I'm not a robot



DJ Wild Stud Poker is a table game, similar to games like Mississippi Stud Poker, played at a sparse number of casinos in the United States and Great Britain. It is a rare variation of table poker. However, DJ Wild is a very fun variation because it adds wildcards to the game, increasing the possibility of very strong Poker hands leading to stronger payouts. DJ Wild utilizes a different deck from most Poker games. It uses the 54-card Joker variant of the standard Anglo-American deck. One of the Jokers is removed from the deck, leaving a total deck of 53 cards. The game is designed for 2-8 Players, with each Player having a designated seat at the table. In front of this designated seat are a set of Play-zones, or boxes which Players use to place their wagers. These boxes are: The Ante, like the Ante in other Table games, is a wager that must be made before Players are dealt their cards. The Table will have a maximum and minimum wager that is posted on signage around the table. The Players Ante must be between these two values, or equal to one of them. Next to the Ante box is the Blind box. The Blind must be equal to the Ante. The Blind is the wager which the payout table will be based on. For example, if your Ante is $5, then your Blind is $5. If you win a 100x payout, then you will receive $500 from your blind wager. Next is the Bet box, which Players use to place their proper betting wager after their cards have been dealt. The Bet must equal 2x the value of the Blind. The Bet Wager and the Ante wager have even odds meaning that they pay out 1:1 on a victory. Finally, there is the Trips box, a side-wager Players are able to make. The Trips bet cannot exceed the tables betting maximum. The Trips wager is essentially a gamble that a Player will receive a Three-kind or better in their hand. The Trips wager has its own special payout table, explained in the relevant section below. The Trips wager pays out even if a Player loses against the Dealer. In addition, a Player is also able to Fold. If they Fold before putting any other wagers into their boxes, Players only surrender their Ante and Blind without losing any further money. Once a Players Ante and Blind have been wagered, each Player will be dealt 5 cards. From those 5 cards, Players decide if they want to Fold, or Play. If choosing to Play, Players then place 2x their Ante into the Bet box. Once all Players have settled their wagers, and decided to Fold or Play, the Dealer will reveal their cards and compare them against each Player one by one. Players receive relevant payouts, lose money where they are not paid out, and then a new game begins with the cards being collected and the Dealer shuffling the deck. Players place new wagers on their Ante and Blind, and a new hand begins. In DJ Wild, the Joker as well as all 2s are considered Wildcards. They can stand in for any card of any suit or rank in a hand. For example, a hand of 2 5 6 7 8 would be considered a Straight Flush, with the 2 acting as either a 4 or a 9. It is possible to have a five-card hand composed entirely of wild cards. This is the best hand in the game, and is worth significantly more than a Royal Flush. This will be further explained, in the Payouts and Odds section below. Ready to put your skills to the test? Try our free online DJ Wild Poker game. A summary of the rules for DJ Wild Stud Poker can be found below. The Ante and Blind must both be paid at the start of the game, and must be equivalent to each other. The Ante and Bet boxes pay out equal money, while the Trips and Blinds boxes have special payout tables which award money depending on the quality of a Players five-card hand. Players are free to fold without putting money into the Bet or Trips box, but to be dealt cards Players must place money into Ante and Blind boxes first. Unlike in other table-poker games, there is no qualification mechanic for the Dealer. If the Dealer has junk, they must play with it. Below is the normal payout table for the Blinds box. Players are only paid out the winnings from this table if their five-card Poker hand is stronger than the Dealers five-card hand. The multiples from this table are based on the value of money in the Blinds box after a Player has won their hand against the Dealer. MeldPayoutFive Wilds (Joker, 2,2,2,2)1000xRoyal Flush50xFive-Kind10xStraight-Flush9xFour-Kind4xFull House3xFlush2xStraight1xThree-KindPush Players do not lose their Blind bets unless they fold or lose against the Dealer. If a Player wins, but their hand is a three-kind or less, their blind bet is simply pushed, or returned to them. The following table is the Trips payout table, which is somewhat more complicated. Remember, that the Trips table always pays out if a Player has trips or better, even if they lose against the Dealer. The Trips table distinguishes between Natural and Wild Melds. Natural melds contain no wild cards, while Wild melds contain at least one. Meld (Natural)PayoutMeld (Wild)PayoutRoyal Flush1000xFive Wilds2000xStraight Flush200xRoyal Flush100xFour-Kind90xFive-Kind100xFull House40xStraight Flush30xFlush30xFour-Kind6xStraight20xFull House5xThree-Kind6xFlush4xStraight3xThree-Kind1x The Wild melds have two additional melds impossible to form naturally, the Five-Kind and the Five Wild. The odds of losing the Trips Bet are about 77-78%, meaning that the Trips Bet is very unlikely to provide any kind of payout whatsoever. However, when a Player does receive a Trips