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Texas Hold'em

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt two cards face down, followed by a round of betting at the small bet limit.

Three community cards are placed face up. This is followed by a round of betting at the small bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

Evaluating the Showdown

The best high five-card hand is awarded the pot.

Omaha High/Low Split Eight-or-Better

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt four cards face down, followed by a round of betting at the small bet limit.

Three community cards are placed face up. This is followed by a round of betting at the small bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

Evaluating the Showdown

The best high hand and best California low hand of at least eight low or better splits the pot. Hands are made using exactly two cards from each player's hand and exactly three cards from the board. Note: If there are not three unpaired cards eight or lower on the board, no low hand is possible. If no qualifying low hand is made, the high hand scoops the pot.

Seven-Card Stud

Forced Money

The game is played with antes. The low card on the board by rank first and then by suit brings it in. The 2c is the lowest possible card followed by the 2d.

Dealing Procedure

Starting with the player in seat one, each player is dealt two cards face down then one card up, followed by a round of betting at the small bet limit.

A second up card is dealt to all players. This is followed by a round of betting at the small bet limit. If a player shows an open pair a bet or raise may optionally be a big bet. In this case a small bet can be met by a big bet raise. A big bet may never be met with a small bet raise.

A third up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A fourth up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A third down card is dealt to all players. This is followed by a round of betting at the big bet limit.

It is required of each player that they not alter or obfuscate the order in which they have received their up cards.

Evaluating the Showdown

The best high five-card hand is awarded the pot.

Razz

Forced Money

The game is played with antes. The high card on the board by rank first and then by suit brings it in. The Ks is the highest possible card followed by the Kh.

Dealing Procedure

Starting with the player in seat one, each player is dealt two cards face down then one card up, followed by a round of betting at the small bet limit.

A second up card is dealt to all players. This is followed by a round of betting at the small bet limit.

A third up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A fourth up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A third down card is dealt to all players. This is followed by a round of betting at the big bet limit.

It is required of each player that they not alter or obfuscate the order in which they have received their up cards.

Evaluating the Showdown

The best five-card California low hand wins the pot.

Seven-Card Stud High/Low Split Eight-or-Better

Forced Money

The game is played with antes. The low card on the board by rank first and then by suit brings it in. The 2c is the lowest possible card followed by the 2d.

Dealing Procedure

Starting with the player in seat one, each player is dealt two cards face down then one card up, followed by a round of betting at the small bet limit.

A second up card is dealt to all players. This is followed by a round of betting at the small bet limit. Note: Unlike seven card stud for high only, even if there is an open pair on fourth street all bets on this street will always be at the small bet limit.

A third up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A fourth up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A third down card is dealt to all players. This is followed by a round of betting at the big bet limit.

It is required of each player that they not alter or obfuscate the order in which they have received their up cards.

Evaluating the Showdown

The best high five-card hand and the best California low hand with a qualifier of eight-or-better split the pot.

Crazy Pineapple High/Low Split Eight-or-Better

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt three cards face down, followed by a round of betting at the small bet limit.

Three community cards are placed face up. This is followed by a round of betting at the small bet limit. Before the next board card is revealed, all players remaining in the hand must discard one of their cards. This is typically done by placing their discard underneath chips that are placed in the pot on the flop.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

Evaluating the Showdown

The best high five-card hand and the best five-card California low hand with an eight qualifier will split the pot.

Lazy Pineapple High/Low Split Eight-or-Better

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt three cards face down, followed by a round of betting at the small bet limit.

Three community cards are placed face up. This is followed by a round of betting at the small bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

Evaluating the Showdown

A player may use zero, one, or two cards from their hand to make a five-card high hand and a five-card California low hand with an eight qualifier. The best high and best qualifying low will split the pot.

Omaha High

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt four cards face down, followed by a round of betting at the small bet limit.

Three community cards are placed face up. This is followed by a round of betting at the small bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

Evaluating the Showdown

The best high hand wins the pot. Hands are made using exactly two cards from each player's hand and exactly three cards from the board.

Five-Card Courchevel High

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt five cards face down, then one community card (called the "spit" card) is placed face up. This is followed by a round of betting at the small bet limit.

Two community cards are placed face up. This is followed by a round of betting at the small bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

Evaluating the Showdown

The best high hand wins the pot. Hands are made using exactly two cards from each player's hand and exactly three cards from the board.

Five-Card Stud

Forced Money

The game is played with antes. The low card on the board by rank first and then by suit brings it in. The 2c is the lowest possible card followed by the 2d.

