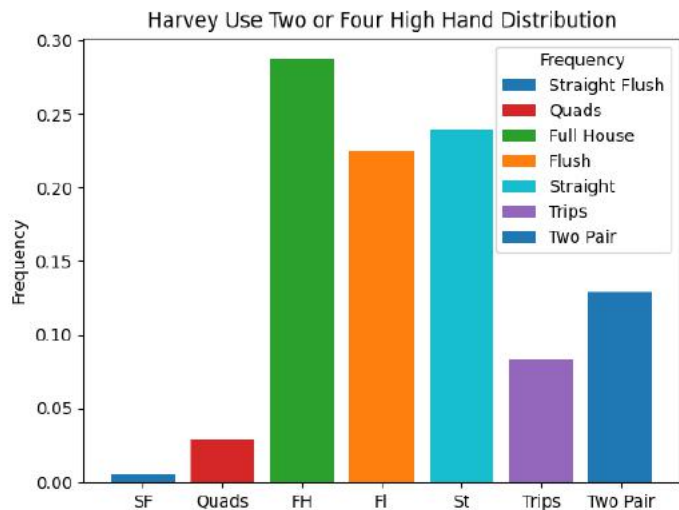
## Harvey Two Four

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).

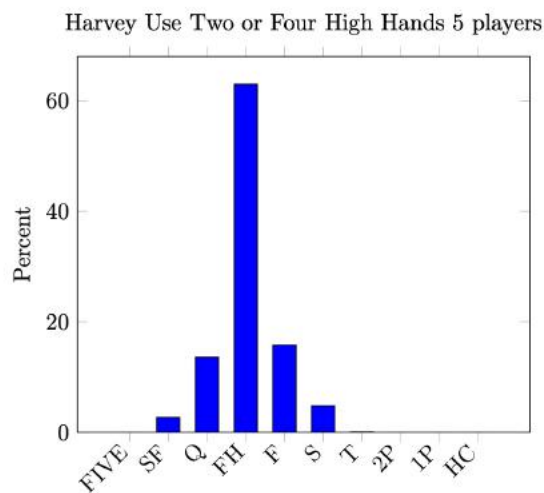
Regarding low hands, the median low hand is between a six and seven low. There is about a 30% chance of getting a six low or better and about a 60% chance of getting a seven low or better. There is over a 30% chance of a five-low with five players (next page).

Harvey Two Four	
<u>High Hands</u>	<u>Frequency</u>
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%
<u>Low Hands</u>	<u>Frequency</u>
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%



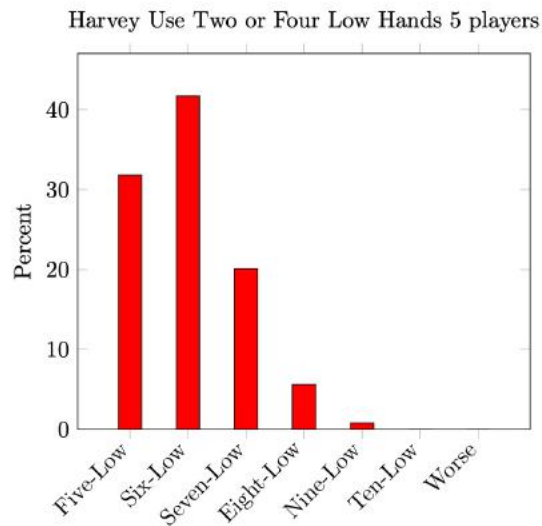
### Harvey Use Two or Four High Hands 5 players

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 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



# Notes on some poker variations

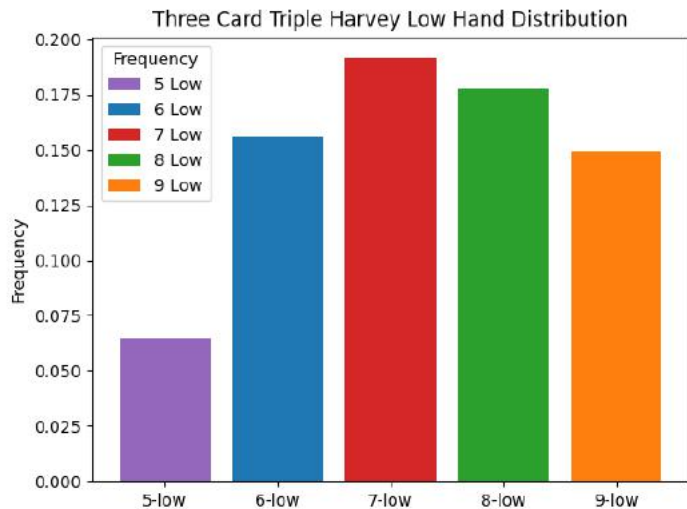
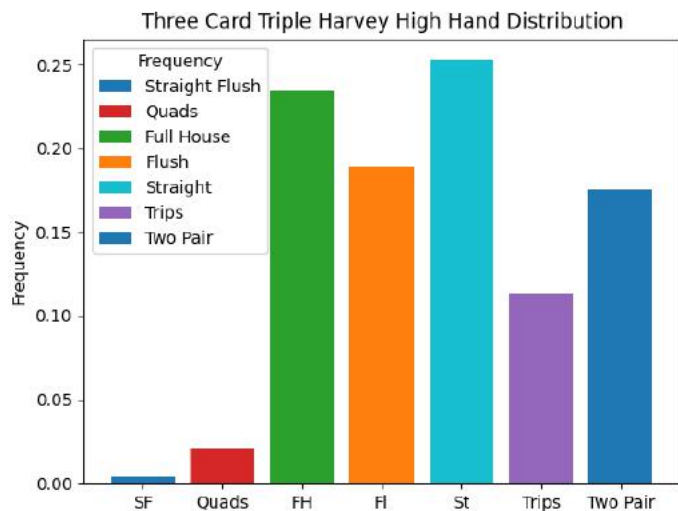
## Three Card Triple Harvey

