

A Quick Guide to Quick Quads

Bob Dancer and Glen Richards

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I. Introduction

Quick Quads is a six-coin variation of video poker introduced in 2008 by IGT and Action Gaming. It was initially introduced in Triple Play, Five Play, and Ten Play versions in a variety of pay schedules. Recently, single-line versions of the game have appeared in some casinos.

We've played a lot of video poker through the years and have become somewhat jaded to the variations. That said, Quick Quads is fun and exciting! The machine announces "Quick Quads" whenever you hit one and you quickly learn to savor these moments. In addition, this game requires you to examine the cards you'd normally throw away much more closely than you do in other games, which makes Quick Quads more interesting and challenging.

Most video poker games require five coins per line to get maximum value. Quick Quads requires six coins per line. The "gimmick" that makes paying the extra coin worthwhile is that you receive a whole lot more 4-of-a-kinds (in video poker shorthand, these are known as "quads"). You get paid for a Quick Quad when you have a 3-of-a-kind in the hand and the ranks of the fourth and fifth cards add up to the rank of the 3-of-a-kind.

For example, if you end up with 88853, you get paid for four 8s (since $5+3 = 8$). This means you get about twice as many quads in this game as you do in regular video poker. Quads pay a lot and are exciting to get.

As in most video poker games, the casino has the right to choose whether to offer loose or not-so-loose pay schedules. In this volume, we include strategies on all the pay schedules currently available, which are found in the following chart.

	Payback Percent
Jacks or Better -- 9/6	99.61%
Jacks or Better -- 8/5	97.72%
Bonus Poker -- 8/5	99.55%
Bonus Poker -- 7/5	98.28%
Double Bonus Poker -- 9/7/5	99.55%

Double Bonus Poker -- 9/6/5	98.50%
Double Double Bonus Poker -- 9/6	99.65%
Double Double Bonus Poker -- 9/5	97.95%
Triple Bonus Poker Plus - 8/5	99.87%
Triple Bonus Poker Plus - 7/5	99.10%
Triple Double Bonus Poker - 9/6	98.31%
Triple Double Bonus Poker - 9/5	98.21%

The strategies we provide for the pay schedules returning more than 99% are well within 0.01% of perfect. We've spent considerable time tweaking them and making them as accurate as we can without introducing penalty cards -- a concept briefly discussed in the Advanced Concepts section. The strategies for games returning less than 99% are definitely within 0.02% of perfect, but we didn't spend as much time perfecting them. After all, players wishing to have a serious shot at winning assiduously avoid games paying that little.

Keep in mind, however, that to be a long-term winner, you must play games where the game itself, multiplied by your accuracy level, plus the slot club, plus whatever promotions are in effect, must exceed 100%.

The strategies presented in this volume are powerful, but they're not perfect. We've done this on purpose. Our goal is to present strategies that can be mastered by most players who really want to.

There are no Deuces Wild variations in this game, for two separate reasons. First of all, quads aren't all that special in Deuces Wild, typically paying 20 or 25 coins -- the same as a straight in a game without wild cards. Getting extra quads in Deuces Wild wouldn't be that big of a deal. Secondly, with wild cards it's hard to define exactly how Quick Quads would work. Simply not offering the game in this format avoids both problems. For similar reasons, Joker Wild variations aren't included either.

To learn a video poker game well, practicing on a computer is extremely useful. At the present time, unfortunately, no commercially available software

includes this game. This will likely be rectified when Version 2.0 of *Video Poker for Winners* comes to market. As this is being written in early 2009, it isn't clear when the second version will be released.

If and when Quick Quads does show up on commercially available software, it's reasonable to expect that the pay schedules will get tighter. In video poker, as the player base as a whole gains proficiency in the games, the pay schedules offered by the casinos become less lucrative.

Therefore, since this volume represents contains better information about this game than is available elsewhere, you have the opportunity to learn the game before the video poker masses do.

