



Straight Flush



Four of a Kind



Full House



Flush



Straight



Three of a Kind



Two Pair



One Pair

Texas Hold'em: (3-23 players)

1. Betting by the two players to the left of the dealer (the big and small blind) 2. Two cards down ("the hole") 3. Betting 4. Three shared cards ("the flop") 5. Betting 6. One shared card ("the turn"/"fourth street") 7. Betting 8. One shared card ("the river"/"fifth street") 9. Best five card hand wins

Deadly 69's: (3-17 players)

1. Two cards down 2. Each person is offered a card up to stay in, if it is a 6 or a 9 they lose automatically 3. If the dealer is the first person to take a card everyone gets a second chance 4. Winning order is three of a kind, a pair, high card; losers match pot

Variants: Deadly 7's: sevens up kill, sevens down are wild; Lively Diamonds: All down cards not diamonds are wild, all up cards not diamonds kill

Guts: (2-17 players)

1. Ante 2. Three cards down 3. Pass one card left 4. On "1"- "2"- "3"- "guts" players drop their cards if they fold 5. Losers match pot until there is only one winner.

Variations: Wimp Rule: If all players drop hands are compared and highest hand must match pot.

Three Card Hands: Straight Flush, Three of a Kind, Straight, Flush, Pair, High Card

Matching Hands: In traditional poker there is no suit order. If two players have identical hands varying only in suit then the pot is divided between them.

Five Card Draw: (3-7 players)

1. Five cards down 2. Betting 3. Exchange up to three cards or four if an ace is shown as the remaining card 4. Betting 5. Show-down

Variants: Wilds; High/Low: highest and lowest hands split the pot; Lowball: lowest hand wins; Double Draw: a second round of exchange and betting

Spitting in the Ocean: (3-12 players)

1. Four cards down 2. One shared card up (this rank is now wild) 3. Betting 4. Exchange up to three cards 5. Betting 6. Show-down

Anaconda: (4-7 players)

1. Seven cards down 2. Betting 3. Everyone passes three cards left 4. Betting 5. Everyone passes two cards left 6. Betting 7. Everyone passes one card left 8. Betting 9. Best five card hand

Variants: Change passing order (ex. left/right/left, left/two left/three left); Start passing two left and one right

Trees: (3-10 players)

1. Five cards down 2. Betting 3. All players trade an equal number of cards with other players 4. Betting 5. Showdown

Pick a Partner: (2,4,6,8 or 10 players)

1. Five cards down 2. Everyone rolls a card 3. Starting with highest card everyone picks a partner 4. Partners combine their eight cards 5. Betting 6. Each team rolls one card 7. Repeat 5 & 6 twice the pot is divided by the winners of the last hand. If one member of a team has folded the pot goes to the remaining player.

Mexican Stud: (4-10 players)

1. Two cards down and everyone rolls one 2. Betting 3. One card down and everyone rolls one 4. Betting 5. Repeat 3 & 4 three times 6. High hand wins

Variations: Wild Down Card: same rank as down card is wild

Fuck Your Neighbor: (3-51 players)

1. Each player puts three equal stacks of a set amount of chips in front of them 2. One card down 3. If there is a king it is shown and everyone shows, high card (aces low, kings exempt) must put a stack in the pot. If there was no king starting to the dealers left each player may show or trade to their left and show. The dealer may show or draw. For ties both put in. Players are out when they run out of stacks. 4. Deal rotates left until there are no players left. If the last players tie the pot stays for another round.

Variations: Chase the Ace: low card loses, kings don't have to be revealed, if asked to trade a king the player reveals it saying "Fuck You!" to the player to the right.

Five Card Stud: (3-10 players)

1. One card up, one card down 2. Betting 3. One card up 4. Betting 5. One card up 6. Betting 7. One card down 8. Betting 9. Showdown

Variations: High-Low Split: High hand and low hand split the pot; Satan: High-Low Split with the last card dealt up; Beelzebub: Satan with flushes not counting; Best Flush; Three Card Substitution: After all cards are out there are three rounds of allowing players to buy a substitution for 1, 2 and 3 chips respectively

Take It or Leave It: (3-9 players)

1. One card up, one card down 2. Betting 3. Top card shown and player can take it up or take top of the deck up; up card passes right if rejected 4. Betting 5. Repeat 3 & 4 6. One card down 7. Betting 8. Showdown

Five Card Draw: (3-6 players)

1. Five cards down 2. Betting 3. Each player may exchange up to three cards 4. Repeat 2 & 3 starting to the left of the last person to raise in 2 5. Betting 6. Showdown

Variations: Money Back: High-Low Split with each player rolling cards one at a time with a round of betting straights and flushes don't count for lows; Jackpots: Opening bet may only be made by someone showing a pair of jacks. If no one has them it goes queens, kings, aces, jacks... If no one can open redeal and reante; Kings and Low-Men: Kings and the lowest down card are wild; No Vaseline: Kings and Low-Men where the opener must match pot if they don't win, continues til the opener wins

Seven Card Stud: (3-10 players)

1. Two cards down and one up ("door card") 2. Betting initiated by lowest door card (suit order clubs, diamonds, hearts, spades) 3. One card up ("fourth street") 4. Betting initiated by highest showing hand 5. Repeat 3 & 4 twice 6. One card down ("the river") 7. Betting 8. Highest five card hand wins

Variations: Baseball: threes and nines are wild, if a player gets a four up then he gets another down immediately; Sequence: if a two comes up twos are wild, if a subsequent three comes up threes are wild instead, and so on...