payout, as shown above, they are liable to receive a significant payment. The Trips, therefore, is a high-risk, high-reward style of wager. Over the course of a hundred games, it is a very bad idea to Play Trips every time. Remember, you will lose three out of four times playing it. However, on the occasional hand, where you feel very lucky, maybe put some money on trips, you might get lucky. Imagine the following is your hand in a game of DJ Wild: J 9 10 5 6 Although you werent quite lucky enough to get the Straight Flush, a Flush is still a powerful hand. The Dealer cannot disqualify, which means you are guaranteed to receive a payout from any trips wager. Assuming you do beat the Dealer, then you would receive a 30x payout from your Trips wager, as well as a 2x payout from your Blind wager. You would also receive a 1:1 payout on your Ante and Bet wagers as well. DJ Wild Poker is a game of luck, as there is very little you can do to actually change the course of the game. However, like all gambling games, it is scored using money. While you cannot alter the course of the hand itself, you can use gambling strategy to try and control the flow of your money. Folding is the gambling masters tool of choice, because it is always better to lose two small wagers than it is to lose 4 small wagers. If you cannot likely win a hand, do not bother wasting money trying in a vain and unlikely attempt to play. Simply fold, and wait for the next hand. It is impossible to have the cards be in your favor 100% of the time, and this is why the Trip Bet is best avoided overall. You are far more likely to lose the Trips Bet than you are to win it. Even if you do manage to not lose the Trips Bet, you are more likely to be paid practically nothing for the risk. The odds of getting a 3-kind on your Trips Bet are about 14%. This means that the odds of losing OR only receiving 1:1 on your Trips bet are 90%. You are only 10% likely to get anything above a 1:1 payout on your trips wager. You are, essentially, throwing away 90% of the money placed on the Trips box. Many new poker players find traditional games like Stud and Draw poker boring and uneventful. Fortunately for them, there are other games that have much more action and excitement. Wild card games definitely up the ante when it comes to thrills, as big hands are much more likely along with explosive pots. Read on to learn wild card poker rules: Baseball Baseball plays like Seven Card Stud except that threes and nines are wild, and all players who receive a four at any point in the hand get another card at the end. Full Baseball Poker Rules Countdown Countdown is a twist on normal poker variations - a wild card is introduced on the last betting round of the game. Full Countdown Poker Rules Criss Cross Wild Criss Cross Wild deals each player four hole cards and offers five community cards, one of which is a "wild card" Full Criss Cross Wild Rules Follow the Queen Follow the Queen plays just like normal Seven Card Stud, but all Queens are wild, and in certain cases other cards can become wild cards as well. Full Follow the Queen Rules Slot Machine Slot Machine is very similar to Omaha, as players each receive four hole cards. However, there are a total of nine community cards including wild cards. Full Slot Machine Rules Wild Hex Wild Hex is a game where each player receives four hole cards, and there are seven community cards in the middle, one of which is wild. Full Wild Hex Rules Copyright 2025 PokerRules.net All Rights Reserved. Guts is often played as an option in dealer's choice poker games, although it is not strictly speaking a poker game. It is normally played with hands of fewer than five cards, and it has a different betting mechanism from normal poker - match pot betting. If the players are somewhat reckless the size of the pot can escalate very rapidly, and the name presumably refers to the bravery required to contest one of these large pots and risk losing an equally large amount. Two-card Guts Players, Cards and Limits This is the basic game. 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As soon as any player collects a third token, whether on a three-card, a five-card or a seven-card hand, that player collects the whole pot and the game is over. NapalmA similar game, know as Napalm or Whipsaw, in which the stages are two cards played for high, five cards played for low, and seven cards played for high, is described on a separate page. Menu Menu Menu Menu Five Card Draw is one of the oldest forms of poker and was by far the best known internationally until the sudden rise in popularity of Texas Hold'em at the end of the 20th century. The basic game will be described first, followed by some variations with extra opening conditions, winning conditions or wild cards. These can be combined in various ways - for example jacks or better and trips to win are often played with a bug or wild card. This page assumes some familiarity with the general rules and terminology of poker. See the poker rules page for an introduction to these, and the poker betting and poker hand ranking pages for further details. Five Card Draw Poker This basic game, with no restrictions on the cards needed to open or win, is sometimes known as California Draw or Guts, though Guts is also the name of another poker-like game. Because of this freedom it offers considerable scope for bluffing, especially if played for high stakes. Players and Cards Five Card Draw is played