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).

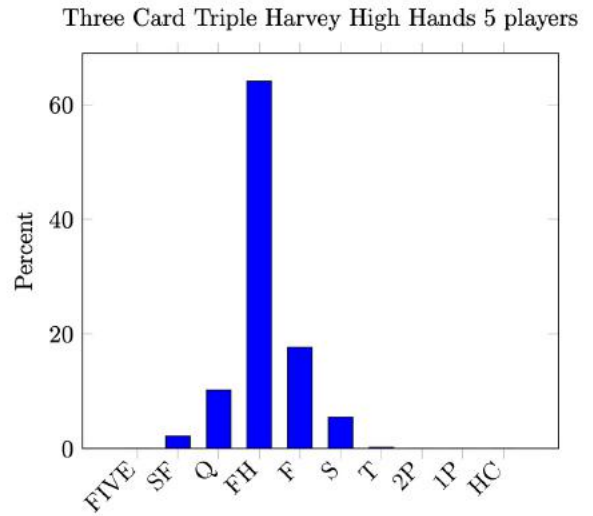
Regarding low hands, the median low hand was an eight-six low. There is about a 20% chance of getting a six low or better and about a 40% chance of getting a seven low or better. There is over a 30% chance of a five-low with five players (next page).

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%



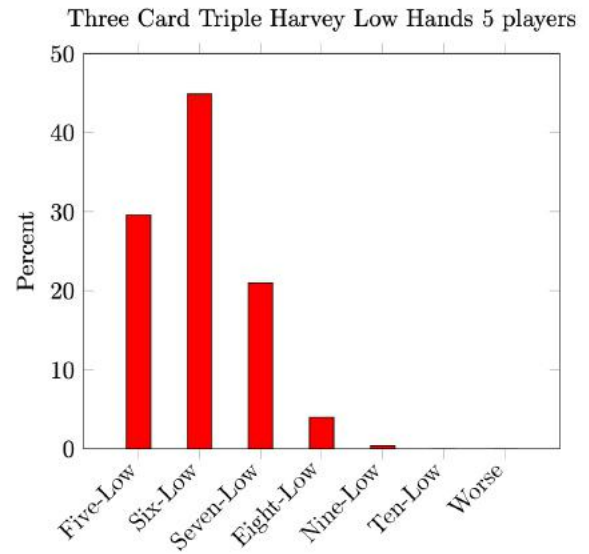
### Three Card Triple Harvey High Hands 5 players

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 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

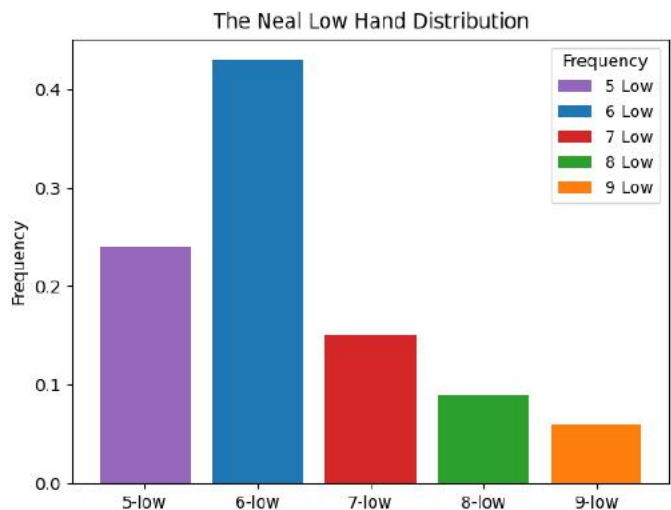
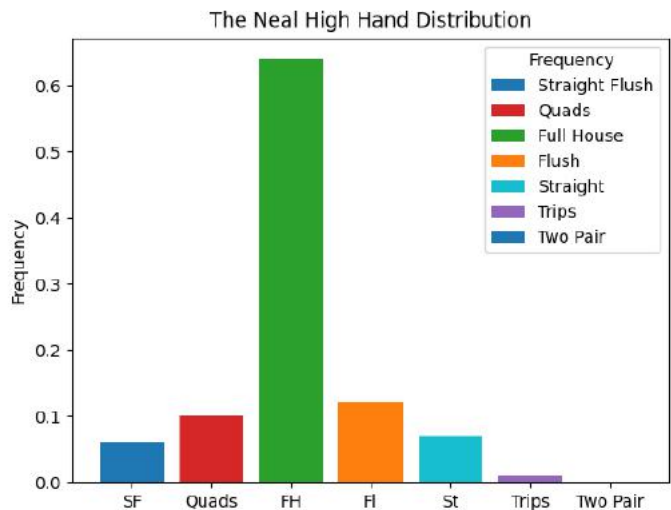
## The Neal

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).

