

Example Hands for 9/6 Jacks or Better Quick Quads

These example hands will be easier than those used for the other games in this chapter. Part of the reason is that you're likely still getting used to the Quick Quads concepts. Remember, even if Jacks or Better ends up being the game you concentrate on, you should consider reading the rest of the book so you are aware of some of the more advanced plays. The strategies referred to in the text begin on page 52.

1. **K♥ Q♥ J♥ 5♣ K♣**—The standard play in Jacks or Better is keeping high pairs above all 3-card royal flushes. Since neither 'KQJ' nor KK have Quick Quad Potential (i.e., there are no face cards in ANY Quick Quads), the standard play also applies in Quick Quads. The way the strategy conveys this is that line 16 tells you to hold KK and line 17 tells you to hold 'KQJ', along with the rest of the combinations in RF3. Always go with whichever rule comes first. (As a matter of terminology, a "high pair" is any pair where you get your money back, i.e., JJ-AA. A "low pair," as used in the next example, is a pair where you do not get your money back, i.e., 22-TT.)

2. (a) **K♥ T♥ 9♥ 3♥ 9♣** versus (b) **5♥ T♥ 9♥ 3♥ 9♣** versus (c) **5♥ T♥ 9♥ 3♥ 3♣**—In regular Jacks or Better, all 4-card flushes are superior to all low pairs. In Quick Quads, it's a matter of how many high cards there are in the 4-card flush and which low pair. In (a), 'KT93' has one high card and is found on line 20, making it superior to 99, which is found on line 21. In (b), '5T93' contains no high cards (line 22), so that is inferior to 99. In (c), 33 is found on line 24, which is lower in value than the 4-card flush.

3. (a) **A♥ 2♥ 3♥ Q♣ J♣** versus (b) **A♥ 4♥ 5♥ Q♣ J♣** versus (c) **A♥ 3♥ 5♥ Q♣ J♣**—Both 'A23' and 'A45' are 3-card straight flushes with QQ Potential, and are found on line 28. 'A35' is a 3-card straight flush without QQ Potential, and is found on line 35. A suited 'QJ' is found on line 30, so the correct play in (a) and (b) is to hold the A-low 3-card straight flush, and the correct play in (c) is to hold 'QJ'.

While (a) and (b) are played the same in Jacks or Better, the two SF3s have different values in each of the other games in this chapter. The reason is the value of the quads you hit when you draw the appropriate cards. From 'A23', if you draw two 3s you get paid for four 3s. From 'A45', if you draw perfectly you end up with four 5s. In Jacks or Better, four 3s and four 5s pay the same amount, but in every other game, four 3s pay more than four 5s. It's important to keep in mind that each game has its own unique strategy.

4. **A♥ Q♣ 9♣ 8♦ 4♠**—In regular Jacks or Better, you'd hold AQ quickly on this hand, because holding two high cards is ALWAYS better than holding one. Even though this is an absolute in regular Jacks or Better, it's actually a fairly close play. Not so in Quick Quads, where the value of a single ace is worth quite a bit more than in the regular game, because it can be part of quads like TTT9A, 8887A, and even 222AA (which pays as a quad rather than a full house). Therefore, a solitary ace in this game is ALWAYS preferred to an unsuited AK, AQ, or AJ. You won't even find these high-card combinations in the strategy, because they're never held, but you *will* find the solitary A on line 41.

5. (a) **T♣ T♥ 5♥ 5♦ 3♣** versus (b) **T♣ T♥ 4♥ 4♦ 3♣**—Both of these examples are Two Pair hands, and the correct play in each case is the same, hold TT55. This combination, however, is not described in the strategy as TWO PAIR (line 14). Rather it's described in line 10 as a pair with a QQ matched duo. Drawing a ten gives you a four-of-a-kind in (a) and "only" a full house in (b). While this is a distinction without significance in Jacks or Better (i.e., you should hold four cards no matter what they're called), the reason for the notation is that sometimes it matters in other games.

6. (a) **A♥ K♥ Q♣ J♦ 5♠** versus (b) **A♥ K♦ Q♣ J♣ 5♠**—In both of these cases the choice is between AKQJ (line 31) and two suited high cards (line 30). Line 30 beats line 31, so 'QJ' is the better play in (b). In (a), 'AH' (which includes 'AK', 'AQ', and 'AJ', which are all worth the same) is found on line 32, making it less valuable than AKQJ. This play is the same in standard Jacks or Better. A Quick Quad cannot contain a picture card, so it's reasonable to conclude that the relationship between the combinations remains the same. This is *almost* true. In Quick Quads, four-of-a-kinds pay more than they do in the regular game, and this slightly increases the value of 'QJ' and 'AK' relative to AKQJ.

7. (a) **A♥ Q♣ J♦ 5♥ 7♥** versus (b) **A♥ Q♣ J♦ 5♥ 6♥**--In regular Jacks or Better, when there are three unsuited high cards including an ace, you always toss the ace and hold the other two. That's the correct play in (a), as the unsuited QJ (line 38) appears above the single ace (line 41). In (b), however, there's a 3-card flush with QQ Potential, because if you hold 'A56' and draw two more 6s, you'll get paid for 4-of-a-kind. This combination is found on line 33 and is superior to holding QJ.

8. **Q♥ J♣ 9♥ 8♦ 4♥**—This is an inside straight with two high cards. These combinations aren't held in any game where two pair pays 2-for-1 (namely, Jacks or Better and Bonus Poker), but they are held in games where two pair pays 1-for-1 (namely, Double Bonus, Double Double Bonus, Triple Double Bonus, and Triple Bonus Plus, among others). Since there are picture cards in the

combination, there can be no Quick Quads on this hand, which means the play is the same as in regular Jacks or Better. Hold QJ.

9. (a) $3♥ 3♠ 2♥ K♠ Q♦$ versus (b) $4♥ 4♠ 2♥ K♠ Q♦$ —In Jacks or Better Quick Quads, 4s and 3s are the only pairs where it's correct to also hold lower cards for kickers. However, the two cases presented here are not the same. In (a), 332 is found on line 23, which is better than holding 33 (line 24). In (b), 442 is not included in line 23, so holding the pair is best. It's a recurring theme in Quick Quads that kickers with half the value of the pair are worth quite a bit less than kickers that are not half the value.

10. $A♣ T♣ 8♥ 7♠ 4♦$ —Although there are some exceptions, you generally hold 'AT' over a single A in this game. 'AT' is found on line 38, which is before the solitary A on line 41. This is a highly unusual play in video poker. Since the only straight we can make from this combination is AKQJT, and there are no straight flushes possible, in most games 'AT' isn't held. In this game, the possibility of TTTA9 (which returns 236 coins) adds just enough to make the hold worthwhile.

VB. 8/5 Bonus Poker Quick Quads

Bonus Poker is a variation of Jacks or Better. In Bonus you trade off a lower payout for the full house and flush for slightly higher payouts for four 2s-4s and somewhat more for four aces. Along with Jacks or Better, it's one of the few games where you receive double your money for two pair.

Most of the plays in Quick Quads are the same as they are in the standard game. If you want to become expert in this game, you should study the Dancer/Daily *Winner's Guide Volume 1*, which covers Jacks or Better and Bonus Poker.