with a standard 52-card pack, and there can be from two to six players - six probably make the best game. It is possible for seven or or even eight people to play, but then there is the disadvantage that the cards may run out during the draw. Ante, Deal and First Betting Round Before the deal each player puts an agreed ante into the pot. Usually the ante is the same amount as the minimum bet. After the shuffle and cut, the dealer deals the cards face down clockwise one at a time until each player has five cards. Players may look at their cards, and there is a betting round begun by the player to dealer's left. If everyone passes (checks) in this first betting round, the cards are thrown in, the turn to deal passes to the left, the pot remains and everyone adds another ante to it. In fixed or spread limit games, the number of raises after the initial opening bet is usually limited to four. The Draw If more than one player remains in the game after the first betting round, active players have one opportunity to improve their hands by discarding some cards and obtaining replacements. Beginning with the nearest active player to dealer's left, each active player announces the number of cards to be replaced, discards that number of cards face down, and is dealt an equal number of cards face down by the dealer. A player can discard from zero to three cards. The dealer should wait until the player has discarded the number of cards stated before starting to deal replacements. Discarding no cards at all and thus keeping one's original hand is known as standing pat. Naturally, it is in the players' interest to wait for their turns and not give away information in advance about how many cards they intend to draw. In a game with more than six players it is possible that the deck will run out of cards (since each player can consume up to 8 cards - a hand of 5 plus 3 more drawn). If the dealer finds that not enough cards remain then the discards of the players who have already discarded are shuffled and cut to form a new deck from which replacement cards can be dealt to the remaining player(s). Reusing cards rejected by other players is not very satisfactory, and this is why six players is normally set as the maximum number for this game. Until the second round of betting begins, any player is entitled to ask how many cards any other player drew, and be given an honest answer. Second Betting Round After all active players have had a chance to draw there is a second round of betting, begun by the player who opened the betting on the first round. The minimum and maximum bets allowed in the second betting round are normally set higher than in the first betting round - typically double. In a fixed limit or spread limit game, the second betting round, like the first, is normally limited to a bet and four raises. Showdown After the second betting round, if the pot has not already been won, players show their cards in clockwise order, beginning with the last player who took aggressive action (bet or raised) in the second betting round. If everyone checked in the second betting round, the player who opened the betting in the first betting round shows first. Variations Drawing more than three cards Some allow a player to discard and draw four cards if the fifth card is an ace. Some allow a player to discard four or all five cards unconditionally. With these rules the likelihood of running out of cards during the draw process is increased. In practice, however, the difference is small since it is rarely if ever worthwhile to draw more than three cards. Two Draws Some play with two draws. The first time up to three cards can be discarded and drawn, after which there is a round of betting. Then each remaining player can discard and draw one or two cards, after which there is a third and final round of betting and a showdown. Blinds Some prefer to begin the pot with a blind bet instead of or in addition to the ante. In the first betting round, the player to dealer's left is forced to bet an agreed amount, irrespective of his cards. The next player to the left may be permitted to straddle by placing a blind bet of twice this amount, the next player to re-straddle and so on. Then the betting round begins with the player to the left of the player who placed the largest blind bet. Players may fold, call or raise. If all others call or fold, the player who placed the largest blind bet may check or raise. See the poker betting page for further details. Five Card Draw - Jacks or Better This game, also known as Jack Pots, a hand at least as good as a pair of jacks is required to open the betting. It is probably the most popular version of Five Card Draw Poker. There should be at least four players and preferably more, otherwise most of the hands will be thrown in without play. Opinions on the merits of this game have varied widely over the years. For example: "The addition of jack pots has probably done more to injure Poker than the trump signal has injured Whist ... the whole system has become a nuisance, and has destroyed one of the finest points in the game of Poker - the liberty of personal judgement as to every counter put into the pool, except the blind." (R.F.Foster: Handbook to the Card Games, 1897). "It is essential for the stability of the game that a player have jacks or better when opening. If this rule is not enforced and a player opens the pot any time he feels like it, one of the greatest factors of skill in the