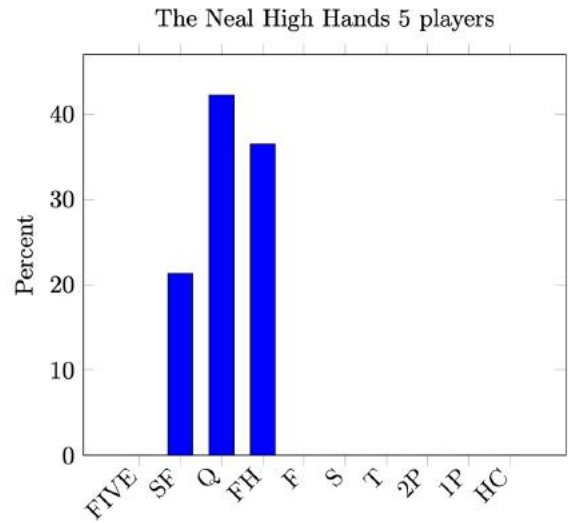
The median low hand was A2456. There is almost a 30% chance of having a five-low wheel and over a 60% chance of having a six-low or better. A five-low occurs over 75% of the time with five players (next page).

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%
22 Total	100.0%



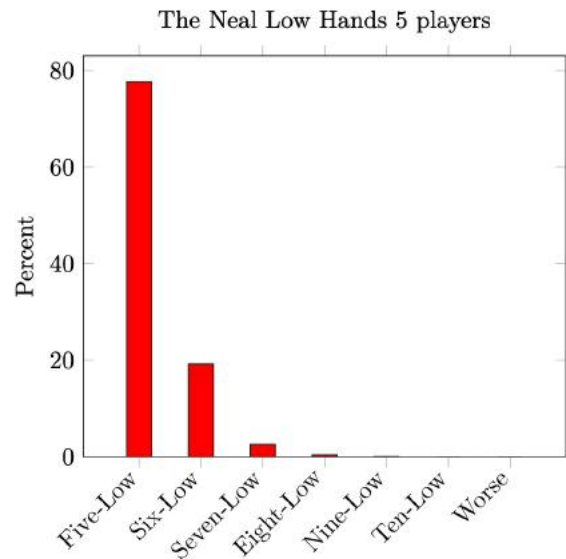
### The Neal High Hands 5 players

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 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



# Notes on some poker variations

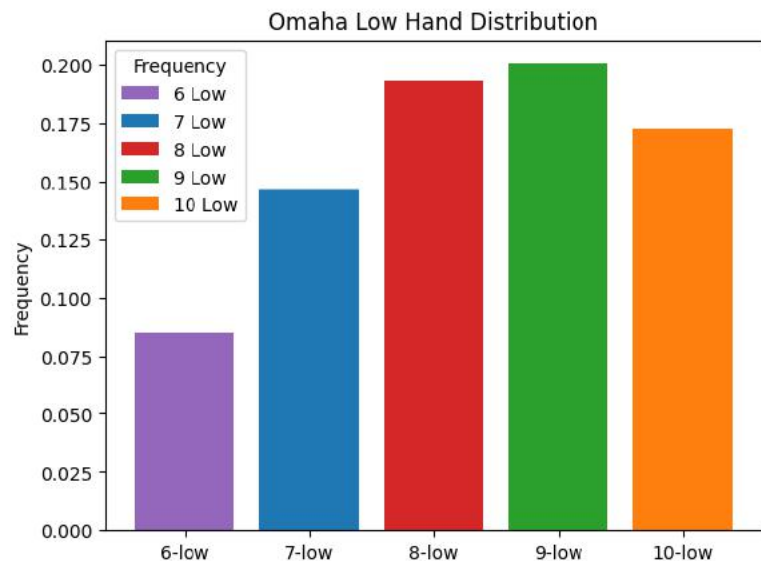
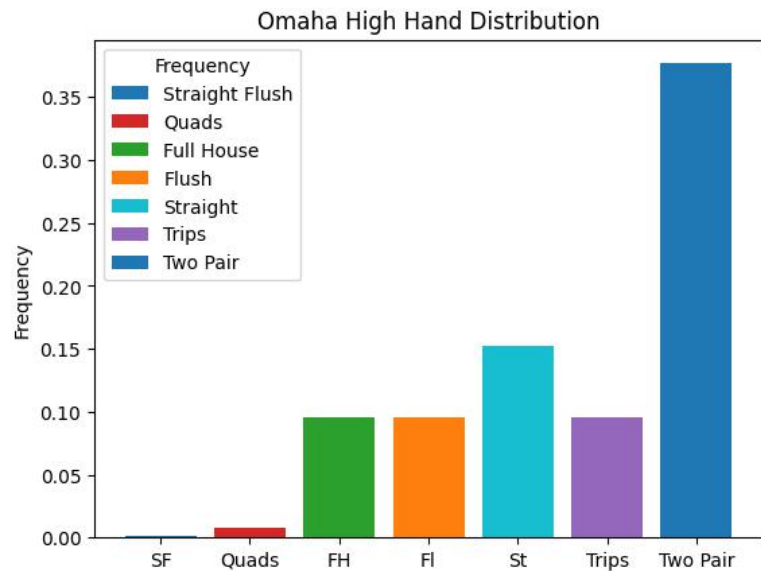
## Omaha

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).