As is true in all video poker games, the pay schedule is the most important thing to determine in choosing which game to play.

| | A | B | C | D |
|-----------------------|-----|-------|-------|-------|
| Royal Flush | 250 | 4,000 | 4,000 | 4,000 |
| Straight Flush | 50 | 250 | 250 | 250 |
| Four of a Kind: Aces | 80 | 400 | 500 | 500 |
| Four of a Kind: 2s-4s | 40 | 200 | 300 | 300 |
| Four of a Kind | 25 | 125 | 230 | 225 |
| Full House | 8 | 40 | 40 | 35 |
| Flush | 5 | 25 | 25 | 25 |
| Straight | 4 | 20 | 20 | 20 |
| Three of a Kind | 3 | 15 | 15 | 15 |
| Two Pair | 2 | 10 | 10 | 10 |
| Jacks or Better | 1 | 5 | 5 | 5 |

Here's an explanation of what's displayed in the chart above.

A. Single coin 8/5 Bonus Bonus—We don't suggest you play this game one coin at a time, but many players find it easy to identify games and their returns by looking at the 1-coin payouts.

B. 5-coin 8/5 Bonus Poker—This is the pay schedule for 5-coin play, which returns 99.17%.

C. 6-coin 8/5 Bonus Poker Quick Quads—This is the pay schedule for 6-coin play (on an 8/5 game), which returns 99.55%. Notice that the pay for four aces and four 2s-4s is more than in the base game.

D. 6-coin 7/5 Bonus Poker Quick Quads—This is the pay schedule for 6-coin play (on a 7/5 game), which returns 98.28%. Regular quads return a little less in this game than in the 8/5 Bonus Poker QQ game.

Example Hands for 8/5 Bonus Poker Quick Quads

1. (a) $A\clubsuit A\heartsuit A\spadesuit 3\heartsuit 3\diamonds$ versus (b) $3\clubsuit 3\diamonds 3\spadesuit A\heartsuit A\diamonds$ —While it's true that three As by themselves are more valuable than three 3s (because *four* As are more valuable than four 3s), this relationship does not hold when three 3s are accompanied by an ace or a deuce. The 4/47 chance for a Quick Quad from 333A or 3332 makes this hold (line 6) > full house (line 7) > AAA (line 11). Therefore, the correct play in (a) is AAA33 and the correct play in (b) is 333A. Which ace you hold is immaterial.
2. (a) $K\heartsuit J\heartsuit 9\heartsuit A\clubsuit Q\spadesuit$ versus (b) $Q\heartsuit J\heartsuit 8\heartsuit A\clubsuit K\spadesuit$ —Both 'KJ9' and 'QJ8' are SF3 2h1i combinations and frequently have the same value. It happens, however, that when either is in the same five cards as AKQJ, they behave differently. 'QJ8' (line 29) > AKQJ (line 31) > 'KJ9', 'KQ9' (line 32) is a basic relationship in regular 8/5 Bonus Poker, as well as many other games where flushes return 5-for-1. Since no Quick Quads are possible when face cards are held, the regular Bonus Poker relationship holds. Therefore, in (a) you hold AKQJ and in (b) you hold 'QJ8'. Each individual game in QQ is *much* easier to learn if you already know the underlying game in question.
3. (a) $2\heartsuit 2\clubsuit A\spadesuit K\diamonds Q\clubsuit$ versus (b) $4\heartsuit 4\clubsuit 2\spadesuit K\diamonds Q\clubsuit$ —The combinations 22A and 442 have equal values—they each become a QQ seven times out of 1,081, which translates to approximately one time out of 154. Even though four 4s pays no more than four 2s, *two* 4s are worth more than two 2s, simply because of additional QQ possibilities. In this game, we have 22A (line 25) > 22 (line 26), but 44 (line 23) > 442 (not in the strategy). Therefore in (a) you hold 22A and in (b) you hold 44.
4. (a) $A\heartsuit K\clubsuit 9\clubsuit 8\diamonds 4\spadesuit$ —In Quick Quads, the value of a single ace is worth quite a bit more than in the regular game, because it can become part of quads like TTT9A, 8887A, and even 222AA (which pays as a quad rather than a full house). Therefore, a solitary ace (line 43) in this game is *always* preferred to an unsuited AK, AQ, or AJ. You won't even find AH (which stands for an unsuited AK, AQ, or AJ) in the strategy, because these combinations are never held.
5. $A\heartsuit K\spadesuit Q\diamonds J\diamonds 3\clubsuit$ —Whereas in 9/6 Jacks or Better, you'd hold 'QJ' on this hand, in Bonus Poker (in both the regular and the QQ versions) you hold AKQJ. The reason for this difference is that the flush returns 6-for-1 in 9/6 Jacks or Better and only 5-for-1 in 8/5 Bonus Poker. That's enough to make the difference.
6. (a) $A\heartsuit 9\heartsuit 8\heartsuit 5\clubsuit 3\clubsuit$ versus (b) $A\heartsuit 9\heartsuit 8\clubsuit 5\clubsuit 3\clubsuit$ —In both of these cases there's a 3-card flush with QQ Potential. If you draw two 9s in (a) or two 8s in (b),

you end up with a QQ. The difference between them is that 'A98' (line 37) contains a high card, namely the ace, and '853' (line 50) doesn't, which gives the former a significantly greater chance of ending up as a high pair than the latter. In (a) you hold 'A98' and in (b) you hold the A (line 43) by itself.

7. (a) $Q\clubsuit J\heartsuit 3\heartsuit 4\heartsuit 7\heartsuit$ versus (b) $Q\clubsuit J\heartsuit 3\heartsuit 5\heartsuit 7\heartsuit$ —In regular video poker, '347' and '357' have equal values. They both are SF3 0h2i and in Bonus Poker are the lowest-valued combinations that are ever held. In QQ, however, '347' has QQ Potential, because drawing two more 7s gives you a Quick Quad. In (a) you hold '347' and in (b) you hold QJ.

8. (a) $A\heartsuit 2\heartsuit 3\heartsuit K\clubsuit Q\clubsuit$ versus (b) $A\heartsuit 4\heartsuit 5\heartsuit K\clubsuit Q\clubsuit$ —Both 'A23' and 'A45' have QQ Potential. But in Bonus Poker (unlike Jacks or Better) 'A23' > 'A45', simply because four 3s > four 5s. This is a distinction without a difference in Bonus Poker QQ, however, as there are no hands in that game where the two combinations are played differently. In QQ, just because they're both found on line 30 doesn't mean they are equal in value. It means that they are both of lesser value than any combination found on line 29 and earlier, and of greater value than any combination found on line 30 and after. In both (a) and (b) the proper play is to hold the SF3 combinations.

9. (a) $K\heartsuit J\clubsuit T\clubsuit 6\heartsuit 4\heartsuit$ —In regular Bonus Poker, as in Jacks or Better, the choice between KJ (line 45) and 'JT' (line 44) is a close decision, and the remaining two cards in the hand influence the correct play. Here the correct hold is 'JT', which is the best play on average when you have a hand beginning K 'JT'.

10. (a) $8\heartsuit 8\clubsuit 6\spadesuit 6\heartsuit 2\clubsuit$ —In Jacks or Better and Bonus Poker, you simply hold the two pair. No big deal. In the other four games in this chapter, you'd hold 8862, as a "Quick Trip" is worth more than two pair in those games. The reason for the difference, of course, is the amount two pair pays. In Jacks or Better and Bonus Poker, you get 2-for-1 and in the other games you get only 1-for-1.

VC. 9/7 Double Bonus Quick Quads

Double Bonus is a game with several unusual strategy features. The reason for this is the returns of 7-for-1 for a flush and 5-for-1 for a straight, which leads to going for flushes and straights much more frequently than in other games. There are a lot of fine points to Double Bonus that will not be discussed here. If you want to become expert in this game, you should study the Dancer/Daily *Winners Guide to Video Poker Volume 2: 10/7 & 9/7 Double Bonus*.

