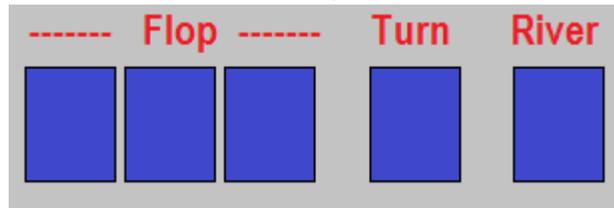


Joslyn Poker Games

General/common terms and definitions

- Hole cards: the cards dealt face down to players that only they may use
- Board or Community cards: those which are placed face up in the middle of the table for all players to use (or in some cases only those who have paid for the privilege to do so); often in the form of (see figure):
 - o Flop: first three community cards dealt (after hole cards)
 - o Turn: next (4th) community card dealt after the Flop
 - o River: the 5th and final community card dealt after the Turn

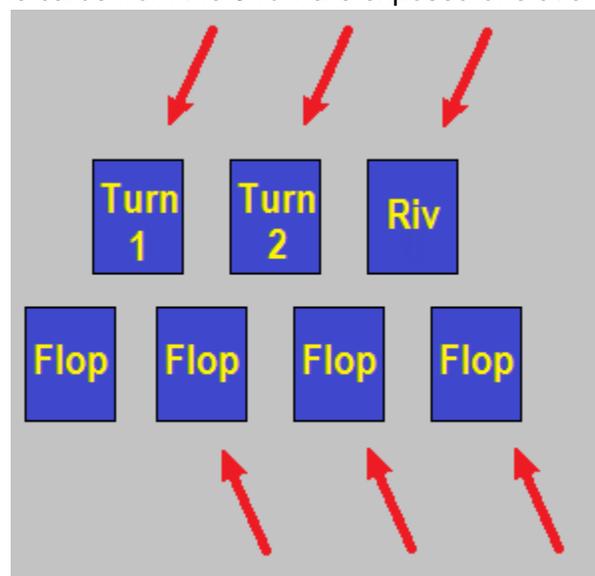


- Cards speak: there is no requirement to choose how you are playing your hand at showdown (after the last bet); players show their cards to be considered for winning some or all of the pot and the best cards shown win.
- Declare games: come in two forms – either pick a “row” or choose high or low – where each player must indicate by placing chips inside a clenched hand one or both ways possible to be trying to win after the last bet is made; for high/low games, an empty hand (no chips) is low, a single chip is high and multiple chips indicates trying for both (sometimes called “pigging”); for “row” games, a single chip corresponds to the row on which chips are placed on the table, no chip is for the other row and multiple chips is an attempt to pig both rows. Note that if one goes both ways, one must win both ways outright (no ties) or that player can win no part of the pot.
- Eight or better low (a.k.a. lowball): 5 unique cards in a hand (no pairs) that are 8 or smaller. Aces are counted as “ones” and straights and flushes are not counted (only the rank of the numbers on the cards matter). Note that to evaluate lowball hands, start with the highest card of the five and work down to the lowest card comparing each hand card-by-card so **7-6-4-2-A** is better (lower) than **8-4-3-2-A** (7 is smaller than 8) and **7-5-4-3-2** is better than **7-6-3-2-A** (people often look at the ace in the latter hand and think it is lower because they have the “one” as part of their hand which is incorrect).
- Seven or better low: same as 8 or better above but each of the 5 cards must be 7 or smaller.
- Best low (a.k.a. “best best”): similar to 8 or better above but there is no requirement to have cards smaller than a certain number (e.g. 10-9-4-2-A might be the best low hand if everyone else in contention has at least one pair or a face card as part of their best 5 low cards). Called best-best because this is most often called in a high/low split game where the best high poker hand and the best low (not 8 or better) each win half the pot.
- Worst hand (“deuce to seven”): the worst possible poker hand is best in this game. Straights and flushes are counted as good (high) hands so they don’t qualify to win “worst” hand games; aces are considered the highest card (as they would be when