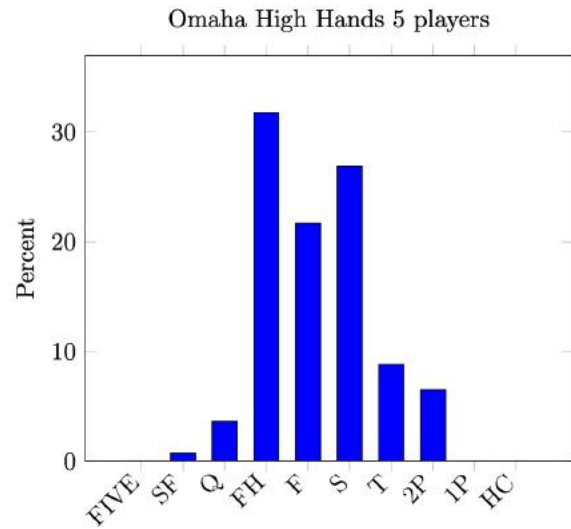
Omaha	
High Hands	Frequency
Straight Flush	0.2%
Quads	0.7%
Full House	9.6%
Flush	9.7%
Straight	15.3%
Trips	9.6%
Two Pair	37.6%
One Pair	16.7%
High Card	0.8%
Total	100.0%
Low Hands	Frequency
Five Low	N/A
Six Low	8.8%
Seven Low	14.6%
Eight Low	19.1%
Nine Low	20.1%
Ten Low	17.3%
Other	20.1%
Total	100.0%





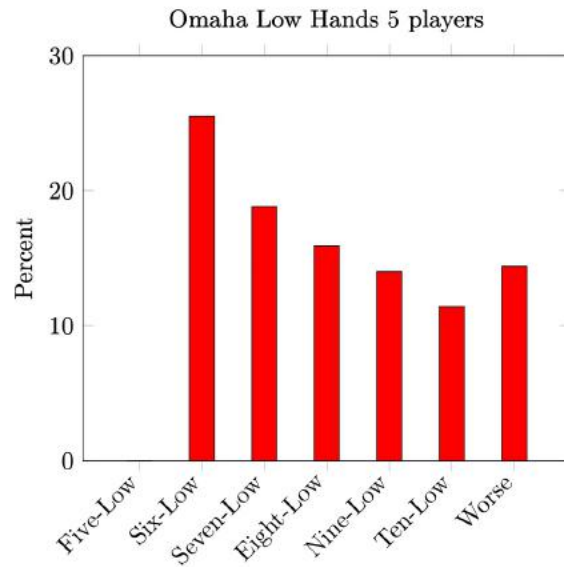
## Omaha High Hands 5 players

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 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



# Notes on some poker variations

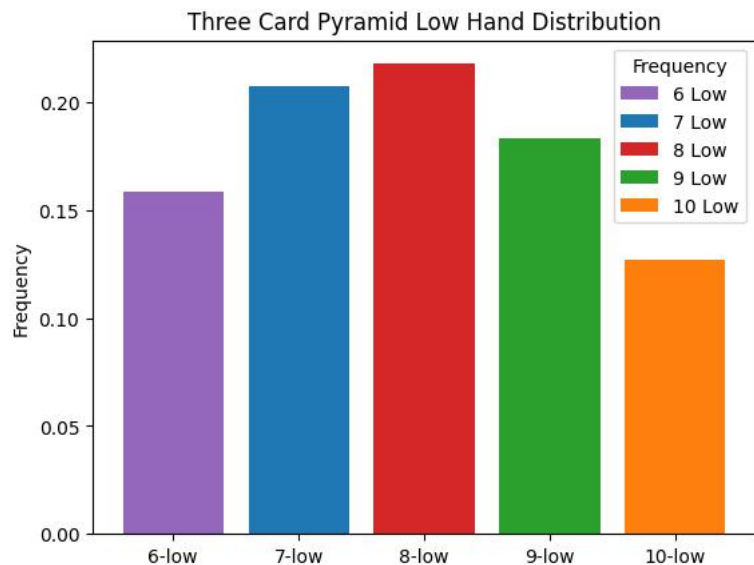
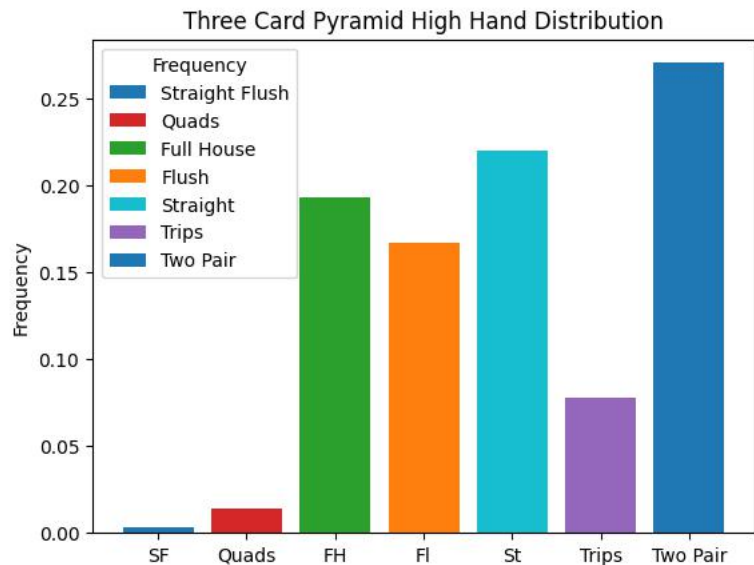
## Three-Card Pyramid

