



High And Low Poker™

For 2 to 10 Players

Description

Clever High And Low Poker™ doubles the fun of a classic poker game by allowing players to compete for *both* the highest *and* lowest hand in every round!

Setup

Remove the jokers from the deck and shuffle the cards. All players ante with an agreed upon amount into the pot. Five cards are then dealt to each player. Players arrange the cards in their hands so the values for their high poker hand are on the top of each card. The other value on each card will be used for their low hand. Play will proceed with a round of betting, drawing new cards, another round of betting, then the showdown.

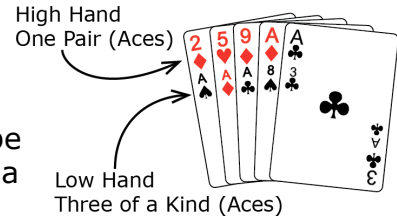
Rearranged Cards:



High Hand
Five of a Kind (Aces)

Low Hand
High Card (Nine)

Cards as Dealt:



High Hand
One Pair (Aces)

Low Hand
Three of a Kind (Aces)

Starting with the player to the left of the dealer, players may *open*, *check*, *call*, *raise* or *fold*.

Bet Starting with the player to the left of the dealer, players may *open*, *check*, *call*, *raise* or *fold*.

Listed below are the definitions for betting terms. Each round of betting ends when all players either have an equal amount in the pot or have dropped out of the hand.

Open The first bet after the deal or draw.

Check A bet of "zero". Players can't *check* after another player has opened.

Call Betting the same number of chips as the current highest bet.

Raise Betting more chips than the current highest bet.

Fold Drop out of the betting. Any previous bets are lost.

Draw

After the first round of betting is complete, players may draw up to three cards from the dealer - only after *first* discarding the same number of cards from their hand. At this point, players arrange their cards which will put their high poker hand on top.

Bet

The first person to bet before the draw begins another round of betting. If that person has dropped out, the player to his left bets first.

Showdown

Players who have not dropped out of betting show their hands to compete for the pot. *Once any player has displayed their hand, no player may change the orientation of their cards to change their high and low poker hands.*

Winning

Listed below, from strongest to weakest, are possible poker hands. The player with the strongest high poker hand wins 2/3 of the pot. The player with the weakest low poker hand wins 1/3 of the pot.

<u>Five of a Kind</u>	Five cards of the same rank.
<u>Straight Flush</u>	Five sequential cards in the same suit. Ace may be high or low, but not both (cannot wrap).
<u>Four of a Kind</u>	Four cards of the same rank.
<u>Full House</u>	Three cards of the same rank and two cards of the same rank different from the first three cards.
<u>Flush</u>	Five cards of the same suit.
<u>Straight</u>	Five cards in sequential order in any suit. Ace may be high or low, but not both (cannot wrap).
<u>Three of a Kind</u>	Three cards of the same rank.
<u>Two Pairs</u>	Two cards of the same rank and two more cards of the same rank different from the first two cards.
<u>One Pair</u>	Two cards of the same rank.
<u>None (High Card)</u>	Five cards with none of the previously listed combinations.

Count Of Hands

Series 641 Dual Value Playing Cards™ (High and Low Poker™ deck) create more high ranked hands than a standard poker deck, as shown in the table below.

POKER HAND	POSSIBLE POKER HANDS IN STANDARD POKER DECK	POSSIBLE POKER HANDS IN SERIES 641 DUAL VALUE PLAYING CARDS™ DECK
Five of a Kind	Not Possible	658
Straight Flush	40	966
Four of a Kind	624	36,985
Full House	3,744	154,706
Flush	5,108	113,394
Straight	10,200	180,399
Three of a Kind	54,912	418,239
Two Pairs	123,552	847,828
One Pair	1,098,240	792,454
None (High Card)	1,302,540	53,331
Total Hands	2,598,960	2,598,960

Variation

Shuffle the jokers into the deck and use as wild cards. Before play begins, agree upon whether player may declare different values for high and low hands or if one value must be used for both.