That said, Action Gaming and IGT want you to read this book -- and pass it among other players. That's why it's being offered for free. The more people who know the basics of Quick Quads, the more demand there will be for machines.

II. New Concepts for Quick Quads

Many of the concepts of regular video poker apply to Quick Quads. For example, two suited high cards are more valuable than two unsuited high cards. Also, in every game, a suited 'KQJ' is more valuable than a suited 'AKJ', which is more valuable than a suited 'AKT' (for future reference, the single quotes denote suited cards). A new set of concepts, however, are unique to Quick Quads. Let's look at them now.

1. Quick Quads are in the range of 2s–Ts (tens) only. The lowest possible Quick Quad is 222AA, where the ace *always* counts as a "1" for Quick Quad purposes. The highest possible Quick Quad consists of tens: TTT9A, TTT82, TTT73, TTT64, or TTT55. To be sure, even though we just said that 222AA is the lowest possible Quick Quad, 222AA would be worth more than TTT9A in most of the games we're talking about in this volume. This is due to the fact that in all of the games covered, except for Jacks or Better, four 2s, 3s, and 4s get paid more than four 5s through Ks.

It's theoretically possible to assign jacks a value of 11, queens 12, and kings 13, so a hand such as KKK76 would count as a Quick Quad. But this game wasn't designed that way. But before you lament over lost opportunities for quads, keep in mind that if hands like KKK76 counted as a 4-of-a-kind, you can be sure the value of the full house and the flush would be diminished to make the resulting pay schedule in line with what casinos are willing to offer.

2. $TTT > 999 > 888 > 777 > 666 > 555 > JJJ = QQQ = KKK$ and $444 > 333 > 222$. (The ">" sign, which we call a "greater than" sign, means that the cards on the left of the sign are more valuable than the cards on the right of the sign.) This is very different than regular video poker. In most video poker games, three 9s are worth exactly the same as three 5s. In this game, however, the value of these "trips" (shorthand for 3-of-a-kinds) is enhanced by how many different combinations make up the Quick Quads.

In the following chart, the number of ways to form a Quick Quad starting from a 3-of-a-kind is shown. As you can see, the higher the rank of Quick Quad, the more ways there are to create the 4-of-a-kind. If you'd like to learn more about how the numbers for each Quick Quad were calculated, you can check out <http://www.videopoker365.com/video-poker/quick-quads/strategy/>

Combinations to	Number of	Total
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Quick Quad

Rank	Make the Quick Quad	New Quads	Quads
AAA	None	0	46
222	AA	6	52
333	A2	16	62
444	A3, 22	22	68
555	A4, 32	32	78
666	A5, 24, 33	38	84
777	A6, 25, 34	48	94
888	A7, 26, 35, 44	54	100
999	A8, 27, 36, 45	64	110
TTT	A9, 28, 37, 46, 55	70	116
JJJ	None	0	46
QQQ	None	0	46
KKK	None	0	46

3. TT > 99 > 88 > 77 > 66 > 55 and 44 > 33 > 22. For the same reasons listed in the preceding paragraph, the value of each pair in the range of 22-TT is different according to the number of Quick Quads possible.

In the following chart we can see the number of ways to complete a Quick Quad starting from a pair. The "Higher Quads" column includes starting from AA and ending up with the AA222 Quick Quad. For more detail on how these numbers were calculated, see <http://www.videopoker365.com/video-poker/quick-quads/> For our purposes here, it's only important to see that the higher the rank of a pair, the more Quick Quad possibilities.

Quick Quad Rank	Combinations to Make the Quick Quad	Number of New Quads	Number of Higher Quads	Total Quads
AA	None	0	4	45+4
22	AA	12	4	57+4
33	A2	32	4	77+4
44	A3, 22	44	4	89+4

55	A4, 32	64	4	109+4
66	A5, 24, 33	76	0	121
77	A6, 25, 34	96	0	141
88	A7, 26, 35, 44	108	0	153
99	A8, 27, 36, 45	128	0	173
TT	A9, 28, 37, 46, 55	140	0	185
JJ	None	0	0	45
QQ	None	0	0	45
KK	None	0	0	45

4. A kicker half as large as the rank of a pair or 3-of-a-kind is not as valuable as a kicker that is not exactly half as large. Let's compare the hands 8884K with 8886K and consider holding 8884 versus 8886.