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).

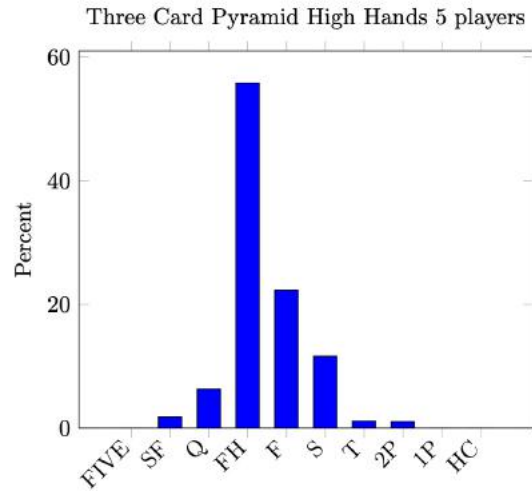
Regarding low hands, the median low hand was an eight-seven low. There is about a 15% chance of a six low, and better than a 35% chance of a seven low or better, and about a 60% chance of an eight low or better. A six-low occurs almost half the time with five players (next page).

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%



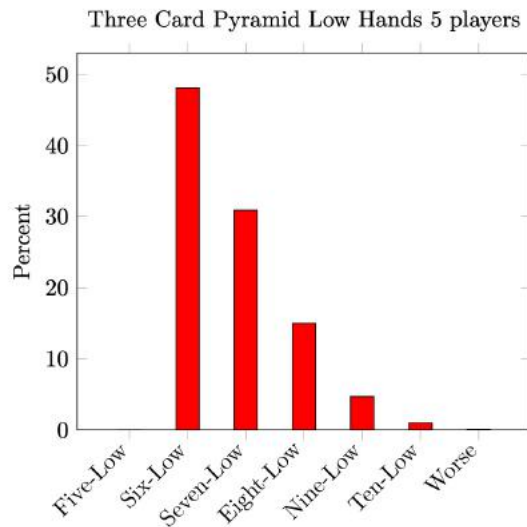
### Three Card Pyramid High Hands 5 players

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 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



# Notes on some poker variations

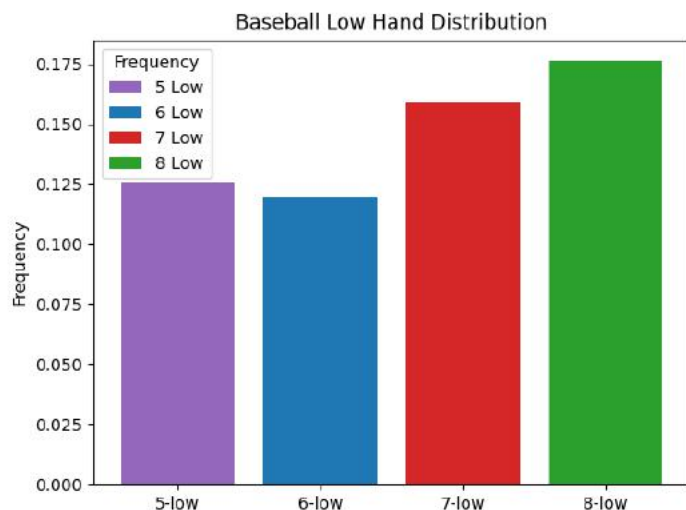
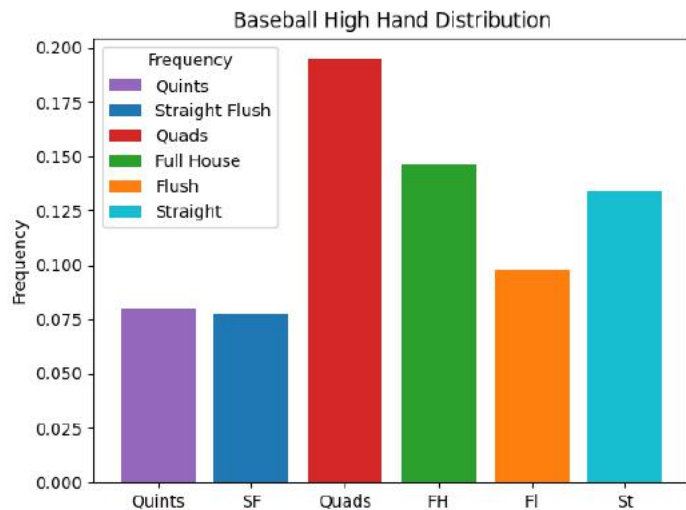
## Baseball