As is true in all video poker games, the pay schedule is the most important thing to determine in choosing which game to play.

| | A | B | C | D |
|-----------------|-----|-------|-------|-------|
| Royal Flush | 250 | 4,000 | 4,000 | 4,000 |
| Straight Flush | 50 | 250 | 250 | 250 |
| Four Aces | 160 | 800 | 800 | 800 |
| Four 2s thru 4s | 80 | 400 | 400 | 400 |
| Four 5s thru Ks | 50 | 250 | 275 | 275 |
| Full House | 9 | 45 | 45 | 45 |
| Flush | 7 | 35 | 35 | 30 |
| Straight | 5 | 25 | 25 | 25 |
| Three of a Kind | 3 | 15 | 15 | 15 |
| Two Pair | 1 | 5 | 5 | 5 |
| Jacks or Better | 1 | 5 | 5 | 5 |

Here's an explanation of what's displayed in the chart above.

A. Single coin 9/7 Double Bonus—We don't suggest you play this game one coin at a time, but many players find it easy to identify games and their returns by looking at the 1-coin payouts.

B. 5-coin 9/7 Double Bonus—This is the pay schedule for 5-coin play, which returns 99.11%.

C. 6-coin 9/7 Double Bonus Quick Quads—This is the pay schedule for 6-coin play (on a 9/7 game), which returns 99.55%. Notice that the value of regular 4-of-a-kinds is different at the 6-coin level than it is at the 5-coin level.

D. 6-coin 9/6 Double Bonus Quick Quads—This is the pay schedule for 6-coin play (on a 9/6 game), which returns 98.50%.

Example Hands for 9/7 Double Bonus Quick Quads

1. **A♥ K♥ Q♥ 5♥ 7♣**—This is a typical 9/7 DB hand that many beginners misplay. Since neither of the top two plays, 'AKQ' and 'AKQ5', have QQ Potential, the same play as in the standard game applies, which is 'AKQ5'. Using the strategy chart, 'AKQ' is found on line 25 and 'AKQ5' is found on line 22. The higher line takes precedence, so hold 'AKQ5'. In 9/6 DB Quick Quads, the lower value for the flush dictates that you hold 'AKQ' in that game.
2. (a) **A♥ A♣ 4♣ 4♠ 3♥**—There are a number of possible plays here. The aces by themselves are found on line 20 of the strategy. Two pair (AA44) are found on line 21, which is not as valuable. But A443 is a Quick Trip and is found on line 16, making it the best play. If you've been reading this book from the beginning, this is a play that's not found in Jacks or Better. In that game, two pair pays 2-for-1 and that dominates. In games where two pair pays 1-for-1, this is a common play.
3. **J♥ T♥ 9♥ 5♣ 5♦**—In regular Double Bonus 'JT9' is preferred to low pairs in the range of 55-TT. In Quick Quads, however, low pairs increase in value sufficiently to change the play. You'll find 'JT9' on line 32 and 55 on line 30, which makes the low pair the correct play.
4. (a) **A♣ K♣ 4♣ 7♥ 8♠** versus (b) **Q♣ J♣ 4♣ 7♥ 8♠**—In both of these hands the choice is between an RF2 combination ('AK' on line 43 and 'QJ' on line 39, respectively) and a FL3 2h combination, found on line 40. Since face cards are involved in the choices, the play in Quick Quads is the same as the play in the standard game. In regular 9/7 DB, 'QJ' is always superior to a 3-card flush in the same hand and 'AH' is always inferior to a 3-card flush. The same holds true here. In (a), hold 'AK4' and in (b), hold 'QJ'.
5. **2♣ 4♣ 5♥ 6♦ T♥**—This is one of the two games (Triple Double Bonus is the other) in the Quick Quad family where you hold inside straights with no high cards. The reason for this is that straights pay 5-for-1, while in every other Quick Quad game straights pay only 4-for-1. This hold appears on line 59 of the strategy.
6. (a) **A♥ 7♥ 8♥ 6♣ 2♣** versus (b) **A♥ 7♥ 8♣ 6♣ 2♣**—Both 'A78' (line 37) and '862' (line 47) are 3-card flushes with QQ Potential, which are superior to a solitary ace (line 50). This is different from the other strategies in this chapter, where 'A78' is superior to the solitary A, but not '862'. The reason for the difference is that flushes pay 7-for-1 in this game rather than 6-for-1 or 5-for-1, as they do in the others.

7. A♣ K♥ 5♣ 3♦ 2♥—An unsuited AK, AQ, or AJ is never held in this game. A solitary ace is found on line 50. An inside straight with one high card (A532) is found on line 49 and is the best play here. This is the only game where this play is made and the reason behind it is that straights return 5-for-1 here rather than the more-typical 4-for-1.

8. A♥ K♥ T♥ 4♥ K♣—In regular 9/7 Double Bonus the proper play is 'AKT4' (line 26). Here the correct play is the pair of kings (line 24). The difference is due to the fact that four kings return 275 in Quick Quads rather than the "normal" 250. That's enough to make a difference on a few plays, including this one.

9. A♣ K♣ Q♥ J♥ 8♥—Looking at the strategy, AKQJ is on line 34 and 'QJ8' is on line 35. This makes AKQJ the better play. This is the only game covered here, however, where the hand is played this way—and that's despite the value of 'QJ8' being increased, because flushes return 7-for-1. What gives? 'QJ8' becomes a flush only once in 24.5 draws, and AKQJ becomes a straight once in 11.75 draws. This makes a 1-unit increase in the return for straights in this game more than twice as relevant on this hand than a 1-unit increase in the return for flushes.

10. Q♥ J♣ T♣ 6♦ 3♠—QJT is found on line 48 and that's superior to either QJ (line 52) or 'JT' (line 51). It's included here because this hold is unusual in Quick Quads (although common in Double Bonus).

VD. 9/6 Double Double Bonus Quick Quads

Double Double Bonus is the most popular video poker game in the country, so it follows that it will be the most popular Quick Quad version, as well. There are a lot of fine points to Double Double Bonus that will not be discussed here. If you want to become expert in this game, you should study the Dancer/Daily *Winners Guide to Video Poker Volume 6: Double Double Bonus*.

As is true in all video poker games, the pay schedule is the most important thing to determine in choosing which game to play.

| | A | B | C | D |
|---------------------------------|-----|-------|-------|-------|
| Royal Flush | 250 | 4,000 | 4,000 | 4,000 |
| Straight Flush | 50 | 250 | 250 | 250 |
| Four Aces with 2, 3, 4 | 400 | 2,000 | 2,000 | 2,000 |
| Four Aces | 160 | 800 | 1,000 | 1,000 |
| Four 2s thru 4s with A, 2, 3, 4 | 160 | 800 | 1,000 | 1,000 |
| Four 2s thru 4s | 80 | 400 | 400 | 400 |
| Four 5s thru Ks | 50 | 250 | 260 | 250 |
| Full House | 9 | 45 | 45 | 45 |
| Flush | 6 | 30 | 30 | 25 |
| Straight | 4 | 20 | 20 | 20 |
| Three of a Kind | 3 | 15 | 15 | 15 |
| Two Pair | 1 | 5 | 5 | 5 |
| Jacks or Better | 1 | 5 | 5 | 5 |

Here's an explanation of what's displayed in the chart above.

A. Single coin 9/6 Double Double Bonus—We don't suggest you play this game one coin at a time, but many players find it easy to identify games and their returns by looking at the 1-coin payouts.

B. This is the pay schedule for 5-coin play, which returns 98.98%

C. 6-coin 9/6 Double Double Bonus Quick Quads—This is the pay schedule for 6-coin play (on a 9/6 game), which returns 99.65%. Notice that the value of several 4-of-a-kinds is different at the 6-coin level than it is at the 5-coin level.