If we hold 8886, four cards will give us a Quick Quad (every 2 in the deck) and three cards will give us a full house (the other three 6s), for seven cards total. From 8884, only three cards will give us a Quick Quad (the other three 4s) and no cards will give us a full house.

We haven't discussed strategy yet, but in some games, we'll hold 888A, 8882, 8883, 8885, 8886, and 8887, but not 8884. Even in games where we would hold both 8884 and 8882, there are cases where we'll break a 88822 full house to hold 8882, but we'll keep 88844 intact, because it's already a Quick Quad.

All not-exactly-half kickers are equal to each other. That is, TTT9, TTT8, TTT7, TTT6, TTT4, TTT3, TTT2, and TTTA have exactly the same values. If the strategy says to hold any one of them, we hold them all.

This strikes some players as strange. After all, if we compare TTTA with TTT2, the A is a "high card" (meaning that we get our money back if we get another one of them) and the 2 isn't. Wouldn't this imply that TTTA > TTT2?

The answer is no. The difference between a high card and a low card is only relevant when there's no existing pair or 3-of-a-kind. Here, we're already holding *at least* trip Ts, which negates whether the fourth card is high or low.

5. Here's an interesting caveat to the previous three items: When lower-card kickers are added to pairs or trips (such as 8883 or 33A), the differences in the values of the base trips and pairs disappear.

In several video poker games, we use the term "kicker" to mean "an extra card that adds value." In Double Double Bonus and Triple Double Bonus, for example, since 33334 pays more than 33335, we say the 4 is a "kicker". We use the term in the same way in Quick Quads, but with an expanded definition. In any combination where we hold a *lower* card to a pair or 3-of-a-kind, that lower card is called a "lower-card kicker."

In other words, TTT4 = 9995 = 8883 = 7776 = 5552 and 444A = 3332. The value of any of these consists of one card to draw a natural quad, four cards to draw a Quick Quad, and three cards to draw a full house. In Jacks or Better, 5552 = 444A, because all quads pay the same. In all the other games in this volume, 444A > 5552 simply because four 4s pay more than four 5s.

Similarly TTT5 = 8884 = 6663 and 4442 = 222A. As mentioned above, these combinations are worth less than the ones where the lower kicker isn't half-value.

6. Some 3-card straight flushes have extra Quick Quad value. In most video poker games, the combinations 'A34' and 'A24' have exactly the same value. That isn't true with Quick Quads. In addition to all the regular chances to complete a straight flush, straight, or flush, if you draw two 4s to 'A34' (you have about a 1-in-360 chance for this), you're paid for a Quick Quad. There are no cards you can draw to 'A24' that will give you any kind of quad.

The following 3-card straight flushes fall into three different categories:

No high cards and one inside -- there's only one of these and that is '235'.

No high cards and two insides -- there are two of these, namely '246' and '347'.

One high card and two insides -- there are three of these, namely 'A23', 'A34', and 'A45'. While they have equal 1-in-360 chances to end up Quick Quads, 'A23' and 'A34' will end up as "special" Quick Quads when they connect. What makes them special is that in all the games we're writing about except Jacks or Better, quad 2s, 3s, and 4s pay more than the non-special quad. 'A45' is worth less in these games simply because four 5s pay less than four 4s or four 3s.

(Note that the "1-in-360" number is actually a simplification. The accurate number is 3-in-1,081, which is 1-in-360.33. Calling this 1-in-360 is close enough in a text such as this one. In any calculations done to determine which is the correct strategy, we'll use 3-in-1,081 rather than the simplified number.)