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	
<b>High Hands</b>	<b>Frequency</b>
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%
<b>Low Hands</b>	<b>Frequency</b>
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%



# Notes on some poker variations

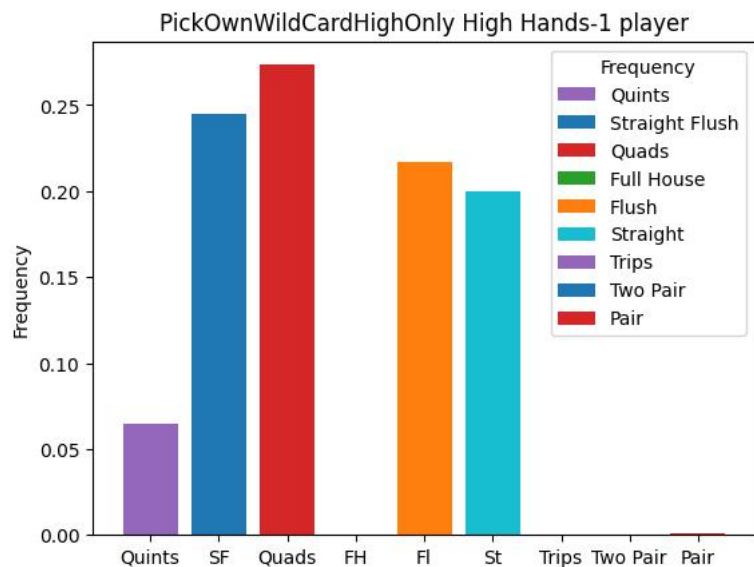
## Pick Your Own Wild Card for High Hand Only

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 almost 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.

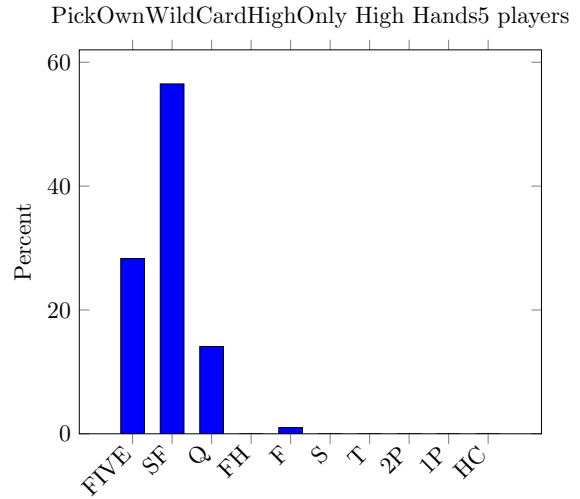
Pick Own Wild Card High	
High Hands	Frequency
Five of a Kind	6.4%
Straight Flush	24.5%
Quads	27.3%
Full House	0.0%
Flush	21.7%
Straight	19.9%
Trips	0.0%
Two Pair	0.0%
One Pair	0.1%
Total	100.0%
Low Hands	
Low Hands	Frequency
Five Low	N/A
Six Low	4.1%
Seven Low	9.7%
Eight Low	15.4%
Nine Low	19.1%
Ten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



# Notes on some poker variations

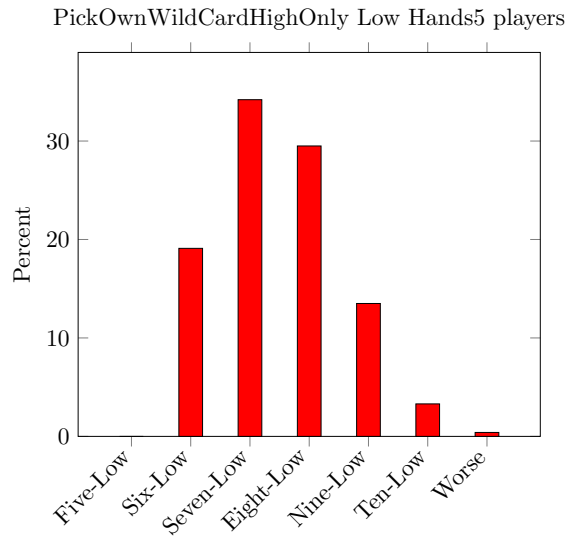
## PickWildCardHighOnly High Hands 5 players

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



## 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



# Notes on some poker variations

## Seven Twenty-Seven

This game actually 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  $\frac{1}{2}$  point each, Aces are worth 1 or 11 points at the player's discretion, and all other cards are worth their rank.

Each player initially receives three cards, two down and one up. There is a round of betting, and then the dealer asks each player in turn if they wish another card. If any player takes a card, which is dealt to them face up, then there is another round of betting after every player is asked. A player may elect to take or not take a card in any round.

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 closest 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 then 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. Since suits do not matter and all face cards are equivalent, there are 286 possible three-card hands after the deal.

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 cards allow it.