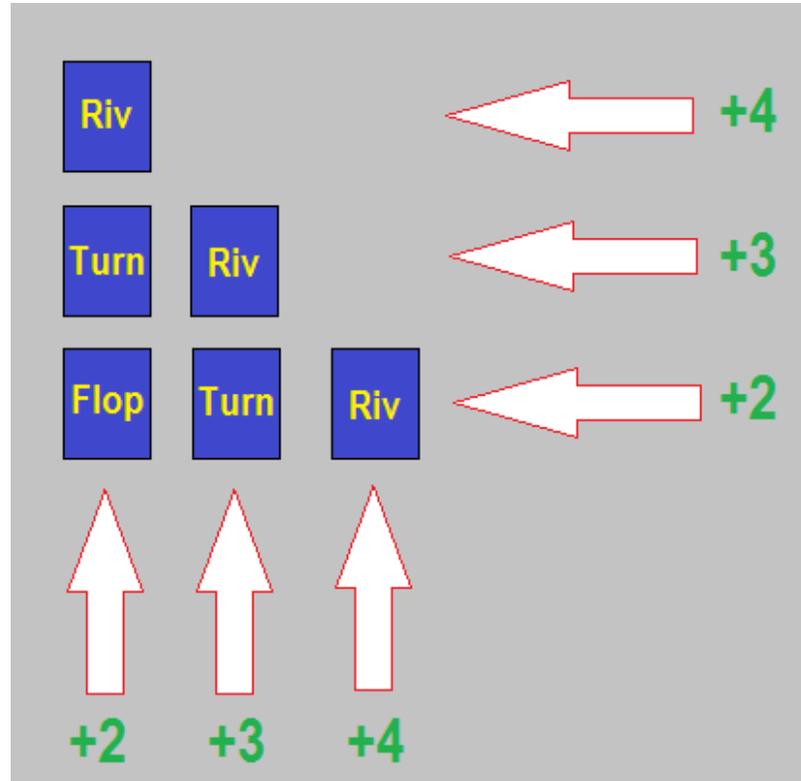
playing a high game like 5 card stud where ace high beats jack high). The ideal hand for this game is 7-5-4-3-2 (not of the same suit) as this is the definition of the worst poker hand (any other 5 cards in the deck not matching these are better in a regular poker game).

The games (with some alternate names listed)

- Texas Holdem: 2 cards are dealt to each player along with a flop, turn and river for a total of 7 cards available; use any 5 cards either on the board or in your hand to make the best high hand
- Omaha-8: a high/low split game where 4 hole cards are dealt to each player along with a flop, turn and river for a total of 9 cards available; use exactly 2 hole cards plus exactly 3 community cards to make the best high hand and/or 8-or-better low hand
- Big Omaha 8: same as Omaha-8 but 5 hole cards are dealt to each player; still use 2 hole cards plus 3 community cards (just more combinations of hands possible)
- Reverse Omaha: usually dealt as a “Big” Omaha (5 hole card) game where players must use exactly 3 hole cards plus exactly 2 community cards to make the best high or low hands
- Oakie: a high/low split game where 3 hole cards are dealt to each player along with a flop, turn and river for a total of 8 cards available; use any 5 cards either on the board or in your hand to make the best high hand and/or 8-or-better low hand
- Banjo Oakie: Same as Oakie above, but the 5th card (river) is dealt individually to each player so a hand is 4 hole cards + 4 board/community cards of which the best 5 make up either the low or high poker hand.
- Stump (Craig’s game): each player is dealt 5 hole cards and there are 7 cards placed face down on the board in a row of 4 and a row of 3; the game is usually played high/low-8-or-better and requires using 3 hole cards plus 1 community card from each row that are “touching” (in a diagonal line); the flop consist of the entire row of 4 cards then each of the cards from the 3 row are exposed one at a time (see figure below).