In the strategies, we say these 3-card straight flushes have Quick Quad Potential, which we shorthand to QQ Potential.

7. Some 3-card flushes have Quick Quad Potential. These have all the regular chances to become a 5-card flush, plus a 1-in-360 chance of ending up a Quick Quad. These fall in two categories -- those with an ace and those without an ace.

There are five of these combinations with an ace: 'A56', 'A67', 'A78', 'A89', and 'A9T'. We don't include 'A23', 'A34', and 'A45', because in addition to their flush potential; they also have straight-flush potential and have already been listed.

There are nine of these combinations without an ace: '257', '268', '279', '28T', '358', '369', '37T', '459' and '46T'. We don't include '235', '246', or '347' in this group; again, these have straight-flush potential and were previously listed.

The 3-card flushes with an ace are more valuable than those without an ace. While they have equal 1-in-360 chances of becoming a Quick Quad, many times they'll end up as a simple pair of aces, giving you your money back.

In the strategies, we say these 3-card flushes have QQ Potential.

8. In a few cases we hold 3-card straights with QQ Potential: A23 and A34 in Triple Bonus Poker Plus (where four 2s-4s pay 600 rather than a more typical 400) and 235 in Double Bonus (where normal straights return 25 rather than a more typical 20).

9. If a hand doesn't have Quick Quad possibilities, it's played exactly the same as in the regular game. That is, on a hand such as 'AKT3' 4, we hold 'AKT' in Jacks or Better, Bonus Poker, and Triple Bonus Poker Plus, but we hold 'AKT3' in Double Bonus, Double Double Bonus, and Triple Double Bonus.

This implies that to play Quick Quads well, you should already be quite familiar with the regular version of the game. Many hands are played differently in Quick Quads, but a large percentage of them are played the same.

But here's another caveat. In Quick Quads, the value of the quads is frequently set to unusual numbers. For example, in Double Double Bonus, quads are paid 260 and 1,000 rather than the more typical 250 and 800. The reason for this is to make the game's return percentage work out appropriately, while keeping the values of the full house, flush, and straight at their normal levels.

Even though we don't discuss the strategy for lower pay schedules in this section, it's worth noting that the value of 4-of-a-kinds sometimes differs among pay schedules. That is, for 9/5 Double Double Bonus Poker, the low-valued 4-of-a-kinds return the standard 250, rather than the 260 value found in the 9/6 version of the game.

10. All five cards are required to complete Quick Quads, e.g., 88853. This logically implies that if you're holding even one card that can't be part of a Quick Quad, namely a jack, queen, or king, then there's no possibility of drawing a Quick Quad on this particular hand.

11. We use the term "Quick Trips" for a dealt 3-of-a-kind consisting of a pair and two other cards that add up to the rank of the pair. There are two separate types of Quick Trips. The more common type (e.g., 332A, 9972, 7743) combines the pair with a "Quick Quad unmatched duo," our term for two unmatched cards that add up to the rank of the Quick Trips. The less common type (e.g., 4422, 6633, TT55) includes a "Quick Quad matched duo," where the lower two cards are both the same rank.

Both types of Quick Trips convert to a Quick Quad exactly as frequently as a regular 3-of-a-kind does in regular video poker. In regular video poker, drawing two cards to 888, for example, you have a 2-in-47 chance of ending up with a quad. In Quick Quads, from any Quick Trip, such as 8862, you have the same 2-in-47 chance of ending up with a Quick Quad.

That said, you'd much rather be dealt 888KQ than 8862K. From 888, in addition to ending up with natural quads, you can draw A7, 26, 35, or 44 and end up with a Quick Quad. Plus, even if you don't end up with a quad or Quick Quad, you will at least get credit for 3-of-a-kind and sometimes a full house.