Regarding hand distribution, about 3% of the time, a player will be dealt 7 or 27, and about 7.5% of the time, a hand no more than  $\frac{1}{2}$  point away from 7 or 27. If play continues for two rounds, there is a 15% chance one of five players has a perfect score and over a 40% chance someone has a hand no more than  $\frac{1}{2}$  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	<b>23,250,305</b>	<b>30,388</b>	<b>0.1%</b>	<b>739,488</b>	<b>3.2%</b>

# Notes on some poker variations

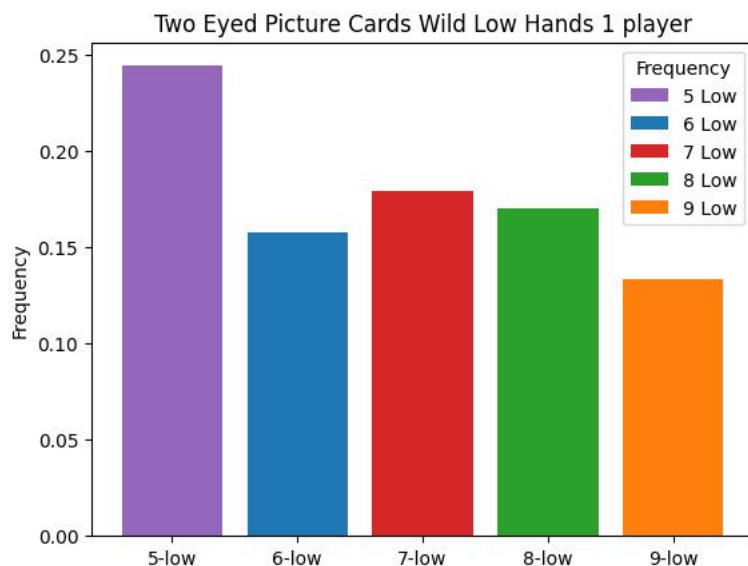
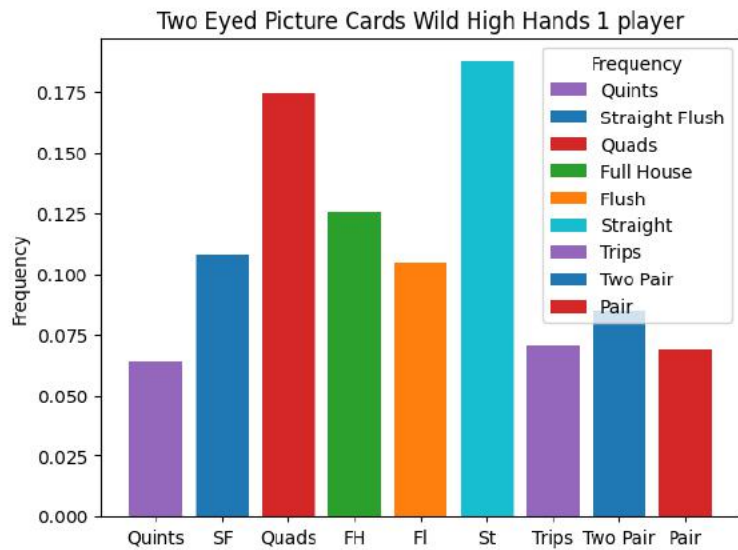
## Two-Eyed Face Cards Wild

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, very strong hands are not uncommon. While the median high hand in a normal 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 over a 40% chance of a six-low or better. A five-low occurs over 75% of the time with five players (next page)

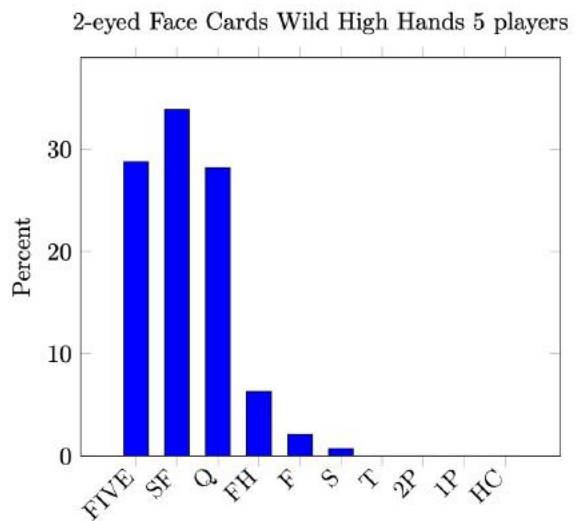
Two Eyed Picture Cards Wild	
High Hands	Frequency
Five of a Kind	6.3%
Straight Flush	10.8%
Quads	17.4%
Full House	12.5%
Flush	10.5%
Straight	18.8%
Trips	7.1%
Two Pair	8.5%
One Pair	6.9%
No Pair	1.2%
Total	100.0%
Low Hands	Frequency
Five Low	24.4%
Six Low	15.8%
Seven Low	17.9%
Eight Low	17.0%
Nine Low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