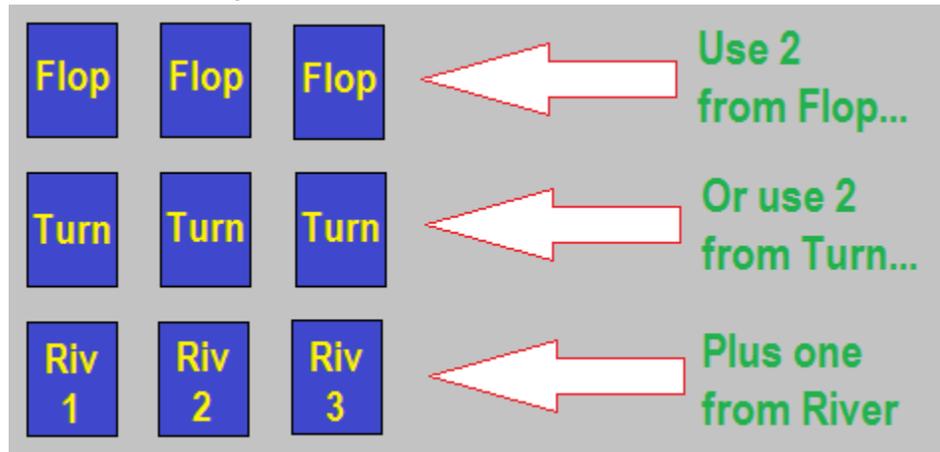


- Nightmare (Joel's game): each player is dealt 5 hole cards and 6 cards are placed on the board in a rows of 3, 2, and 1 (which create columns of 3, 2 and 1 as well); the game is usually played cards read, best high/best low and requires using a combination of hole cards and community cards from either a single row or column (not diagonally) as 4 (hole)+1 (community), 3(h)+2(c), or 2(h)+3(c); note that you must use an entire row or column (may not use 2 of the cards in the row of 3 with 3 from your hand) ; the flop consists of only the one card shared in each of the 3 row/column, the turn is the two cards touching the flop card (not diagonally), and the river is the last three community cards (see figure below also "pat hand" variant)

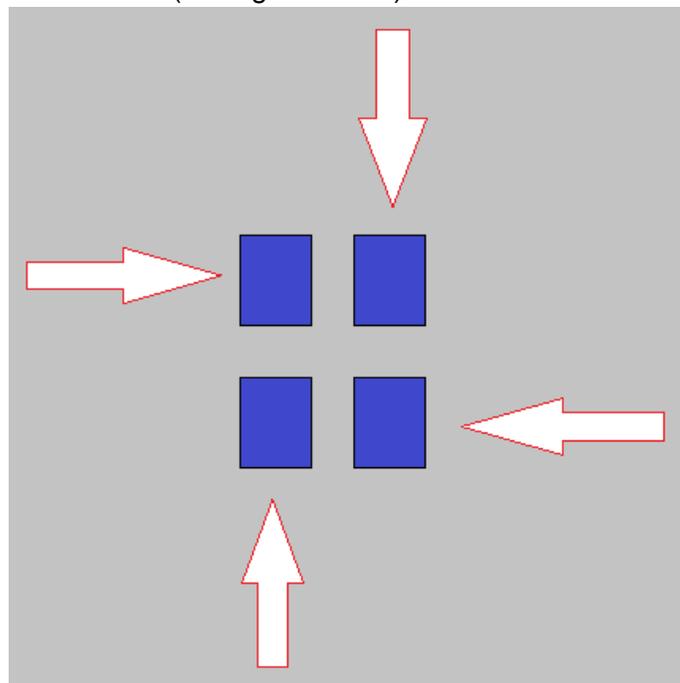


- Last one down (Rob's game): a cross between Holdem and Oakie, two hole cards are dealt to each player followed by a flop and turn; the river card is dealt face down individually to each player remaining in the hand and the best high and 8-or-better low hands are made from the 7 total available cards
- 4 and 3 (Jerry's game): 4 hole cards are dealt to each player and three community cards are placed face down on the board; after a round of betting, players may draw (exchange) one or two of their hole cards left to right from the dealer; then each community card is exposed one at a time followed by a betting round; players may use any of the 7 available cards (hole or community); this game can be 8-or-better or best low and declare or cards read so the dealer should identify which before viewing his own hole cards
- Cluster F__k (or just "Cluster"): each player is dealt 5 hole cards and 9 community cards are dealt face down on the board in 3 rows of 3; after a round of betting, the row of 3 cards furthest from the dealer is exposed followed by a round of betting, then the middle row of 3 cards is exposed along with another betting round, then each of the last 3 cards

are exposed one at a time left to right (usually although the order is immaterial) along with a betting round on each; players may use a pat hand (their 5 hole cards), or 2 hole cards plus 2 from either of the first two rows and 1 from the final row; it is generally played split high/8-or-better-low and hands tend to be pretty good with the large number of cards/combinations in play – the name comes from the difficulty in figuring out what hands are even possible! (see figure below)



- Around the corner (Richard's game): players are dealt 5 hole cards and 4 community cards are placed face down on the board (2 rows of 2); each community card is exposed one at a time; generally played as best high/best low declare where 3 of the hole cards are used in conjunction with 2 community cards in a row or column (not diagonal) to make the best 5 card hand (see figure below)



