

# 2-7 TRIPLE DRAW

---

Deuce to Seven Triple Draw is a 5 card draw low game. Each player is dealt 5 hidden hole cards and the goal is to make the lowest possible 5 card hand. There are four rounds of betting and three draws in this game. After each round of betting players may discard from zero to five cards, and the dealer will deal them the replacement cards. Maximum number of players in this game is 6.

## Game Play

1. **The dealing of the cards.** The player to the left of the dealer button posts a small blind (SB), and the next player posts a big blind (BB). Each player is dealt five cards face down.
2. **The first round of betting.** The first round of betting starts with the player to the left of the BB, who has the option to fold, call or raise. Action continues clockwise around the table until the betting is complete for the round.
3. **The first round of drawing.** After the first round of betting is complete, each player who has not folded has a chance to draw. The players are prompted in order to discard any cards they wish to replace in their hand. The first player to act is always the closest player to the left of the button. Players can discard from zero to 5 cards. If a player chooses to discard zero cards, he is opting to stand pat. The replacement cards are dealt before the next player chooses the number of cards to draw. Then the next player is prompted in turn to discard and so on until all remaining players in the pot have acted on the draw.
4. **The second round of betting.** The second round of betting starts with player to the left of the dealer. In case no player before him makes a bet, he will have the option to check besides calling, raising and folding.
5. **The second round of drawing (see point 3 for details).**
6. **The third round of betting (see point 4 for details).**
7. **The third round of drawing (see point 3 for details).**
8. **The fourth round of betting (see point 4 for details).**

9. **Showdown (in case more than one player remains in the game).**  
The player with the lowest 5 card hand wins the pot. If two or more hands have the same value, the pot is equally split among them. The card suits are not considered in hand ranking.

There can be a situation when there are not enough cards to complete a drawing round. In this case, the mucked cards are reshuffled and the draw is completed. The cards that are included in the reshuffle are the mucked cards from all previous drawing rounds.

## Hand Rankings

1. 2-7 Triple Draw uses the 'Deuce-to-seven low' system for ranking hands. The best possible hand is 7-5-4-3-2.
2. Pairs and trips are bad: that is, any hand with no pair defeats any hand with a pair; one pair hands defeat two pair or trips, etc. No-pair hands are compared starting with the highest ranking card, just as in high poker, except that the high hand loses.
3. Aces, straights and flushes count for high (and therefore bad).

Rank of combination	Hand	Example
1	7-low	7-5-4-3-2 unsuited
2	8-low	8-7-5-4-3 unsuited
3	9-low	9-5-4-3-2 unsuited
4	Ten-low	T-9-7-4-2 unsuited
5	Jack-low	J-8-7-4-2 unsuited
6	Queen-low	Q-8-6-5-3 unsuited
7	King-low	K-J-8-3-2 unsuited
8	Ace-low	A-K-8-7-4 unsuited
9	Pair	K-K-5-4-3
10	Two pair	8-8-5-5-3

11	Three of a kind	J-J-J-4-3
12	Straight	J-T-9-8-7 unsuited
13	Flush	2-5-6-9-T suited
14	Full house	8-8-8-3-3
15	Four of a kind	J-J-J-J-2
16	Straight flush	2-3-4-5-6 suited

## Examples

1. The hand 8-5-4-3-2 defeats 9-7-6-4-3, because eight-high is lower than nine-high. The hand 7-6-5-4-2 defeats both, because seven-high is lower still. The hand 7-6-5-4-3 would lose, because it is a straight.
2. Aces are high, so Q-8-5-4-3 defeats A-8-5-4-3.
3. In the rare event that hands with pairs tie, kickers are used just as in high poker (but reversed): 3-3-6-4-2 defeats 3-3-6-5-2.
4. Since the ace always plays high, A-5-4-3-2 is not considered a straight; it is simply ace-high no pair (it would therefore lose to any king-high, but would defeat A-6-4-3-2).