Dealing Procedure

Starting with the player in seat one, each player is dealt one card face down then one card up, followed by a round of betting at the small bet limit.

A second up card is dealt to all players. This is followed by a round of betting at the small bet limit.

A third up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A fourth up card is dealt to all players. This is followed by a round of betting at the big bet limit.

It is required of each player that they not alter or obfuscate the order in which they have received their up cards.

Evaluating the Showdown

The best high five-card hand is awarded the pot.

Badugi

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt four cards face down, followed by a round of betting at the small bet limit.

Each player in turn discards zero to four cards from their hand. Once all the discards have been announced, the dealer will deal each player an appropriate number of replacement cards. This is followed by a round of betting at the small bet limit.

Then there is a second draw, followed by a round of betting at the big bet limit.

This is followed by a third draw, followed by a round of betting at the big bet limit.

Evaluating the Showdown

The best four-card hand using badugi rules wins the pot. A badugi hand consists of the maximum number of cards that can be played such that there is no duplication of rank or suit. Between hands of the same number of cards, the one with the lowest hand (aces count as low) shall be the best hand. A234 of four different suits is the best possible hand. KQJT of four different suits beats any three-card hand. A three-card hand of 742 beats 75A.

Five-Card Draw

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt five cards face down, followed by a round of betting at the small bet limit.

Each player in turn discards zero to five cards from their hand. Once all the discards have been announced, the dealer will deal each player an appropriate number of replacement cards. This is followed by a round of betting at the big bet limit. Then there is a showdown.

There are no restrictions on what the minimum qualifying hand is to open for a raise. This is often called "guts to open".

Evaluating the Showdown

The best five-card high hand is awarded the pot.

California Lowball

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt five cards face down, followed by a round of betting at the small bet limit.

Each player in turn discards zero to five cards from their hand. Once all the discards have been announced, the dealer will deal each player an appropriate number of replacement cards. This is followed by a round of betting at the big bet limit. Then there is a showdown.

No check and raise is allowed. The "[Sevens rule](#)" is in effect.

Note, this game is California lowball, except that there is no bug in the deck.

Evaluating the Showdown

The best five-card hand using California low rules wins the hand. In California low rules, A2345 is the best hand. Aces count low, straights and flushes do not count against for evaluation of the best hand.

Kansas City Lowball

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt five cards face down, followed by a round of betting at the small bet limit.

Each player in turn discards zero to five cards from their hand. Once all the discards have been announced, the dealer will deal each player an appropriate number of replacement cards. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

Evaluating the Showdown

The best five-card low hand using Kansas City low rules (aces are high, straights and flushes count against a low, 75432 not all of the same suit is the best possible low.)

Kansas City Triple Draw Lowball

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt five cards face down, followed by a round of betting at the small bet limit.

Each player in turn discards zero to five cards from their hand. Once all the discards have been announced, the dealer will deal each player an appropriate number of replacement cards. This is followed by a round of betting at the small bet limit.

Then there is a second draw, followed by a round of betting at the big bet limit.

This is followed by a third draw, followed by a round of betting at the big bet limit.

Evaluating the Showdown

The best five-card low hand using Kansas City low rules (aces are high, straights and flushes count against a low, 75432 not all of the same suit is the best possible low.)

Chowaha

Forced Money

The game is played with blinds.

Dealing Procedure

Each player is dealt two cards face down. Followed by a round of betting at the low limit.

Three flops are dealt one above each other forming a three by three square of cards. This is followed by a round of betting at the low limit.

Two turn cards are dealt vertically to the right of the flop cards from the dealer's perspective. This is followed by a round of betting at the high limit.

One river card is placed to the right of the turn cards. This is followed by a final round of betting at the high limit and then the showdown.

At the showdown, the board will look like the following:

```

X  X  X
   Y
X  X  X  Z
   Y
X  X  X

```

The cards labeled "X" are the flop cards, the cards indicated as "Y" are the turn cards, and "Z" is the river card.

Evaluating the Showdown

The best high hand wins the pot. The high hand consists of a player's hole cards plus the cards from one flop, one turn, and the river. These may be played in any combination EXCEPT that that board cards used CANNOT consist of the top row of the flop plus the bottom turn or the bottom row of the flop plus the top turn. That is, the flop, turn, and river must all be contiguous cards. Also, as in Omaha, each player must use both hole cards plus three cards from the board to form their hand.

Four-Card Chowaha

Submitted by Peter Secor

Forced Money

The game is played with blinds.

Dealing Procedure

Each player is dealt four cards face down. Followed by a round of betting at the low limit.

