

- \_ Charge progressively for Replacement Cards. For example, in Replacement Round #1 cards cost 25 cents, in Replacement Round #2 they cost 50 cents, in Replacement Round #3 they cost 75 cents, and in Replacement Round #4 they cost one dollar.

### 3-Card Triple Replace

GAME CATEGORY	Replacement Card Game
NUMBER OF CARDS	3-8
NUMBER OF BETTING ROUNDS	4
COMPLEXITY	Simple
DURATION	Moderate
WILD CARDS	None

#### Game Parameters

Players attempt to form their best 3-Card hand, using three separate optional replacement rounds to do so.

Discarded Up Cards are replaced with an Up Card and discarded Down Cards are replaced with a Down Card.

Players must pay the pot for each Replacement Card. The suggested cost per Replacement Card is that amount equal to the lowest betting increment being used for the Poker Game. For example, if players are playing “Quarter-Half”, where bets can be increments of 25 cents or 50 cents, then Replacement Cards cost 25 cents each. So, if a player replaces two of his cards during one of the replacement rounds, he would pay the pot 50 cents for that privilege.



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Because each player will never have more than a 3-Card hand, the best achievable High Hand is Three Aces, and the best achievable Low Hand is Ace-Two-Three (assuming you are playing one of the game variations such as a Low Hand game or as a High Low split-pot game, in which case Aces Wiggle).

### Play Sequence

- \_ Deal one Down Card (the Hole Card) to each player
- \_ Deal two Up Cards to each player
- \_ Betting round #1
- \_ Replacement Round #1 - Each player in turn, beginning with the first player left of the dealer, performs the following:
  1. Player determines if he wishes to replace (discard and replace) any of his Table Cards. He may choose to replace zero, one or two.
  2. If the player chooses to replace any, he first discards the card(s) he no longer wants by tossing them face down into the center of the table.
  3. Dealer deals the appropriate number of Replacement Cards (from the deck) to the player to replace the Discard Cards. Dealer replaces a discarded Down Card with a Down Card, and discarded Up Cards with Up Cards.
  4. Player views the resulting new 3-Card hand.  
*Repeat the above four steps for each player, moving clockwise around the table and ending with the dealer's replacements.*
- \_ Betting round #2
- \_ Replacement Round #2 (repeat the steps listed in Replacement Round #1, above)
- \_ Betting round #3
- \_ Replacement Round #3 (repeat the steps listed in Replacement Round #1, above) – however, players are limited to replacing zero or one card. *(This limitation is included to ensure the deck is not exhausted, which can happen only if all players replace two cards in every replacement round or in every round except one. You can play without the limitation if you like, and the chances of exhausting the deck are very low. Of course, if you have less than six players, this is no longer a concern.)*



- \_ Betting round #4
- \_ Players show their Hole Cards and a winner is determined (*unless, of course, the high bettor has not been called, in which case he is the winner by default and does not have to show his Hole Cards*)

**Comments:** High hand showing always leads the betting.

**Game Dynamics:** It can be surprisingly difficult to know whether or not you should replace cards. It depends on the collective influence of the value of your own hand, which replacement round you are in, and the value of your opponents' Up Cards.

**Typical Winning Hands (6 players):** Figure on at least a high Pair in order to win – in other words, Aces or Kings. Three-of-a-Kind of any value is a strong hand, but don't be too proud if your Three-of-a-Kind is fairly low and one of your opponents has stopped taking Replacement Cards.

#### Variations

- \_ Deal 2-Down and 1-Up instead of 1-Down and 2-Up
- \_ Play with all cards Down.
- \_ Play as a High Low split-pot game, or a Low Hand only game.
- \_ Limit to replacing one card per replacement round.
- \_ Play with a Wild Card (e.g., "twos are wild" or "threes are wild")
- \_ Charge progressively for Replacement Cards. For example, in Replacement Round #1 cards cost 25 cents, in Replacement Round #2 they cost 50 cents, in Replacement Round #3 they cost 75 cents.
- \_ Charge exponentially for Replacement Cards. For example, in Replacement Round #1 cards cost 25 cents, in Replacement Round #2 they cost 50 cents (twice as much as round #1), in Replacement Round #3 they cost one dollar (twice as much as round #2).