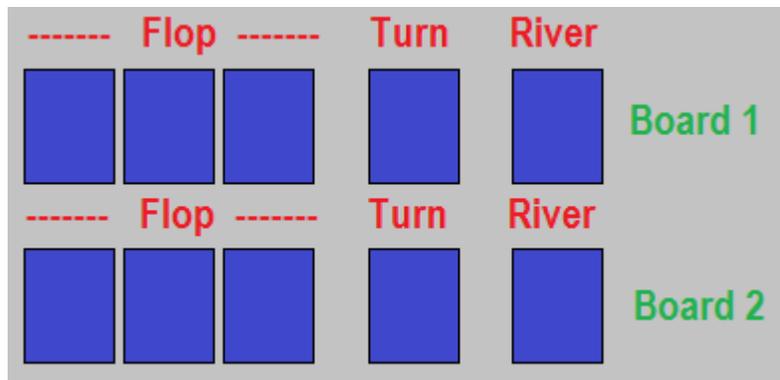
- Qualifiers: is a 5 card draw game that adds community cards and minimum high/low hand requirements; it starts with each player getting 5 hole cards and 2 community cards being placed face down on the board; after a round of betting, players may draw up to 3

new hole cards followed by another round of betting; then each community card is exposed one at a time with another betting round; players use the 7 available cards to make the best high or low poker hands however 3 of a kind or a better high hand are needed to claim the high half, 7-or-better hands qualify for the low end; if only one qualifying hand is made, it scoops the pot; qualifying hands must be shown if all players but one fold; if no qualifying hands are made, the game is re-dealt to players who had not folded ahead of the final card being exposed

- Various 7 card stud games – not covered here as they tend not to be huge variations on 7 stud; often times they involve sharing pots based on holding a certain card, the best of something “in the hole” or a generic high/low split (declare or cards read).

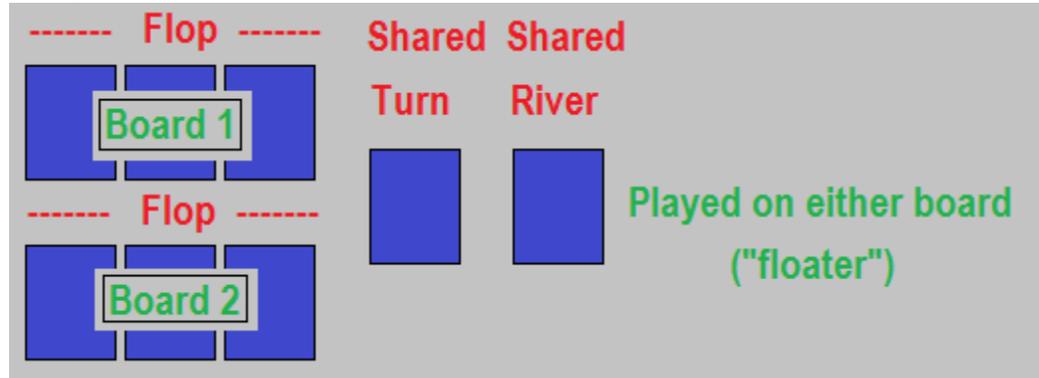
Variants

- Two rows of...(two-row): these games are played similarly to flop-turn-river games (5 community cards on the table), but generally have two of each dealt rather than one (see figure below). Depending on the game, you can use either row to make your best qualifying hand (e.g. high poker hand and/or 8-or-better low hand), or are asked to declare which row will be used (see declare game definition); for example, sometimes two rows of Holdem are called



- Delayed: usually a Big Omaha game where the fifth hole card is dealt to players after the flop rather than before the flop with other hole cards (start with 4, get 5th after flop(s))
- Either-Or (“bada bing”) variants: played on Omaha style games where each player can use either 2 or 3 hole cards plus 3 or 2 boards cards (for total of 5 cards); note that this creates better highs and better lows as the number of combinations is significantly higher than standard Omaha games
- Pineapple: any game where extra hole cards are dealt to start and players must throw away one (or more) of them at specified times (usually after the flop and/or turn); for example Pineapple Oakie has each player getting 4 hole cards, seeing a flop, then mucking one hole card before the turn is dealt so they wind up with 3 hole cards
- Oma-draw: One of the Omaha varieties where a card can be exchanged (drawn) with the deck optionally after the flop
- Buy-a-card: players can exchange one card from their initial hole cards with a new one from the deck for a fee; can be done with a “common” card where all players choosing to buy the new card are sharing the same card that is turned up

- Play a Pat Hand: In addition to other combinations of cards (e.g. 2 hole + 3 board), one can also play all 5 hole cards
- Floater: a card on the board that can be used on either row (floats between both rows)
- Miami: an Omaha game where both the turn and river are “floaters” (see above and figure below)



- Pass the trash: players exchange one or more cards with other players in the game (e.g. everyone must relinquish one card and pass it to the player on their right, receiving a replacement from the player on their left)
- Note that most variants can be combined so one can play “delayed bada-bing Miami” or “two row, best/worst + pat hands” for example