Three flops are dealt one above each other forming a three by three square of cards. This is followed by a round of betting at the low limit.

Two turn cards are dealt vertically to the right of the flop cards from the dealer's perspective. This is followed by a round of betting at the high limit.

One river card is placed to the right of the turn cards. This is followed by a final round of betting at the high limit and then the showdown.

At the showdown, the board will look like the following:

```

X  X  X
      Y
X  X  X  Z
      Y
X  X  X

```

The cards labelled "X" are the flop cards, the cards indicated as "Y" are the turn cards, and "Z" is the river card.

Evaluating the Showdown

The best high hand and the best low hand with an 8-or-better qualifier wins the pot. Each hand consists of two cards from the player's hole cards plus the cards from one flop, one turn, and the river. These may be played in any combination EXCEPT that that board cards used CANNOT consist of the top row of the flop plus the bottom turn or the bottom row of the flop plus the top turn. That is, the flop, turn, and river must all be contiguous cards. Each player may create their best high hand and low hand using different hole cards and/or different board cards. Also, as in Omaha, each player must use exactly two hole cards plus three cards from the board to form each portion of their hand.

Swingo

Submitted by Keith Troell.

Forced Money

The game is dealt with blinds and a button.

Dealing Procedure

Everyone is dealt five cards, followed by a round of betting at the low limit.

Each player splits his five dealt cards into two piles, a two-card hand which is placed nearest the player, and a three-card hand which is placed further away from the player. Once the dealer has confirmed that all players have split their hands, each player turns their three-card hand face up. There is another round of betting at the higher limit with the action beginning with the player with the higher board, as in stud games.

The dealer deals a single community (spit) card in the center of the table. There is another round of betting at the high limit started by the player with the highest remaining board.

If a player folds, the cards they turned face up are mucked along with their down cards, as in stud.

Evaluating the Showdown

The best high hand wins the pot.

Each player forms their best high hand from the five cards they are dealt, the spit card, and their choice of one card from any other revealed cards from another remaining player's hand.

Seven-Card Stud High/Low Split Deuce-to-Seven Roll Your Own

Submitted by Nolan Hee

Forced Money

The game is played with antes. The low card on the board by rank first and then by suit brings it in. The 2c is the lowest possible card followed by the 2d.

Dealing Procedure

Starting with the player in seat one, each player is dealt six cards face down. Each player removes one card from their hand and places it face down in front of the rest. Once every player has done this, each player turn up this card. The low card on the board brings it in, followed by a round of betting at the small bet limit.

Each player separates a second card from their hand. Once every player has done this, each player turns up this card. This is followed by a round of betting at the small bet limit with the first check or bet option belonging to the player with the best high poker hand on the board. Note: Unlike seven card stud for high only, even if there is an open pair on fourth street all bets on this street will always be at the small bet limit.

A third up card is rolled by each player. This is followed by a round of betting at the big bet limit.

A fourth up card is rolled by each player. This is followed by a round of betting at the big bet limit.

A fifth card is dealt to all remaining players face down. After this card is dealt to everyone, one card is separated from each players set of down cards and it is rolled in the same manner as on other streets. If there aren't enough cards for all players, a single community card is turned face up and placed in the middle of the table. This is followed by a round of betting at the big limit.

It is required of each player that they not alter or obfuscate the order in which they have received their up cards.

Evaluating the Showdown

The best high five-card hand and the best Kansas City low hand split the pot.

Mississippi Studugi

Submitted by Russ Fox.

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Starting with the player in seat one, each player is dealt two cards face down then one card up, followed by a round of betting at the small bet limit starting with the player to the left of the big blind.

Two up cards are dealt to each player in the way stud up cards are dealt, that is, starting in seat 1. This is followed by a round of betting at the small bet limit. The betting is initiated by the best high poker hand showing.

A fourth up card is dealt to all players. This is followed by a round of betting at the big bet limit. The best high poker hand on the board leads the betting.

A *fifth up card* is dealt to all players. This is followed by a round of betting at the big bet limit starting with the best high poker hand on the board. If there are not enough cards in the stub to deal every remaining player a card, a single community card is dealt instead.

It is required of each player that they not alter or obfuscate the order in which they have received their up cards.

Evaluating the Showdown

The pot is split between the best high hand and the best *four-card ace-to-four* badugi hand. So, it's high/badugi split with a four card hand qualifier.

Murder

Submitted by Bree Goldman

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt four cards face down, followed by a round of betting at the small bet limit.

Two *columns* of three cards each (x) are placed in the center of the table as the flop. There is a round of betting at the lower limit.