D. 6-coin 9/5 Double Double Bonus Quick Quads—This is the pay schedule for 6-coin play (on a 9/5 game), which returns 97.95%. There will be a couple of examples of hands discussed later that should be played differently in the 9/5 version of the game, instead of the 9/6 version.

Example Hands for 9/6 Double Double Bonus Quick Quads

1. **A♥ K♥ T♥ 5♥ 7♣** --- This is a typical 9/6 DDB hand that many novices misplay. Since neither of the top two plays, 'AKT' and 'AKT5' have QQ Potential, the same play as in the standard game applies, which is 'AKT5'. Using the strategy chart, 'AKT' is found on line 31 and 'AKT5' is found on line 30. The higher line takes precedence, so hold 'AKT5'. In 9/5 DDB Quick Quads, the lower value for the flush dictates that you hold 'AKT' in that game.

2. (a) **Q♥ J♣ 9♥ 8♠ 4♣** versus (b) **T♦ 9♣ 7♥ 6♦ 4♣**—In (a), the choices are between QJ and QJ98 (lines 50 and 49, respectively.) Neither of these possibilities have QQ Potential, so the standard 9/6 DDB play works. In (b), the choices are between T976 and Draw 5 (not listed and line 60, respectively). Whereas T976 does not have QQ Potential, "Draw 5" does. You don't connect on a Quick Quad very often while drawing five cards, but when you do you get paid a lot. This occurs often enough that the value of "Draw 5" is now greater than the value of drawing to inside straights with no high cards.

3. **A♥ Q♣ J♦ 7♣ 3♥**—In the strategy, the ace by itself is listed on line 47 and the unsuited QJ is listed on line 50. AQJ isn't on the list, so the correct play is the ace. The reason this is included here is that the play is the opposite of regular DDB (where QJ is correct). There are two reasons for this difference. First, an ace by itself has QQ Potential. It can become part of 9998A, 4443A, etc. Second, four aces without a kicker (and even four 2s, 3s, and 4s with an ace kicker) pay 1,000 in this game, rather than the usual 800.

4. (a) **Q♥ J♥ A♣ 3♣ 4♣** versus (b) **Q♥ J♥ A♣ 2♣ 4♣**—The suited 'QJ' is listed on line 42, 'A34' is listed on line 36, and 'A24' is listed on line 46. Therefore, in (a) the hold is 'A34' and in (b) it's 'QJ'. In most video poker games, 'A34' and 'A24' have equal values, but here the QQ Potential for 'A34' adds enough to change the play.

5. (a) **8♥ 8♣ 8♦ 4♥ Q♠** versus (b) **6♥ 6♣ 6♦ 3♥ Q♠**—In (a), 888 is found on line 13 and 8884 doesn't appear anywhere, so you hold 888. In (b), 6663 is found on line 12 and 666 is found on line 13, so you hold 6663. It's reasonable to ask why the plays are different.

It should be obvious that the values of 8884 and 6663 are equal. After all, the same number of cards will give you the Quick Quad or regular quad, and every other draw leaves you with 3-of-a-kind. What makes these two hands different is the fact that 888 is more valuable than 666. This was discussed in Chapter II, and if you've forgotten, perhaps you should go back and reread that

section. The ranking goes like this:

888

8884 = 6663

666

Since $888 > 8884$, you hold 888 and since $6663 > 666$ you hold 6663.

6. **K♥ T♥ 7♥ 3♣ 4♣**—The reason for this example is used is to discuss 'KTx', which is listed on the strategy chart at line 55. This is the only 3-card flush without QQ Potential that's held. So unless you've studied this game, this hold is easy to miss. By the way, if you're playing the 9/5 DDB version of QQ, holding the K by itself is correct.

7. **A♣ T♣ 9♣ 7♦ 4♠**—There are many so-so video poker players who will hold a suited 'AT' just as quickly as a 'KT', 'QT', or 'JT'. In most games, including DDB, that's an expensive misplay and holding 'AT' by itself is never done in this game. 'AT9', however, has QQ Potential and is listed on line 43, which makes it more valuable than the solitary ace, listed on line 47.

8. (a) **3♥ 3♠ 3♣ 7♦ 7♥** versus (b) **2♥ 2♠ 2♣ 7♦ 7♥**—A dealt full house is on line 10 of the strategy. Trip 3s, however, are on line 9, which makes 333 better than a full house in (a). Trip 2s are on line 13, which means 22277 is the correct play in (b). The reason for this difference is simply that 333 is more valuable than 222 because of the greater number of possible Quick Quads.

9. **9♦ 8♦ 5♦ 4♦ 9♣**—This appears to be a choice between a 4-card flush with no high cards (line 33) and a low pair (line 34). Almost hidden is the Quick Trip, 9549 (line 22), which is by far the better play.

10. **3♠ 4♠ 6♣ 8♦ 9♦**—Line 59 says that '34' is the only 2-card straight flush we hold in this game. This combination has QQ Potential (should we draw 44A) in addition to the possibility of ending up with 33334 or 44443, which pays 1,000 coins in this game rather than the usual 800 in other DDB games.

VE. 9/6 Triple Double Bonus Quick Quads

Triple Double Bonus Poker is a "heaven or hell" sort of video poker game. When you hit four aces with a kicker, you earn a whopping 4,000 coins. Wonderful! Four 2s, 3s, and 4s with a kicker earn a robust 2,000 coins as well. Splendid! However, there are inevitable dry spells in between these bonanzas and since you only get 10 coins for a 5-coin 3-of-a-kind rather than the traditional 15, your score will sometimes experience freefall drops between jackpots.

That said, there are many players who like this game. Calling them "action junkies" is probably appropriate. These folks *love* the rush of the big hits and are prepared to suffer through the hard times between them.

Unfortunately, when the Quick Quad pay schedules were designed, this game was left out in the dark. The "premium" pay schedule for this game in Quick Quads returns only 98.31%. This is way too tight to play by anyone who values preservation of a bankroll. Still, since the regular version of the game has adherents, we'll provide a strategy for playing it.

As is true in all video poker games, the pay schedule is the most important thing to determine in choosing which game to play.

| | A | B | C | D |
|---------------------------------|-----|-------|-------|-------|
| Royal Flush | 250 | 4,000 | 4,000 | 4,000 |
| Straight Flush | 50 | 250 | 250 | 250 |
| Four Aces with 2, 3, 4 | 800 | 4,000 | 4,000 | 4,000 |
| Four Aces | 160 | 800 | 1,000 | 1,000 |
| Four 2s thru 4s with A, 2, 3, 4 | 400 | 2,000 | 2,000 | 2,000 |
| Four 2s thru 4s | 80 | 400 | 400 | 400 |
| Four 5s thru Ks | 50 | 250 | 250 | 250 |
| Full House | 9 | 45 | 45 | 45 |
| Flush | 6 | 30 | 30 | 25 |

| | | | | |
|-----------------|---|----|----|----|
| Straight | 4 | 20 | 20 | 20 |
| Three of a Kind | 2 | 10 | 10 | 10 |
| Two Pair | 1 | 5 | 5 | 5 |
| Jacks or Better | 1 | 5 | 5 | 5 |

Here's an explanation of what's displayed in the chart above.

