

Samurai Palace 7-Card Stud (High, High/Low, or Razz)

5¢-ante 25¢ / 50¢ Fixed-limit Cash Game

Recommended \$10–\$40 buy-in; unlimited re-loads and top-ups

House rules and summary of play:

All players ante 5¢. The dealer counts the ante, and deals each player 2 cards face-down (called “hole cards”) and 1 face-up (“door card”).

The first betting round (called “3rd Street”) takes place as follows: The player with the lowest door card (or highest in Razz), with suits used to break ties*, is forced to “bring-in” for 10¢, or can optionally “complete the bet” to 25¢. Assuming he chooses the 10¢ minimum bring-in, players in-turn may fold, call the 10¢, or complete the bet to 25¢. In any case, completing the bet does not count as a raise. After the bet has reached 25¢, players may choose to fold, call, or raise in 25¢ increments up to 3 times; e.g. raise 25¢ to 50¢, then another 25¢ to 75¢, then another 25¢ to \$1. That is, betting is capped at \$1 on 3rd street.

Another card is dealt face-up. The second betting round (called “4th Street”) is initiated by the player with the highest hand showing (or lowest in Razz), with suits used to break ties. This player can choose to check or bet 25¢. Again, there are at most 3 raises allowed, capping the betting at \$1. However, if an open pair is showing on 4th street, the bet size doubles to 50¢ (and is thus capped at \$2). The dealer must announce all open pairs/sets/cases as they occur, but not straight or flush possibilities.

Third and fourth face-up cards are dealt, with betting rounds after each (called “5th Street” and “6th Street”, respectively). Betting rounds are again initiated by the player with the highest hand showing. The bet size on 5th and 6th Streets is 50¢, and betting is thus capped at \$2.

The final card is dealt face-down (“the river”). A final betting round takes place, initiated by the player with the highest hand showing, where the bet size doubles again to \$1, and is thus capped at \$4, after which a showdown occurs (if necessary). All 3 hole cards

If any betting round starts “heads up” (that is, with only 2 players remaining in the hand), there is no maximum number of raises; however, the bet/raise increment remains the same. Thus, if two players continue to re-raise each other, they can end up “all-in”. To speed this process, after a few re-raises, players may agree to go all-in. Suits are NOT used to break ties between hands. If two hands exactly tie in value (e.g. both have a flush with exactly A-K-9-4-3; both have the same two-pair with the same kicker; etc.), the pot will be split between them. Only if there is an odd smallest-valued chip in play are suits used to determine which player receives it. For stud high/low, an odd smallest-valued chip goes to the winner of the high hand.

* – The order of suits used in poker (as in Bridge) is ♠ > ♥ > ♦ > ♣.