A third column of three community cards (y) are placed face up. This is followed by a round of betting at the big bet limit.

A fourth column of three community cards (z) are placed face up. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

The final board will look like this:

X X Y Z

X X Y Z

X X Y Z

The "X" cards are placed on the flop, the "Y" cards constitute the turn, and the "Z" cards constitute the river.

Evaluating the Showdown

The best high hand and the best California low hand with an 8-or-better qualifier split the pot. As in Omaha, hands are made using exactly two cards from each player's hand and exactly three cards from the board to form each portion of their hand. When forming a hand (high or low), each player may use only one card from each *row* on the board! Separate hand and board cards may be used by each player to create their high and low hands.

Warning! Given the number of cards in a player's hand, the number of possible combinations of cards that may be used from the board, the fact that the game is split pot, and the fact that each hand must be formed using only one card present in each row of the board cards, evaluating hands can be especially tricky.

Scrotum

Submitted by Bruce Hayek

Forced Money

The game is played with a button and blinds.

Dealing Procedure

Each player is dealt five cards face down. This is followed by a round of betting at the small bet limit. Each player will discard between zero and four of the cards they've been dealt (leaving from one to five cards remaining in their hands.) Each player must arrange their down cards on the table such that it is apparent how many cards each has kept.

When a player first indicates their willingness to continue with the hand (by putting chips in the pot or indicating that they check,) at the same time they should place the cards they wish to discard under the chips they've placed in the pot.

Three community cards are placed face up. This is followed by a round of betting at the small bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

Evaluating the Showdown

The best high hand and best California low hand of at least eight low or better splits the pot. Hands are made using *all* cards from the player's hand and (quantity 5 minus the number of down cards) from the board, i.e., the number of board cards necessary to make a five-card hand.

Note: Unlike Omaha/8, no matter what comes on the board a low hand is possible as long as a player has retained a sufficient number of cards to make a qualifying low hand.

Kimo

Submitted by Masa Fujioka

Forced Money

The game is played with a button and blinds.

Dealing Procedure

If the game is eight-handed, each player is dealt five cards face down. If the game has less than eight players, each player is dealt six cards face down. Next, all players in the hand must discard enough cards to bring their hole card count down to four cards. That is, if they were dealt five, they must discard one. If they were dealt six, they must discard two. This is followed by a round of betting at the small bet limit.

Three community cards are placed face up. This is followed by a round of betting at the small bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit.

One additional community card is placed face up. This is followed by a round of betting at the big bet limit. This is followed by a showdown.

Evaluating the Showdown

The best high hand wins the pot. Hands are made using exactly two cards from each player's hand and exactly three cards from the board.

Kansas City Razz

Submitted by Carol Kline

Forced Money

The game is played with antes. The high card on the board by rank first and then by suit brings it in. The As is the highest possible card followed by the Ah. Note: Because the game is played using Kansas City low rules, aces are always high, so an ace is a high card for bring-in purposes.

Dealing Procedure

Starting with the player in seat one, each player is dealt two cards face down then one card up, followed by a round of betting at the small bet limit.

A second up card is dealt to all players. This is followed by a round of betting at the small bet limit.

A third up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A fourth up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A third down card is dealt to all players. This is followed by a round of betting at the big bet limit.

It is required of each player that they not alter or obfuscate the order in which they have received their up cards.

Evaluating the Showdown

The best five-card Kansas City (deuce-to-seven, straights and flushes count against the player) low hand wins the pot.

Razzdugi

Submitted by Katie Baxter

Forced Money

The game is played with antes. The high card on the board by rank first and then by suit brings it in. The Ks is the highest possible card followed by the Kh.

Dealing Procedure

Starting with the player in seat one, each player is dealt two cards face down then one card up, followed by a round of betting at the small bet limit.

A second up card is dealt to all players. This is followed by a round of betting at the small bet limit.

A third up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A fourth up card is dealt to all players. This is followed by a round of betting at the big bet limit.

A third down card is dealt to all players. This is followed by a round of betting at the big bet limit.

It is required of each player that they not alter or obfuscate the order in which they have received their up cards.

Evaluating the Showdown

The best five-card California low hand and the best (ace-to-four) badugi hand split the pot. Note, there is no qualifier for either the razz or badugi hand. If there is no four-card badugi hand, the best three-card hand wins half the pot.

“Sevens Rule”

Most California cardrooms have something called the sevens rule. After the draw, you must bet a 7 or better whenever you are either first to bet, or those ahead of you have passed. If you do not, you cannot win any action after the draw, and, in some clubs, you forfeit the entire pot. Of course, if you have a 7 or better and someone bets ahead of you, you can throw the hand away if you do not think it will win.