- A. Single coin 9/6 Triple Double Bonus (returns 97.03%) —We don't suggest you play this game one coin at a time, but many players find it easy to identify games and their returns by looking at the 1-coin payouts.
- B. 5-coin 9/6 Triple Double Bonus—This is the pay schedule for 5-coin play, which returns 98.15%
- C. 6-coin 9/6 Triple Double Bonus Quick Quads—This is the pay schedule for 6-coin play (on a 9/6 game), which returns 98.31%. Notice that the value of four aces without a kicker is different at the 6-coin level than it is at the 5-coin level.
- D. 6-coin 9/5 Triple Double Bonus Quick Quads—This is the pay schedule for 6-coin play (on a 9/5 game), which returns 98.21%. It's very surprising that it doesn't matter much whether you play the version that returns 6-for-1 for the flush or 5-for-1. Usually such a drop lowers the return by about 1%. Here the drop costs only 10% of that.

Example Hands for 9/6 Triple Double Bonus Quick Quads

1. **A♣ K♣ T♣ 6♣ 2♣** --- This is a typical 9/6 TDB hand that many novices misplay. Since neither of the top two plays, 'AKT' and 'AKT6', have QQ Potential, the same play as in the standard game applies, which is 'AKT6'. Using the strategy chart, 'AKT' is found on line 28 and 'AKT6' is found on line 29. The higher line takes precedence, so hold 'AKT6'. In 9/5 DDB Quick Quads, the lower value for the flush dictates that you hold 'AKT' in that game.
2. **K♥ T♥ 7♥ 3♣ 2♦**—Hold 'KT7'. This is another standard play of 9/6 TDB and the play is correct in the Quick Quads version as well per line 56 (in the 9/5 version, just hold 'KT'). Even though these games return much less than games considered acceptable by strong players, they still have a unique strategy that must be mastered if you want as-good-as-possible results.
3. **5♥ 5♣ 4♥ 2♠ 8♦**—Hold 554 or 552. This is an unusual play in Quick Quads. You sometimes hold lower cards with a pair of 2s, 3s, or 4s in all Quick Quads strategies, but never higher cards. The reason for the break in this game is that pairs are worth less than usual, simply because 3-of-a-kind returns 10 coins rather than 15. With the value of 55 decreased and 552 (and 55A, 553, and 554) unchanged, it's no wonder it's correct to hold the kicker on this hand.
4. **A♦ K♦ J♦ J♣ 5♥**—Hold 'AKJ'. Although this play is common in Deuces Wild variations, it's unusual in games with high cards for a 3-card royal flush including an ace to be more valuable than a high pair. The explanation for this anomaly is the same as it was in the last problem—pairs are worth less than usual because 3-of-a-kinds are worth less than usual.
5. **4♥ 4♠ 2♦ 9♣ T♥**—Hold 442. Holding 442 generally isn't done in Quick Quads games, although you'll typically hold 443 and 44A. In addition to our by-now-familiar single-pairs-aren't-worth-as-much-as-we're-used-to reason, in TDB four 4s with a kicker are worth more than they are in any other game. Since both of these factors work in the same direction, the net result is that you hold 442.
6. **2♥ 2♠ 2♦ 3♣ 9♥**—Hold 2223. In other Quick Quad games we only hold kickers that are lower, helping us end up with a Quick Quad. In TDB, it's standard practice to hold kickers with trip As, 2s, 3s, and 4s, whether they're lower or not, because these quads with a kicker pay such a high premium. You'd prefer to hold 222A to 2223, of course, and you would if given a chance, but you have to make the best of the cards dealt and that includes holding 2223 and 2224.
7. **2♥ 3♣ 4♦ 6♥ 9♣**—Hold 2346. This, along with Double Bonus where

straights pay 5-for-1, is the only other Quick Quad games where we hold an inside straight with no high cards. Although the reason behind this unusual play will be familiar to you, the application here is subtle. How we play a hand like this depends on a comparison between the value of the 4-card inside straight and the value of drawing five new cards. Most of the value from drawing five new cards comes from pairs, two pair, and 3-of-a-kinds. Since the return of 3-of-a-kinds is greatly diminished in this game, the value of drawing five new cards is less. Although the value of the 4-card inside straight didn't change, since the value of drawing five new cards is lower, the relative value of the inside straight increases into the "acceptable" range.

8. (a) $T♥ T♣ 9♣ 7♣ 4♣$ versus (b) $T♥ T♣ 9♣ 6♣ 4♣$ —Because of the decreased value of pairs in this game, all 4-card flushes are superior to low pairs. So in both (a) and (b), the clubs are superior to the Ts. In (b), however, there's also a Quick Trip, which is better yet, so the play is TT64.

9. (a) $J♥ 7♥ 4♥ 3♣ 2♦$ versus (b) $A♥ 7♥ 4♥ 3♣ 2♦$ —3-card flushes with one high card (line 56) are superior to a single J, Q, or K (line 58), but nowhere near as good as a solitary A (line 47). While 'A73' is equal in value to 'J74', the A by itself is worth quite a bit more than the J by itself.

10. (a) $A♠ Q♠ J♦ T♣ 4♦$ versus (b) $A♦ Q♠ J♠ T♥ 5♣$ —It's typical in games where flushes return 6-for-1 that two suited high cards are superior to an inside straight with three high cards. But not always here for the usual TDB reason. Part of the value of 'AQ', 'QJ' and other 2-card combinations comes from the 1.7% chance of ending up with a 3-of-a-kind. Since the return for trips has been reduced in this game, the value of 'AQ' (line 43) is reduced. And it happens that it's reduced enough to be less valuable than AQJT (line 42). In (b), the value of 'QJ' is higher than that of 'AQ' simply because more straights and straight flushes are possible, so you hold 'QJ' (line 41).

When flushes return 5-for-1, as they do in the 9-5 version of this game, you hold AQJT in both (a) and (b). The lower return on the flush hurts the value of 'QJ' without affecting the value of AQJT.

VF. 8/5 Triple Bonus Poker Plus Quick Quads

In many respects, Triple Bonus Poker Plus (TBPP) is a variation on Double Bonus Poker with the following differences: Fours aces pay 1,200 (240 on a 1-coin basis) rather than 800. Four 2s-4s pay 600 (120 on a 1-coin basis) rather than 400 (80 on a 1-coin basis). Straight flushes pay 500 instead of 250. Once these changes have been made, the values of the full house, flush, and straight are adjusted to bring the game's return within acceptable limits.

The best "regular" version of TBPP is 9/5, while the best Quick Quad version is 8/5. The reason the value of the full house must be reduced is simply because of the value of the 2s-4s. Having each of these quads worth 600 rather than 400 (which is their value in Double Bonus and Double Double Bonus) means the value of the full house must be lowered when adding the Quick Quad feature. Yes, four aces pays more in this game as well, but Quick Quads does not yield any more of these than regular TBPP.

There's a game called White Hot Aces that's the same as TBPP, except straight flushes return 400 in WHA and 500 in TBPP.

There is no *Winner's Guide* for TBPP, primarily because the game is somewhat obscure. Even though TBPP is a variation of Double Bonus, the strategy for this game is closer to 8/5 Bonus Poker than 9/7 Double Bonus, simply because the return on flushes and straights affects the strategy more than the return on 4-of-a-kinds.

Even though this game is relatively obscure in regular video poker, it's the highest-paying Quick Quad game available and so is worth studying. Being the highest paying also makes it the option least likely to be available in the casinos. Some players get angry about this. Others understand that it's a cat-and-mouse game where both the casinos and the players are trying to make money. These players understand that wishing casinos offered better pay schedules is not a productive use of their time.

