

GAME RULES

CRAZY PINEAPPLE

1. The dealer must deal three cards to each player, face downward and one at a time.
2. The first player to receive a card is the player to the left of the player who has the button. The last player to receive cards is the player assigned the button.
3. As in other flop games, there is a small blind and a big blind.
4. After all players have received their three cards, there is a betting round.
5. The player to the left of the last blind bettor opens and each following player may call, raise or fold in a clockwise order.
6. The dealer burns the top card of the deck and deals three community cards from the deck face downward and turns them face upward, in the center of the table. Community cards are common to the hand of every active player in the pot.
7. After the flop, the betting continues for another round. The first player still in the pot sitting left of the player assigned the button opens. After the opening, a player may call, raise or fold.
8. Each player discards one card face down and the dealer scoops them into the muck.
9. The dealer burns a card and deals another community card face upward in the center of the table. Another betting round occurs. The dealer burns a card and deals another community card face upward in the center of the table for the final betting round.
10. After all bets are made and if there are two or more players remaining in the game, there is a showdown with the best hand winning. In the event the game is high-low split, the best high hand and the best qualified low hand split the pot. If no low hand is qualified, the high hand takes the whole pot.
11. To qualify as a low hand, five unpaired cards must be eight or lower.
12. In the event of a split pot where there is an extra chip, it goes to the high hand. In the event that two or more low hands split the low half of the pot and there is an extra chip it goes to the low hand closest to the button.
13. Five face-up cards in the center of the table can be combined with none, one or two cards from each player to determine his best five-card hand.
14. This game can be played High only or High/Low split.
 - A. A player can win both the high and the low.
 - B. Aces may play as either high or low.

