

Extended Criss-Cross

GAME CATEGORY	Community Card Game
NUMBER OF CARDS	13
NUMBER OF BETTING ROUNDS	10
COMPLEXITY	Complex
DURATION	Long
WILD CARDS	Middle Community Card, which must be revealed last, and any like it

Game Parameters

This game is played as High Low (Split-Pot). Players must use two or three of their Hand Cards, combined with two or three of the Community Cards, to form their final 5-Card Poker hand. The nine Community Cards (see photo below) are arranged such that there are three rows across and three columns up and down – forming six different sets of three cards (diagonal is not allowed!) Each player can choose any one of the six 3-Card sets to use for his hand, and he can use any 2-Card combination from the set he chooses, or use all three cards from the set he chooses.

Play Sequence

- _ Deal four Down Cards to each player.
- _ Players pick up their cards, treating them as Hand Cards
- _ Deal nine Down Cards onto the table as Community Cards, in the following configuration:



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- _ First player immediately left of the dealer chooses any Down Community Card except the middle card, and turns it over as an Up Card.
- _ Betting round #1 (player who turned the Community Card leads the betting)
- _ Next player to the left chooses any Down Community Card except the middle card, and turns it over as an Up Card. Repeat the previous two steps for each remaining Down Community Card, until only the middle card is left Down.
- _ Next player to the left chooses the one remaining Down Community Card – the middle card - and turns it over as an Up Card. This card is a Wild Card and any like it are Wild Cards (whether they are in a player's hand or one of the other Community Cards.)
- _ Betting round #9 (player who turned the Community Card leads the betting)
- _ Players declare whether they are going High, Low or Both Ways, using the traditional coin, no coin or two coins approach (see details in this guide on how to play High Low split-pots.)
- _ Betting round #10 (player who turned the Community Card leads the betting)
- _ Players show their cards and the winner(s) are determined (*unless, of course, the high bettor for the High or Low portions of the pot has not been called, in which case he is the winner by default and does not have to show his Hole Cards*)

Comments: This is one of my favorite Community Card games. It's a High Low game, builds a good pot, and provides many scenarios for forming your 5-Card Poker hand. Note the limitation that players *must* use at least two or three of their Hand Cards combined with two or three of the Community Cards, to form their final 5-Card Poker hand. Too, the Community Cards used by a given player must adhere to the allowed combinations noted in the Game Parameters.

Game Dynamics: With a split-pot and the last Community Card revealed (the middle card) being the Wild Card (and any like it), players have incentive to stay in the game. The many card combinations keep players thinking. Remember that with a split-pot, if some players have dropped



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out, you can sometimes win half the pot just by being the only player to declare High or the only player to declare Low.

Typical Winning Hands (6 players): The typical High hand will be no less than a Full House, usually at least Four-of-a-Kind, and often a Straight-Flush or Five-of-a-Kind. The best Low hand can vary based upon the Community Cards.

Variations

- _ Players must use exactly two Hand Cards and three Community Cards.
- _ Players must use exactly three Hand Cards and two Community Cards.

Tic-Tac-Toe

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NUMBER OF CARDS	13
NUMBER OF BETTING ROUNDS	10
COMPLEXITY	Complex
DURATION	Long
WILD CARDS	Middle Community Card, which must be revealed last, and any like it

Game Parameters

This game is played as High Low split-pot. Players *must* use two or three of their Hand Cards, combined with two or three of the Community Cards, to form their final 5-Card Poker hand. Just like in “Extended Criss-Cross” the nine Community Cards (see photo below) are arranged such that there are three rows across and three columns up and down – forming six different sets of three cards. However, like its namesake, this game allows two additional 3-Card sets - the diagonals. Each player can choose any one of the eight 3-Card sets to use for his hand, and he can use any 2-Card combination from the set he chooses, or use all three cards from the set he chooses.



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