As is true in all video poker games, the pay schedule is the most important thing to determine in choosing which game to play.

| | A | B | C | D |
|-------------|-----|-------|-------|-------|
| Royal Flush | 250 | 4,000 | 4,000 | 4,000 |

| | | | | |
|-----------------|-----|-------|-------|-------|
| Straight Flush | 100 | 500 | 500 | 500 |
| Four Aces | 240 | 1,200 | 1,200 | 1,200 |
| Four 2s thru 4s | 120 | 600 | 600 | 600 |
| Four 5s thru Ks | 50 | 250 | 250 | 250 |
| Full House | 8 | 40 | 40 | 35 |
| Flush | 5 | 25 | 25 | 25 |
| Straight | 4 | 20 | 20 | 20 |
| Three of a Kind | 3 | 15 | 15 | 15 |
| Two Pair | 1 | 5 | 5 | 5 |
| Jacks or Better | 1 | 5 | 5 | 5 |

Here's an explanation of what's displayed in the chart above.

- A. Single coin 8/5 Triple Bonus Poker Plus—We don't suggest you play this game one coin at a time, but many players find it easy to identify games and their returns by looking at the 1-coin payouts.
- B. 5-coin 8/5 Triple Bonus Poker Plus—This is the pay schedule for 5-coin play, which returns 98.73%.
- C. 6-coin 8/5 Triple Bonus Poker Plus Quick Quads—This is the schedule for 6-coin play (on an 8/5 game), which returns 99.87%.
- D. 6-coin 7/5 Triple Bonus Poker Plus Quick Quads—This is the schedule for 6-coin play (on a 7/5 game), returns 99.10%. The strategy presented in this chapter will work reasonably well for this game, which has a fairly decent return and will be the best Quick Quads version available in several casinos.

Example Hands for 8/5 Triple Bonus Poker Plus Quick Quads

1. **A♥ K♥ T♥ 5♥ 7♣**—'AKT' is found on line 24 (it's actually listed as 'AHT', which includes 'AKT', 'AQT', and 'AJT', all of which have the same value) and a 4-card flush with two high cards is found on line 27. Therefore, the correct play is the straightforward 'AKT', which is ALWAYS the correct play on games where flushes return 5-for-1. This hand is played differently in Double Bonus (where flushes return 7-for-1) and in Double Double Bonus (where flushes return 6-for-1).

2. (a) **K♥ T♥ 9♥ 7♥ 9♣** versus (b) **K♥ T♥ 9♥ 7♥ 7♣**—It happens that 4-card flushes with 0, 1, or 2 high cards (each of which have a different value) are very close in value to low pairs (each of which also have a different value). Unfortunately, this makes memorizing the strategy tricky. In the hands here, the 4-card flush with 1 high card is listed on line 29. In (a), the pair of 9s is listed on line 28, which makes it better than the 4-card flush, and in (b), the pair of 7s is listed on line 30, which makes it worse than the 4-card flush.

3. (a) **9♣ 9♥ 9♠ K♦ K♣** versus (b) **8♣ 8♥ 8♠ K♦ K♣**—Dealt full houses are listed on line 10. In (a), 999 is listed on line 9, which makes it the better play, and in (b), 888 is listed on line 12, which means it's not as good as the full house. The reason 999 is more valuable than 888 is because of the greater number of possible Quick Quads. In the 7/5 version, hold 777 over a full house, but not 666.

4. **J♥ T♥ 9♥ 8♣ K♦**—Neither 'JT9' nor JT98 have QQ Potential, so the correct play is the same as it would be in regular TBPP. The higher return on the straight flush is the key factor in determining the play. If you're looking for line numbers on the strategy, line 35 is better than line 36.

5. (a) **Q♥ J♥ T♥ 9♥ 3♥** versus (b) **Q♥ J♥ T♥ 8♥ 3♥**—In both of these hands, you're comparing 4-card straight flushes with a dealt 5-card flush. The key factor is whether there's a gap or inside in the 4-card straight flush. In (a), there's no inside (line 15), which makes it superior to the dealt flush (line 16). In (b), there *is* an inside (line 18), so now holding the dealt flush is the better play. This is the standard play in TBPP, which returns 100-for-1 for the straight flush. In all of the other games we're discussing, straight flushes pay "only" 50-for-1.

When that's the case a dealt flush is superior to all 4-card straight flushes.

6. **A♥ 2♣ 3♠ K♦ Q♦** --- A suited 'KQ' is listed on line 43 and the 3-card straights A23 and A34 are listed on line 42. This is an amazing play. An unsuited A23 is almost never held in video poker, but here the 1-in-360 chance to get four

3s (worth 600 coins) adds enough value so that it's the correct play.

7. (a) $K♥ Q♥ 4♥ 2♥ 4♣$ versus (b) $K♥ Q♥ 4♥ 2♥ 2♣$ versus (c) $A♥ Q♥ 4♥ 2♥ 2♣$ --- These are all 4-card flushes with two high cards (line 27) compared with low pairs (lines 25, 26, or 28). It's important to keep things straight. In (a) and (c) we have the 442 and 22A combinations respectively. These are at line 25 and are superior to the 4-card flush with two high cards. Although (b) looks similar, this is merely a pair of deuces without a lower kicker. Strategically this is found on line 28 and is not as good as the 4-card flush with two high cards.

8. $2♥ 8♥ 6♥ K♣ 4♠$ --- By this time in this volume, you should definitely be able to recognize '286' as a 3-card flush with QQ Potential. This one has no high cards in it and is found on line 58. The solitary king is found on line 56, so holding that king is the correct play. While this is not particularly difficult, the reason it's mentioned here is that in most of the other games in this volume, the 3-card flush with QQ Potential would be the play. So why is it different here? The primary reason is that flushes pay 5-for-1 in this game rather than 6-for-1 or 7-for-1 in the others. Even though this is a book specializing in Quick Quads, we have to keep in mind that the underlying pay schedule determines the strategy --- as it does in every other video poker game.

9. $A♥ A♣ 2♥ 2♦ 6♣$ --- If you consider this hand as comparing two pair (line 21) with a pair of aces (line 20) you're going to end up with the wrong answer. AA22 is a Quick Trip (line 13) and is worth considerably more than two pair.

10. (a) $K♥ J♥ 9♥ 2♥ 9♣$ versus (b) $K♥ T♥ 9♥ 2♥ 9♣$ --- One final example before we're though with respect to low pairs and 4-card flushes. A pair of 9s is found on line 28, immediately behind a 4-card flush with two high cards and immediately ahead of a 4-card flush with one high card. Therefore, chose 'KJ92' in (a) and 99 in (b).

VF 8/5 Triple Bonus Poker Plus

In many respects, Triple Bonus Poker Plus (TBPP) is a variation on Double Bonus Poker with the following differences: Fours aces pay 1200 (240 on a 1-coin basis) rather than 800. Fours 2s-4s pay 600 (120 on a 1-coin basis) rather than 400 (80 on a 1-coin basis). Straight flushes pay 500 instead of 250. Once these changes have been made, the values of the full house, flush, and straight are adjusted to bring the game within acceptable limits.

The best "regular" version of TBPP is 9/5 while the best Quick Quad version is 8/5. The reason the value of the full house must be reduced is simply because of the value of the 2s-4s. Having each of these quads worth 600 rather than 400 (which is the value in Double Bonus and Double Double Bonus) means we have to lower the value of the full house when we add the Quick Quad feature. Yes four aces pay more in this game as well, but Quick Quads do not give us any more of these than we would get in regular TBPP.

There is a game called White Hot Aces, which is the same as TBPP, other than straight flushes return 400 in WHA and 500 in TBPP.

There is no *Winner's Guide* for TBPP, primarily because the game is somewhat obscure. Even though TBPP is a variation of Double Bonus, the strategy for this game is closer to 8/5 Bonus Poker rather than 9/7 Double Bonus simply because the return on flush and straights affects the strategy more than the return on four of a kinds.