Strictly speaking, you can pass a 7 or better after the draw, and then call with it. If you do, though, all you can do is lose. Here's why. If someone bets after you, and hers is a worse hand (and you call), the rules let her remove her money from the pot. If hers is the better hand, however, and you call, your money stays in the pot. In those few clubs in which you lose the entire pot by passing a 7, if you inadvertently make the mistake of passing, just quietly throw your cards away. Don't make a fuss. They won't change the rules just for you.

There actually are an extremely few instances in which it is mathematically sound to pass and then call with a 7 (because you lose less than if you bet). An explanation of when you can profitably do so is way beyond the scope of the early part of this series. I mention it only because renowned poker theoretician David Sklansky has written about when to make the play. For all practical purposes, however, if you just assume that it is never correct to pass and call with a 7 or better, particularly in no-limit lowball, you won't make many mistakes.

Players are likely to inadvertently pass 7s (or better) in two situations:

- A new player gets flustered and forgets the rule. He passes without thinking. Sometimes he remembers the rule before the next player has acted, and tries to un-pass, with some such remark as, "I forget about that sevens rule. Can I make a bet now?" Sometimes he remembers after the next player has acted, often after the next player has already passed, and now when he tries to bet, an argument ensues. No matter how it happens, however, he gives away his hand, and chills the after-the-draw action.
- A player draws several cards, usually three or more, and passes without looking at her cards, unconsciously concluding that she could not possibly make a 7 or better drawing that many cards. Of course, the time she passes blind is often the time she makes that miracle draw. What often happens is that she ends up losing money, because someone would have called a bet.

There are two obvious countermeasures for these situations.

The first is always be aware of the sevens rule. Remember that it is in force in almost every California cardroom that has lowball. Be aware of what your hand is when it is your turn to act, and don't pass if you have a 7 or better.

The second is, when you take multiple cards, don't pass blind; don't assume that you can't possibly make a hand. Look at your cards and, again, if you have a 7 or better, bet.

How the sevens rule comes into effect when you call an all-in bet that is less than a full bet

You can inadvertently run afoul of the sevens rule in the following way.

If someone makes a bet in turn that is less than a full bet, and you just call (rather than completing the bet) with a 7 or better, and someone calls or raises behind you, that person gets his bet back (unless he has you beat, of course).

Example: The limit is \$20. Four players call, so the pot now contains \$80. (For simplicity, let's assume that three of the players are the blinds.) After the draw, John, directly to the left of the button, has only \$15 left, which he bets. You, on the big blind, who drew two cards, got lucky and made a wheel. You don't want to scare either of the two remaining players, so you just call, knowing that you can't win any more from John. Cindy, who had originally opened the pot and was pat, says, I complete the bet, and puts in \$20. Henry, on the button, who had drawn one card, now raises, by putting in \$40. A side pot is created. The bet skips John, who is out of chips. You say, I raise, and someone at the table informs you that since check-raising is not permitted in limit poker, all you can do is call. Cindy, though, reraises, and Henry just calls the bet. You call the extra bet. The hands are shown. John made an 8-4, and is out of contention. You show your wheel, and start to reach for the pot. Cindy shows a 6-4 and Henry shows 6-5-4-3-2. The house dealer pushes all of Cindy's and Henry's post-draw betting back to them, and pushes the center pot to you, consisting of that initial \$80, plus the \$30 that constitutes the \$15 that John bet and you called. You don't win the extra \$120 that Cindy and Henry put in, because what you did is a violation of the sevens rule. Had you *completed the bet*, by putting in an extra \$5 with your \$15, you would have won a lot more.

So here's what to remember. If someone goes all in ahead of you and that bet is less than a full bet, be sure to complete the bet if you have a 7 or better. That is, put enough into the pot to turn your call into as much as the limit of the game. Of course, there's nothing to stop you from completing the bet even if you have worse.

The same thing holds in no-limit lowball. If someone goes all in ahead of you and that bet is less than the minimum bet for the game, be sure to complete the bet if you have a 7 or better. So, for example, if the blinds were \$5-\$5-\$10, the minimum bet would be \$20. If after the draw the player ahead of you goes all in for \$15 and you have a pat wheel and at least one player remains behind you, make sure to put in at least \$20. Since it's a no-limit game, you can of course put in as much more as you like.

From Michael Wiesenberg's "Go For Low" column in Card Player Magazine