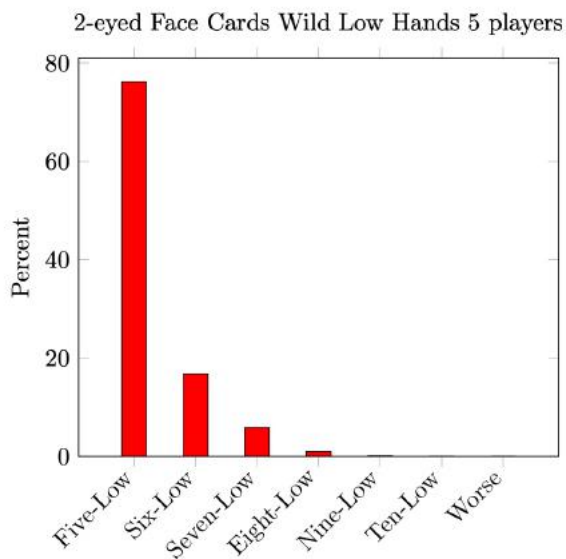
## 2-eyed Face Cards Wild High Hands 5 players

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 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



# Notes on some poker variations

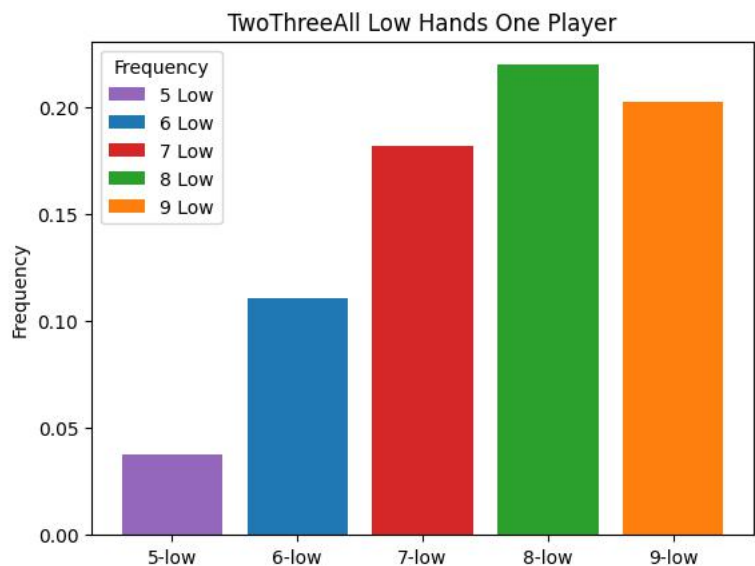
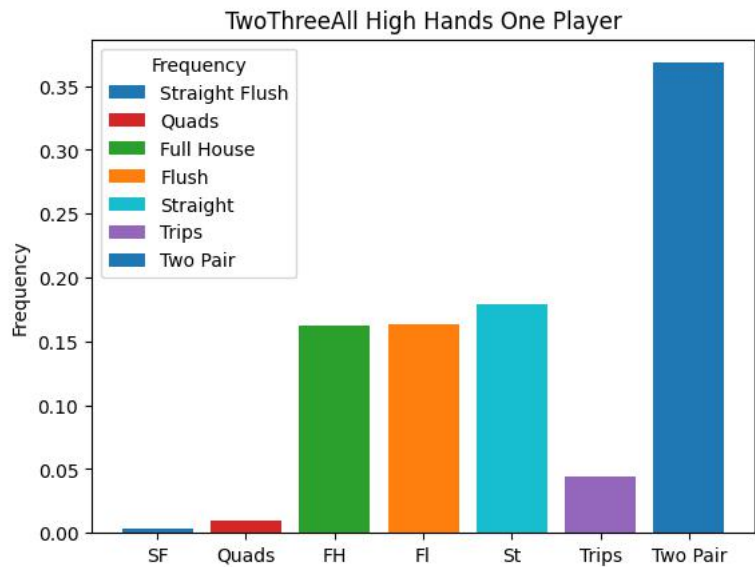
## Two Three All

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).

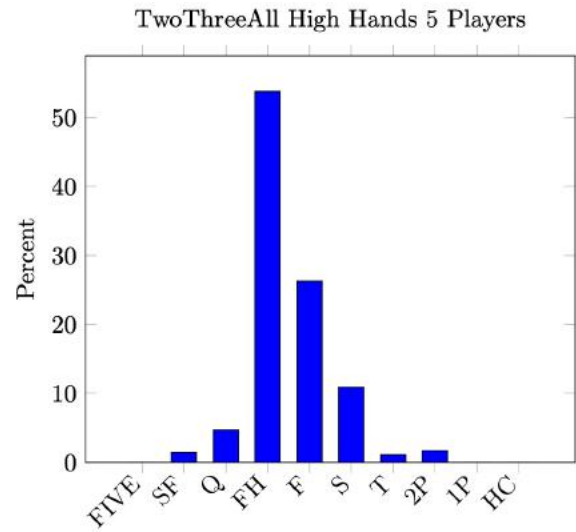
Regarding low hands, assuming the wheel plays, the median low hand was an eight-seven low. There is about a 15% chance of a six low or better. A five-low occurred over 15% of the time, and a six-low or better occurred almost half the time with five players (next page).

Two Three All	
<u>High Hands</u>	<u>Frequency</u>
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%
<u>Low Hands</u>	<u>Frequency</u>
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 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