A Quick Trip with a matched duo is always more valuable than the same Quick Trip with an unmatched duo (e.g., 6633 > 6642). While you have equal 2-in-47 chances to end up with a Quick Quad, when the Quick Trip includes a matched duo you end up with at least two pair and sometimes a full house. When the Quick Trip has an unmatched duo, if you don't get the Quick Quad, you end up with two pair *at best*, and most of the time you end up with nothing at all.

III. A Dozen Quick Quad Hands to Get Started

In this section, we present a dozen Quick Quad hands for you to look at. Following the hands, we give you the answers and a brief explanation.

The purpose of this is so that you can hit the ground running. We believe you'll get up to speed more quickly if you see some of the common hands that are played differently in Quick Quads than in regular video poker,

You may have already seen these hands as they've been posted on videopoker.com.

A♥ K♣ 5♥ 9♣ 3♦

8♥ 8♣ 8♦ 5♠ 4♥

A♥ A♣ 2♥ 2♠ 8♦

T♥ T♠ T♦ 5♣ K♥

3♣ 3♥ 2♠ K♦ Q♣

K♥ Q♠ J♦ T♣ T♦

5♣ 5♥ 3♣ K♥ 9♠

K♥ K♣ 8♥ 8♠ 4♦

8♥ 8♣ 6♣ 4♣ 2♣

A♥ K♥ T♥ 9♥ T♠

A♣ T♣ 9♣ K♥ 7♠

A♦ 3♦ 4♦ K♠ J♠

A♥ -- In some video poker games, you hold an unsuited AK on this hand; in others, you hold A by itself. In Quick Quads you *almost always* hold the A by itself. Why? A solitary ace may be part of several Quick Quads, like 9998A, 5554A, 4443A, etc.; in addition, 222AA gets paid as a 4-of-a-kind rather than a full house. None of these hands is very frequent, but there are a lot of them and each time you get one you get paid a lot.

8♥ 8♣ 8♦ 5♠ (definitely superior to **8♥ 8♣ 8♦ 4♥**) -- When we have trips in Quick Quads, we always hold a lower card that isn't exactly half as large. Sometimes we hold a card that is half as large and sometimes we don't. We discuss this on a case-by-case basis later in the manual, but a not-half-value kicker is *always* more valuable than a half-value one.

A♥ A♣ 2♥ 2♠ -- In the mix of Quick Quads games, sometimes we hold two pair when we're dealt "aces up," other times we hold aces by themselves. The specific two-pair AA22 is *always* held, because if we draw another deuce, we'll have a Quick Quad and get paid for four deuces.

T♥ T♠ T♦ -- In most video poker games, 555 = 666 = 777 = 888 = 999 = TTT. In Quick Quads, however, as we mentioned in the Introduction, 555 < 666 < 777 < 888 < 999 < TTT. At the same time, TTT5 = 8884 = 6663. Three tens are so valuable by themselves that we never hold TTT5.

3♣ 3♥ 2♠ -- There are a couple of reasons why we hold (at least some) lower kickers with a pair of 4s, 3s, and 2s. The first reason is that the value of four 2s, 3s, and 4s in five of the games (in all games except Jacks or Better) is worth more than the value of four 5s through Ks, and a pair with a lower-card kicker makes getting the quad considerably easier than not holding the lower-card kicker. In two games (Double Double Bonus and Triple Double Bonus), the extra card serves as a kicker to a 4-of-a-kind. That is, in these games, 33332 pays more than 3333K, so 332 is a start on that as well. Finally, in Jacks or Better (which is the only game where neither of the first two reasons applies), 332 = 553 = 775 = 998, etc., but 22 < 33 < 44 < 55 < 66 < 77 < 88 < 99 < TT. This hints at why you hold 332 in this game, but not 553.

T♣ T♦ -- In all regular versions of these games, KQJT > TT. In Quick Quads, however, the value of KQJT stays the same and the value of TT escalates, due to the Quick Quad potential. That is, in addition to the normal chances of drawing another two tens, you can draw T9A, T82, T73, T64, or T55 and get paid for four tens.