Even though the game is relatively obscure in regular video poker games, it is the highest-paying Quick Quad game available so that makes it worth studying. Since it is the highest-paying game, it is also the game most likely for casinos to not offer. Some players get angry at this. Others understand that it's a cat-and-mouse game where both the casinos and the players are trying to make money. Players seek out the best available opportunities and try to prosper. These players understand that wishing casinos offered better pay schedules is not a productive use of their time.

As is true in all video poker games, the pay schedule is the most important thing to determine in choosing which game to play.

| | A | B | C | D |
|-----------------|-----|-------|-------|-------|
| Royal Flush | 250 | 4,000 | 4,000 | 4,000 |
| Straight Flush | 100 | 500 | 500 | 500 |
| Four Aces | 240 | 1,200 | 1,200 | 1,200 |
| Four 2s thru 4s | 120 | 600 | 600 | 600 |
| Four 5s thru Ks | 50 | 250 | 250 | 250 |
| Full House | 8 | 40 | 40 | 35 |
| Flush | 5 | 25 | 25 | 25 |
| Straight | 4 | 20 | 20 | 20 |
| Three of a Kind | 3 | 15 | 15 | 15 |
| Two Pair | 1 | 5 | 5 | 5 |
| Jacks or Better | 1 | 5 | 5 | 5 |

Here's an explanation of what's displayed in the chart above.

A. Single coin 8/5 Triple Bonus Poker Plus—We don't suggest you play this game one coin at a time, but many players find it easy to identify games and their returns by looking at the 1-coin payouts.

B. 5-coin 8/5 Triple Bonus Poker Plus—This is the pay schedule for 5-coin play, which returns 98.73%

C. 6-coin 8/5 Triple Bonus Poker Plus Quick Quads—This is the schedule for 6-coin play (on an 8/5 game), which returns 99.87%.

D. 6-coin 7/5 Triple Bonus Poker Plus Quick Quads—This is the schedule for 6-coin play (on a 7/5 game), which returns 99.10%. The strategy presented in this chapter will work reasonably well for this game, which has a fairly decent return and will be the best Quick Quads version available in several casinos.

Example Hands for 8/5 Triple Bonus Poker Plus Quick Quads

1. **A♥ K♥ T♥ 5♥ 7♣** --- 'AKT' is found on line 24 (actually listed as 'AHT' which includes 'AKT', 'AQT', and 'AJT', all of which have the same value) and a 4-card flush with two high cards is found on line 27. Therefore the correct play is the straightforward 'AKT', which is *always* the correct play on games where flushes return 5-for-1. We found this hand played differently in Double Bonus (where flushes return 7-for-1) and in Double Double Bonus (where flushes return 6-for-1), but not here.
2. (a) **K♥ T♥ 9♥ 7♥ 9♣** versus (b) **K♥ T♥ 9♥ 7♥ 7♣** --- It happens that 4-card flushes with 0, 1, or 2 high cards (each of which have a different value) are very close in value to low pairs (each of which also have a different value). Unfortunately this makes memorizing the strategy tricky. In these hands here, the 4-card flush with 1 high card is listed on line 29. In (a) the pair of 9s is listed on line 28, which makes it better than the 4-card flush, and in (b) the pair of 7s is listed on line 30, which makes it not as good as the 4-card flush.
3. (a) **9♣ 9♥ 9♠ K♦ K♣** versus (b) **8♣ 8♥ 8♠ K♦ K♣** --- Dealt full houses are listed on line 10. In (a) 999 is listed on line 9, which makes it the better play, and in (b) 888 is listed on line 12, which means it is not as good as the full house. The reason 999 is more valuable than 888 is because of the greater number of possible Quick Quads.
4. **J♥ T♥ 9♥ 8♣ K♦** --- Neither 'JT9' nor JT98 have QQ Potential, so the correct play is the same here as it would be in regular TBPP, which means we should hold 'JT9'. The higher return on the straight flush in this game compared to the other games in this volume is the key factor in the final play. If you're looking for line numbers on the strategy, line 35 is better than line 36.
5. (a) **Q♥ J♥ T♥ 9♥ 3♥** versus (b) **Q♥ J♥ T♥ 8♥ 3♥** --- In both of these hands we are comparing 4-card straight flushes with a dealt 5-card flush. The key factor is whether there's a gap or inside in the 4-card straight flush. In (a) there is no inside (line 15) which makes it superior to the dealt flush (line 16). In (b) there is an inside (line 18) so now holding the dealt flush is the better play. This is the standard play in TBPP, which returns 100-for-1 for the straight flush. In all of the other games we're discussing in this volume, straight flushes pay "only" 50-for-1. When that's the case, a dealt flush is superior to all 4-card straight flushes.
6. **A♥ 2♣ 3♠ K♦ Q♦**—A suited 'KQ' is listed on line 43 and the 3-card straights A23 and A34 are listed on line 42. This is an amazing play. An unsuited A23 is almost never held in video poker, but here the 1-in-360 chance to get four 3s

(worth 600 coins) adds enough value to make it the correct play. Seat-of-the-pants who are not following a good strategy have little chance to get this one correct.

7. (a) $K♥ Q♥ 4♥ 2♥ 4♣$ versus (b) $K♥ Q♥ 4♥ 2♥ 2♣$ versus (c) $A♥ Q♥ 4♥ 2♥ 2♣$ —These are all 4-card flushes with two high cards (line 27) compared with low pairs (lines 25, 26, or 28). It's important to keep things straight. In (a) and (c), you have the 442 and 22A combinations, respectively. These are on line 25 and are superior to the 4-card flush with two high cards. Although (b) looks similar, this is merely a pair of deuces without a lower kicker. This is found on line 28 and is not as good as the 4-card flush with two high cards.

8. $2♥ 8♥ 6♥ K♣ 4♠$ —By now you should definitely be able to recognize '286' as a 3-card flush with QQ Potential. This one has no high cards in it and is found on line 58. The solitary king is found on line 56, so holding that king is the correct play. While this play is not particularly difficult to play correctly, the reason it's mentioned here is that in most of the other games we've discussed, the 3-card flush with QQ Potential is the play. Why is it different here? The primary reason is that flushes pay 5-for-1 in this game rather than 6-for-1 or 7-for-1 in the others. Even though this is a book specializing in Quick Quads, keep in mind that the underlying pay schedule determines the strategy, as it does in every other video poker game.

9. $A♥ A♣ 2♥ 2♦ 6♣$ —If you consider this hand as comparing two pair (line 21) with a pair of aces (line 20), you'll end up with the wrong answer. AA22 is a Quick Trip (line 13) and is worth considerably more than two pair.

10. (a) $K♥ J♥ 9♥ 2♥ 9♣$ versus (b) $K♥ T♥ 9♥ 2♥ 9♣$ —Here's one final example with respect to low pairs and 4-card flushes before we're though. A pair of 9s is found on line 28, immediately behind a 4-card flush with two high cards and immediately ahead of a 4-card flush with one high card. Therefore, hold 'KJ92' in (a) and 99 in (b).

VI Comparison of Hands

Each of the six games discussed in this chapter are different from the others, which means that anyone who tries to develop a one-size-fits-all Quick Quads strategy is doomed to poor results.