game is automatically eliminated - which depends on knowing that the opener holds at least a pair of jacks." (J.Scarne: Scarne on Cards, 1949). The ante and deal are as in Five Card Draw, but in the first betting round, if no one has yet bet, a player who does not have a pair of jacks or better is obliged to pass. Once a player has opened the betting, others are free to call or raise irrespective of what they hold. Note that the opener does not actually have to hold jacks, or cards higher than jacks. Any hand that beats a pair of tens is sufficient - for example you could open with 5-5-3-3-6 (two pairs) but not with 10-10-A-K-Q. The draw is the same as in Five Card Draw, except that if the player who opened the betting discards cards that formed part of the qualification to open, this must be announced and the discarded cards kept separate from the cards discarded by other players. This is known as splitting openers. For example a player might discard the Q from Q-Q-10-7-6 in the hope of getting a flush, especially if some of the other players seemed to have good hands. The second round of betting and the showdown are as in Five Card Draw. When the pot is awarded, the player who split openers must show the discarded card(s) to prove that the opening requirement was satisfied. If no one has a good enough hand to open (or if those that do choose not to open), then the cards are thrown in and it is the next player's turn to deal. If the opener wins the pot, enough of the opener's hand must be shown to prove that the opener really has jacks or better. This applies even if all the other players fold on the opener's bet. If the opener cannot show a qualifying hand, the opener's hand is dead. The opener cannot win the pot. If there was a showdown, the best of the other hands wins the pot. If everyone else has folded the pool remains for the next deal. Some play progressive jackpots: if no one opens the minimum requirement for the next deal is increased to a pair of queens, and if this hand too is thrown in then kings and then aces, then back to kings, queens, jacks and so on. Five Card Draw - Jacks or Better, Trips to Win The rules are the same as Five Card Draw - Jacks or Better except that a player needs a hand at least as good as three of a kind to win the pot. If the pot is won without a showdown, the winner must expose enough cards to prove that the hand is at least as good as three of a kind. This of course further reduces the scope for bluffing. If no one has a hand as good as three of a kind after the draw, the pot remains, but the players who folded before the draw are out of the game. The players who did not fold ante again and there is a new deal involving just these players. Five Card Draw with a Bug To increase the proportion of good hands, some players add a joker, to make a deck of 53 cards. The joker is not a true wild card but a bug: the holder can use it to represent an ace, or to complete a straight or flush. So for example 9-9-7-7-joker is not a full house but two pairs with an ace kicker. In this game the highest hand is five aces: A-A-A-A-joker. This beats a straight flush. When used in a flush the joker represents the highest card not already present, so for example A-K-J-4-2 beats A-10-9-8-joker because the bug represents the K not a second ace. The bug can be added to any of the above versions: California (Guts) Draw, Jacks or Better or Trips to Win. Five Card Draw with Deuces Wild In this variation of Jacks or Better, the four deuces (twos) are wild cards. A deuce can be used as any card the holder needs to complete a hand. The highest hand type is Five of a Kind, which is better than a Straight Flush. Except when making Five of a Kind, a wild card cannot be used to represent a card that is already present in a player's hand. The only case where this matters is when making a Flush, in which case if you have (for example) a natural ace, you cannot use a wild card as a second ace. This variant is found mostly in home poker games and is usually played with the rule that players must declare their own hands (the cards do not "speak for themselves" - see poker betting and showdown for details). It is equally possible to play with any other set of cards wild as agreed by the players, or as specified by the dealer in a dealer's choice game. For example you one can play with fives wild, or with one-eyed jacks wild. Wild Widow This five-card draw variation is similar to deuces wild except that the wild card is determined during the deal rather than specified in advance. This is done by dealing a card dealt face up to the table, usually after the fourth card has been dealt to each player. The other three cards of the same rank as the face up card are wild. Diablo This is a five-card draw in which deuces are wild and players are not allowed to draw more than two cards. There is an extra rule that the player who opens (makes the first bet) must either win the pot or match it. In other words, if the pot is won by a player other than the opener, the opener must pay to create a new pot equal to the pot was just won. The deal then passes to the left (with no new antes) and the game is played for this new pot. This continues until a hand is played in which the opener wins the pot. If this variant is played in a dealer's choice game, it continues until the opener wins the pot, after which the deal passes to the player to the left of the player who called Diablo, who can then select another