5♣ 5♥ -- It's only with 22, 33, and 44 that we hold a lower-card kicker. See the answer to 3♣ 3♥ 2♠ above for a longer explanation.

K♥ K♣ 8♥ 8♠ -- In combinations where you hold one or more Js, Qs, or Ks, it's impossible to end up with a Quick Quad, so the play on such hands reverts to the regular play in each game. In each of these games, two pair > KK *by a mile*. Although many seat-of-the-pants players just hold KK in a lot of games, these players are making an incorrect play and would benefit from practicing the regular game on *Video Poker for Winners*.

8♥ 8♣ 6♣ 2♣ -- This problem appears to be choosing between a pair of 8s and a 4-card flush with no high cards (and the answer to that type of problem varies between games). However, since $6 + 2 = 8$, holding 8862 is a Quick Trip, meaning that if we now draw either of the other two 8s we get paid for four of them.

A♥ T♥ 9♥ T♠ -- In regular video poker, this hand would be a choice of a low pair (TT), a 3-card royal flush ('AKT'), and a 4-card flush ('AKT9'). Which of these combinations is higher depends on the specific game you're playing. In Quick Quads, holding AT9T is a Quick Trip, which is much higher than any of the other combinations.

A♣ T♣ 9♣ -- 'AT9' is a 3-card flush with one high card that has Quick Quad Potential. If we draw a pair of tens to this combination (an approximately 1-in-360 chance), we get paid for four Ts. This makes 'AT9' considerably more valuable than 'AT8', for example, which is a 3-card flush with one high card that doesn't have QQ Potential.

A♦ 3♦ 4♦ -- In most video poker games, 'A23' = 'A24' = 'A25' = 'A34' = 'A35' = 'A45'. In Quick Quads, however, three of these (specifically 'A23', 'A34', and 'A45') have QQ Potential. With 'A34' specifically, drawing a pair of fours (again a 1-in-360 chance, approximately) gives you four 4s. This enhances the value of this 3-card straight-flush combination sufficiently that it's now worth more than a suited 'KQ'.

IV. Glossary

We've used the *Video Poker for Winners* notation as the basis for our strategies. Any notation we used would require a learning curve, so we decided to use one that is at least familiar to many of our readers. To start with, we list the standard *VPW* definitions. Afterwards, we add the notations that are unique to Quick Quads.

Standard *VPW* Definitions

RF, SF, FL, ST, HC, LC -- These two-character symbols refer to royal flush, straight flush, flush, straight, high card, and low card, respectively. These symbols are followed by a number, which indicates how many cards are in the combination. For example, RF3 refers to a 3-card royal flush and HC2 refers to two unsuited high cards.

High Card -- In every game discussed in this volume, a high card refers to a card where your money is returned if you get a pair of them. In the games in this volume, this means A, K, Q, or J. Some games not in the initial release of Quick Quads require "Kings or Better" or "Pair of Aces" to get your money back. In these games the definition of High Card is altered appropriately.

H -- This symbol refers to a high card lower than the first card indicated, so AH would refer to AK, AQ, and AJ, all of which have the same value. KH refers to KQ and KJ, both of which have the same value. AHHT refers to any of the following AKQT, AKJT, or AQJT.

x -- This symbol refers to a card of the same suit that is too low to be part of any straight-flush or royal-flush combination. For example, 'KTx' refers to 'KT2'-'KT8'.

Single Quotation Marks -- These mean that the cards are suited with each other. As an example, 'AK' could mean A♠K♠ or A♦K♦, but AK means cards are unsuited with each other, as in A♣K♦.

0h, 1h, 2h, 3h, 4h -- These refer to the number of high cards in a combination, so FL4 2h could mean A♦J♦5♦4♦ or Q♣J♣9♣4♣.

Inside -- In straight and straight-flush combinations, an inside refers to either a gap or a restriction due to being near the ends of the A23456789TJQKA range.