We think you'll find it instructive to look at a few of the hands that are played differently in the five games. If you only play one of these games, make sure you can play all of these hands correctly for the one game that you're concentrating on.

| | | 9/6 JoB | 8/5 BP | 9/7 DB | 9/6 DDB | 9/6 TDB | 8/5 TBPP |
|----|----------------|------------|--------|--------|------------|------------|-------------|
| 1 | 4♣ 4♦ A♣ A♦ 3♥ | AA44 | 443A | 443A | 443A | 443A | 443A |
| 2 | A♥ 2♣ 3♦ 5♣ K♦ | A | A | A235 | A | A | A23 |
| 3 | 3♥ 3♠ 3♣ 5♥ 5♦ | 33355 | 33355 | 33355 | 333 | 333 | 333 |
| 4 | Q♥ J♥ T♥ 9♥ 8♣ | QJT98 | QJT98 | QJT98 | QJT98 | QJT98 | 'QJT9' |
| 5 | A♣ K♣ T♣ 5♣ 3♥ | 'AKT' | 'AKT' | 'AKT5' | 'AKT5' | 'AKT5' | 'AKT' |
| 6 | 2♥ 2♠ 3♠ 8♠ 9♠ | '2389' | 22 | '2389' | '2389' | '2389' | 22 |
| 7 | A♣ K♣ T♥ 7♥ 3♥ | A | A | 'T73' | A | A | A |
| 8 | K♥ Q♥ J♥ K♦ 3♣ | KK | KK | 'KQJ' | 'KQJ' | 'KQJ' | 'KQJ' |
| 9 | Q♣ J♣ 2♥ 4♥ 6♥ | 'QJ' | 'QJ' | '246' | 'QJ' | 'QJ' | 'QJ' |
| 10 | A♦ K♠ Q♠ T♦ 9♦ | 'KQ' | 'KQ' | AKQT | 'AT9' | 'AT9' | 'AT9' |
| 11 | A♥ K♦ Q♣ J♦ 9♦ | 'KJ9' | AKQJ | AKQJ | 'KJ9' | AKQJ | 'KJ9' |
| 12 | 2♥ 2♠ A♠ K♦ Q♥ | 22 | 22A | 22A | 22A | 22A | 22A |
| 13 | A♣ K♣ 3♥ 4♥ 7♥ | 'AK' | 'AK' | '347' | 'AK' | 'AK' | A34 |
| 14 | A♥ 3♥ 4♥ 5♣ 6♦ | 3456 | 3456 | 3456 | 'A34' | 'A34' | 'A34' |
| 15 | A♥ K♥ 7♥ 9♥ 9♣ | 'AK79' | 99 | 'AK79' | 'AK79' | 'AK79' | 'AK79' |

| | | | | | | | |
|----|----------------|--------|--------|-------|--------|-------|--------|
| 16 | 5♥ 5♦ 4♣ K♦ Q♠ | 55 | 55 | 55 | 55 | 554 | 55 |
| 17 | A♥ K♣ 3♦ 4♦ 7♦ | '347' | '347' | '347' | '347' | '347' | A34 |
| 18 | A♣ 4♣ 5♣ 6♥ 7♠ | 4567 | 4567 | 4567 | 4567 | 4567 | 4567 |
| 19 | 2♠ 3♦ 5♣ 6♥ 9♥ | Draw 5 | Draw 5 | 2356 | Draw 5 | 2356 | Draw 5 |
| 20 | Q♥ J♣ T♥ 7♣ 3♦ | QJ | QJ | QJT | QJ | QJT | QJ |

VII. Advanced Concepts in Quick Quads—Penalty Cards

For most readers, this chapter is optional. Most players struggle enough to master basic strategies without even trying to learn the fine points. In addition, until computer software containing Quick Quads is readily available, players will not have the information they need to perfect the strategy.

Nonetheless, there are some interesting types of penalty cards in Quick Quads that are found nowhere else. We feel this treatment would be incomplete without at least providing an introduction to this subject.

Penalty cards are cards in the originally dealt hand that negatively affect the value of eligible combinations. Usually, but not always, penalty cards are discarded. We'll use a few simple examples from regular video poker to explain.

In 9/6 Jacks or Better (in either the regular or the Quick Quad version), from $A♥ K♥ Q♣ J♣ 3♥$ you hold 'QJ'. But from $A♥ K♥ Q♣ J♣ 3♣$ you hold AKQJ. The only difference between the two hands is the suit of the 3. When the 3 is unsuited with the 'QJ' (as in the first example), 'QJ' becomes a flush 28% more frequently than when the 3 is the same suit as the 'QJ' (as in the second example). The $3♣$ is known as a "flush penalty" and it is enough to change the play.

In 9/7 Double Bonus (again in either version), from $K♥ Q♥ 4♥ 9♠ 7♦$ you hold 'KQ4' and from $K♥ Q♥ 4♥ 8♠ 7♦$ you hold 'KQ'. Here the 9 is a "straight penalty" to the 'KQ', lowering the value of 'KQ' enough to change the play.

There are other types of penalty cards as well. There are straight flush penalties, high-card penalties, and a variety of more specific straight penalties than were discussed in the previous paragraph. Even with all of that, however, there are three types of penalty cards that are unique to Quick Quads. Let's look at some examples.

Compare the value of 666 in the following five situations: 666KQ, 666K5, 666K3, 66653, and 66654. In each case, you can end up with a Quick Quad by drawing 5A, 42, or 33, but how many times this happens depends on what cards you threw away. There are 16 possible ways to draw 5A, for example, if all four 5s and all four As remain in the pack of undealt cards, but only 12 ways if you threw out an A or 5. There are six ways to draw 33 when all four 3s remain in the deck, but only three if you threw a 3 away. Summarizing the number of possible Quick Quads from each starting position, (assuming you held 666 by itself, whether correct or not), yields the following.

| | Potential QQs to 666 |
|----------|----------------------------|
| a. 666KQ | 38 |
| b. 666K3 | 35 |
| c. 666K5 | 34 |
| d. 66653 | 31 |
| e. 66654 | 30 |

We didn't include these penalties in the strategies, but if we had, we'd have needed abbreviations. Perhaps we'd call the 3 a "hvp" (for half-value penalty) and an A, 2, 4, or 5 "nhvp" (for non-half-value-penalty). And certainly having two penalties in a hand hurts the value of 666 more than just one.

Although we expressed these penalties in terms of 3-of-a-kinds, the same penalties are in effect on pairs. The third penalty that is unique to Quick Quads is specific to pairs.

Consider the difference in the value of 44 between 4489T and 4479T. In terms of ending with a natural quad or a hand like 4443A, the two starting positions are equal. But in terms of ending up with 88844, it's considerably more difficult to do when you throw away an 8 than when you don't. When you throw away an 8, there are only three 8s left and you need to draw all three of them. You'll do this 1 time out of 16,215. When there are four 8s remaining in the pack of remaining cards, you can draw three of them 4 times out of 16,215. If we had to name this penalty, we might call it a "2xp" (for two times penalty).

To see how this works, consider the hand 5h 5s 4d 3c Tc in 9/6 Double Double Bonus. The correct play is 554 (or, equivalently, 553). There are three separate penalties here. Two of them are of the nhvp variety and one is of the 2xp variety. Eliminate any of them and the correct play is 55.

This play is so obscure and worth so little, we don't suggest you add it to your strategy. But as an example of seeing penalties in action, it serves us well.

VIII. About the Authors

Bob Dancer is the *nom de plume* of America's premier video poker writer and teacher. He has been a monthly columnist for *Casino Player* and *Strictly Slots* for more than 10 years and writes two weekly online columns archived at bobdancer.com.

This is Dancer's 10th book, including six with co-author Liam W. Daily, who has since retired from writing about video poker. All of Dancer's products can be found at www.bobdancer.com.

Glen Richards is the pseudonym of a strong player/programmer. Without Richards creating numerous computer programs to analyze Quick Quads, this book would have been impossible to create.

X. Strategies

The strategies are in the same order as listed in the manual, with the "good" pay schedule always preceding the "bad" pay schedule for each game.

Should any notation appear alien to you, the Glossary appears beginning on page 14.