



Caribbean Stud is a game in which players use poker hands to try and beat the dealer. On winning hands, players are paid out depending on their hand.

<u>Terminology</u>

Hand: Refers to the players cards for the round of play.

<u>Ante:</u> The initial bet (set by the table) required prior to the dealer dealing out the players' cards.

<u>Call:</u> An additional wager equal to exactly twice that of the ante bet and required for a player to play his hand against the dealers.

Fold: To forfeit ones ante and hand.





Poker Hands and Their Payouts

Caribbean stud uses poker hands, so it is useful to familiarize yourself with the various hands and their payouts.

Hand	Rank	Payout	Description	Example	
High Card	1	NA	The highest valued card of the hand	10∳ is the high card	
Pair	2	1:1	Two cards of the same value	A pair of kings	
Two Pair	3	2:1	Two different valued pairs	A pair of jacks and a pair of aces	
Three- of-a- Kind	4	3:1	Three cards of the same value	A three- of-a-kind with queens	
Straight	5	4:1	A five card hand composed of consecutive cards	A five to nine straight	
Flush	6	5:1	A five card hand composed of cards of the same suit	A flush with spades	





Full House	7	7:1	A five card hand composed of a three- of-a-kind and a pair	A three- of-a-kind with kings and a pair of sixes	
Four-of- a-Kind	8	20:1	Four cards of the same value	Four aces	
Straight Flush	9	50:1	A straight composed of cards from the same suit	A straight flush from five to nine in hearts	
Royal Flush	10	100:1	A straight flush composed of a 10, Jack, Queen, King and Ace of the same suit	A royal flush in clubs	





Ranks of Hands

The hand with the higher rank is the winner.

<u>Example</u>	
Hand 1 (Pair of 10's)	Hand 2 (Full House)
10☆ 10 ☆ 7 ♥ K ☆ 2 ♥	K+ K <u>∢</u> K¥ 4 <u>*</u> 8 <u>*</u>

- The two hands are compared and the winner is determined by the rank
 - Hand 1: Pair of 10's Rank 2
 - $\circ~$ Hand 2: Full House Rank 7
- Hand two has the higher rank and therefore is the winner

In the case of a tie, the highest card from each will be compared, with the highest being the winner. If these two are a tie, the next highest card will be used and this process repeated until a winner is decided. If all five cards are the same, the two hands are a tie.

 Example

 Hand 1 (Pair of 10's)
 Hand 2 (Pair of 10's)

 10* 10* 7* K* 2*
 10* 10* K* Q* 4*

- The two hands are compared
 - Hand 1: Pair of 10's Rank 2
 - Hand 2: Pair of 10's Rank 2
- The two hands are equal, so the first highest card values in each hand are compared
 - Hand 1 King
 - Hand 2 King
- The first highest cards are equal, so the second highest from each hand are compared
 - Hand 1 10
 - Hand 2 Queen
- Hand 2 has the larger second highest card and is therefore the winner





Playing The Game

- **1. Each player must place down an ante bet at least equal to that set by the table.**
 - No more bets are permitted after .cards are dealt, signaled by the dealer declaring "no more bets"
 - Players are permitted to only play one hand at a time
- 2. Once all ante's are placed, the dealer will deal each player and themselves five cards face down. The dealer will then flip over one of his cards.
 - In case of a misdeal to the player (incorrect number of cards), only that player will have a dead hand (wager returned and cards discarded).
 - If the dealer is dealt 4 cards instead of 5, an additional card will be dealt to the dealer. Any other misdeal results in all hands being void and the cards shall be reshuffled.
 - Players are not permitted to share their hand information with any other player. Any player caught doing so will have their hand and ante forfeited.
- **3. Starting from the dealers left, the players may make the following options:**
 - Call: If the player wishes to continue play, they must place an additional bet wager equal to exactly twice his ante.
 - Fold: If the player does not wish to continue play, they may fold their hand and forfeit both their hand and ante bet
- 4. Once all players have played the dealer will compare his hand with the players and payouts occur as follows:
 - If the dealer does not have at least an Ace and King high cards in his hand, the players are paid their ante (1:1) and the bet wager is a push (it is returned to player)
 - If the dealer has at least an Ace/King, then the highest hand wins.
 - If the dealer wins, the player loses both their ante and bet wager
 - If the player wins, they are paid their ante (1:1) and their bet wager (at the payouts previously listed)
- 5. Following play, all cards will be reshuffled and play will restart with the ante bets.