Oi, 1i, 2i, 3i -- These refer to the number of insides in a combination. As an

example, SF3 1h1i refers to a 3-card straight flush where there's one high card and one inside. The only possible combinations for this (excluding suits) are Q♣T♣9♣, J♣T♣8♣, and J♣9♣8♣.

Ranges -- We use the hyphen to indicate a consecutive range, so Low Pair 2-T refers to 22, 33, 44, 55, 66, 77, 88, 99, or TT. SF3 1h1i 'QT9'-'J98' refers to all three of the combinations 'QT9', 'JT8', and 'J98'.

Use of Commas -- A comma is used when the range is either non-consecutive or there are different number of gaps in the same group of 3-card straight flushes. For example, in the phrase SF3 0h1i '234', '245'-'79T', the reason for the comma between '234' and '235' is that there are no gaps in '234' (even though it has an inside because of its proximity to the ace) and '245'-'79T' all have exactly one gap. (Note: In regular video poker, we use the phrase '235'-'789'. In Quick Quads, we limit this to '245'-'789'. The reason for this is that '235' has QQ Potential and is therefore more valuable than other SF3 0h 1i combinations. Similarly, we exclude 'A23', 'A34', and 'A45' from the SF3 1h2i category and both '246' and '347' from the SF3 0h 2i grouping.)

Use of Semi-Colons -- When a single instruction includes combinations with different numbers of insides, we use a semi-colon to separate them. For example, FL4 2h; 1h; 0h refers to all 4-card flushes, with either two high cards (for example, A♣J♣8♣3♣), one high card (for example, K♦ 8♦ 5♦ 2♦), or no high cards (for example, 9♣7♣5♣2♣).

With -- This refers to a "kicker," a fifth card (when combined with a 4-of-a-kind) or, in some games, a fourth card when combined with a 3-of-a-kind. As an example, FOUR OF A KIND 2-4 with A,2-4 refers to any of the following: 2222A, 22223, 22224, 3333A, 33332, 33334, 4444A, 44442, or 44443.

Definitions of Terms Unique to Quick Quads

QT or Quick Trip -- A pair of cards with an associated duo of cards that add up to the rank of the QT. This duo may be matched (e.g., 8844) or unmatched (e.g., 8853).

matched duo -- Within a QT, the cards in the duo are the same rank. That is, 8844 is a Quick Trip and the 4s constitute a matched duo. This necessarily creates a "two-pair" combination, but these QTs are more valuable than regular "two-pair" combinations, due to the QQ Potential.

unmatched duo -- Within a QT, the cards in the duo are different ranks. That is, 8853 is a Quick Trip and the 53 combination constitutes an unmatched duo.

with lower card --- This is when a single-card kicker is found along with a pair or 3-of-a-kind, such as 443 or 5554. Sometimes this is modified with "half-value" or "not half-value." A half-value lower card is always less valuable as a kicker than a non-half-value lower card, e.g., TTT7 > TTT5.

SF3 with QQ Potential -- These are 3-card straight flushes with which you have a 1-in-360 chance to turn it into a QQ. There are six of these: 'A23', 'A34', 'A45', '235', '246', and '347'.

ST3 with QQ Potential -- In one game, namely Triple Bonus Poker Plus, unsuited A23 and A34 combinations are eligible to be held. The reason this occurs in this one game only is that four 2s, 3s, and 4s in this game return 600 coins, rather than the usual 400 or less. In one other game, Double Bonus, an unsuited 235 is barely better than throwing everything away.

FL3 with QQ Potential -- These are 3-card flushes where you have a 1-in-360 chance to turn it into a QQ. Five of these have one high card (always an ace): 'A56', 'A67', 'A78', 'A89', and 'A9T'. Nine of these have no high card: '257', '268', '279', '28T', '358', '369', '37T', '459', and '46T'.

V. Learning the Strategies

In this section we'll look at the primary pay schedules in each of the six Quick Quads games. We're writing this in early 2009. Potentially new games and/or pay schedules may be added at any time.