game. To avoid the pot becoming too large, some groups may prefer to put a fixed limit on the size of the new pot that the opener must create after failing to win. Jacks Back This variation of Jacks or Better works well for smaller groups, say 3 to 5 players, in which case there will be many deals on which no one can open. The game begins like Five Card Draw. Five cards are dealt to each player and there is a betting round, in which Jacks or Better are required to open. If someone opens the betting the game proceeds exactly like normal Five Card Draw, and in a showdown the highest hand wins the pot. If no one opens in the first betting round the cards are not thrown in. Instead the players keep their cards and the game changes to Ace-to-five Lowball, and there is a new betting round begun by the player to dealer's left. Provided that the betting is opened in this new betting round, the players then have the chance to draw with the aim of making a low hand. After the draw there is another betting round, begun by the first active player to dealer's left. If more than one player stays in there is a showdown in which the lowest poker hand wins. Aces are low and straights and flushes do not count, so the best hand is A-2-3-4-5 (a "bicycle"). A-A-2-3-4 is a pair, so it is worse than any hand without a pair, but better than any other pair since aces are low. It may happen that no one opens in the first betting round, and then after the game changes to Lowball everyone checks again. In this case the cards are thrown in and the turn to deal passes to the left.To avoid the possibility that a hand is thrown in, some clubs have a rule that when the game changes to Lowball the player to dealer's left must place a "blind" bet, and the betting round begins with the next player to the left. The player who placed the blind may raise after everyone else has acted even if no one did more than call. The betting round after the draw is begun by the first active player to dealer's left as usual.Some play that check-raising is not allowed in the Lowball part of this game, and also apply the betting sevens rule as for California Lowball.Jacks Back is often played with a joker, which acts as a bug for high hands. When the game is played for low, the joker is known as a fitter, and it represents the lowest card not already present in the player's hand. Other forms of Lowball Draw Poker are described on the Lowball page.All for One and One for AllIn this game the drawing and betting can continue until the deck is all but exhausted.Antes are placed and five cards are dealt face down to each player. There is a betting round.Now there is a drawing round. Each active player, beginning to dealer's left, can either: stand pat, or discard one card face down and receive a replacement, or discard all five cards face down and receive a new five-card hand. The drawing round is followed by another betting round.This process is repeated: there is a series of drawing rounds, each begun by the player to the left of the one who began the previous drawing round. Each drawing round is followed by a betting round.There are restrictions to ensure that the cards do not run out: A player is not allowed to exchange all five cards if this would not leave enough cards for all remaining active players in the current drawing round to exchange one. If after a betting round there are fewer cards remaining in the deck than there are active players, there is no more drawing, but a showdown in which the highest hand wins the pot. 32-Card PokerSometimes known as Stripped Deck Poker, this version of Five Card Draw is popular in Southern Europe. The 32-card deck consists of cards from Ace (high) to Seven (low) in each suit. The main differences from normal Five Card Draw are as follows: Because a flush is harder to make than with a 52-card pack, it ranks above a full house and below four of a kind. When used as a low card, Ace is adjacent to Seven, so A-7-8-9-10 is a low straight (or straight flush). There is a ranking of suits, usually hearts (highest), diamonds, clubs, spades (lowest). When hands are otherwise equal, the suit of the highest card in the combination is compared. For example when two players have equal pairs with equal kickers, the pair containing the heart will win (the suits of the kickers don't count). The maximum number of players is five: usually there are four players or fewer. VariantsThe four-player versions of Italian Poker and Turkish Poker are forms of 32-card poker with some special rules.The following variant is found in Bosnia and Herzegovina, and perhaps other places. A player who asks to exchange four cards discards four and is first dealt three cards face down to look at. Then the dealer deals one card face up and one face down, and the player must choose which of these to take as the fourth card. If the face up card is chosen the face down card is discarded unseen.Seven Card Draw PokerThis variant is not widespread but it is played to a minor extent in the Netherlands. It is seen as a novelty game with a greater element of risk than 5 card draw, in that players have a better chance to make a high ranking combination. Because of the larger number of cards dealt, this game does not work well with more than four players.Before the deal, the player to dealer's left places a small blind, and the next player to the left a big blind. The size of the blinds is agreed in

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