In each chapter we examine 10 sample hands. These hands are included for three different purposes. First, we want to explain the differences between the games. Jacks or Better is played differently than Bonus Poker, which is played differently than Double Double Bonus, etc. Once you understand the *why* behind these strategic differences, they're easier to understand.

Second, a big part of each chapter is devoted to teaching you *how* to use the strategies. They're all "top down," meaning that the play on the line number that comes first is always the best play. If, for example, you find that line 23 and line 25 are both relevant in a particular hand, always go with line 23.

Third, we want to increase your familiarity with the abbreviations used in the *Video Poker for Winners* strategies. Every strategy uses its own symbols and abbreviations, but due to both the sales volume of *Video Poker for Winners* and the large number of Bob Dancer articles that have been published, it's very possible that these abbreviations will become fairly standard over time. Therefore, if you wish to become fluent in the video poker literature, you need to learn these abbreviations.

The placement of the example hands was somewhat arbitrary. For example, 8♥ 8♣ 5♥ 3♣ K♥ is played the same in all six games (i.e., hold 8853). For this reason, even if your plan is to concentrate on only one game, it's a good idea to at least read the example hands of the other games. You should ask yourself how the hand should be played in the game you're concentrating on, and if you're not positive, look it up. We chose the hands that appear specifically for their value as learning exercises. We left out the hands that everyone would get correct the first time.

VA. 9/6 Jacks or Better Quick Quads

Jacks or Better is one of the simplest variations of video poker. It's also one of the simplest versions of Quick Quads to play. If you're hoping to ease into Quick Quads, this might be the best game to start with.

Ironically, there's not a lot of value in the Quick Quads version of Jacks or Better. The standard 9/6 Jacks or Better game is worth 99.54%, while the Quick Quads version is worth 99.61%. Although this is better, it's not much better. Still, the "knock" against Jacks or Better is that it's a boring game. Quick Quads is certainly more exciting and interesting (so that's worth something).

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	25	125	236	235
Full House	9	45	45	40
Flush	6	30	30	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 9/6 Jacks or Better returns—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 Jacks or Better—This is the pay schedule for 5-coin play, which returns 99.54%.
- C. 6-coin 9/6 Jacks or Better Quick Quads—This is the pay schedule for 6-coin play (on a 9/6 game), which returns 99.61%. Notice that the 4-of-a-kinds pay a lot more in this game than they do in standard Jacks or Better. This was done so that the total return for the Quick Quads version exceeded that of the standard game.
- D. 6-coin 8/5 Jacks or Better Quick Quads—This is the pay schedule for 6-coin play (on an 8/5 game), which returns 97.71%. The strategy presented in this chapter will work reasonably well for this game. This is a lousy pay schedule and should be avoided by anyone who wants to be a long-term winner at video poker.

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) $Q\clubsuit J\spadesuit 3\heartsuit 4\heartsuit 7\heartsuit$ versus (b) $Q\clubsuit J\spadesuit 3\heartsuit 5\heartsuit 7\heartsuit$ —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) $K\heartsuit J\clubsuit T\clubsuit 6\heartsuit 4\spadesuit$ —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. $A\clubsuit K\clubsuit T\clubsuit 6\clubsuit 2\clubsuit$ --- 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. $K\heartsuit T\heartsuit 7\heartsuit 3\clubsuit 2\spadesuit$ —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. $5\heartsuit 5\clubsuit 4\heartsuit 2\spadesuit 8\spadesuit$ —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. $A\heartsuit K\heartsuit J\heartsuit J\clubsuit 5\heartsuit$ —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. $4\heartsuit 4\clubsuit 2\spadesuit 9\clubsuit T\heartsuit$ —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. $2\heartsuit 2\spadesuit 2\spadesuit 3\clubsuit 9\heartsuit$ —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. $2\heartsuit 3\clubsuit 4\spadesuit 6\heartsuit 9\clubsuit$ —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 play 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 through. 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.