



RAZZ MIX GAME PRIMER

HORSE

Razz is dreaded by many players. It is one of the most mathematical and least understood of poker games. It very frustrating because you are at the mercy of the cards and your opponent can tell when you catch bad. Edges in this game can be huge because unstudied players still make massive, glaring errors in strategy: betting and calling when they should see they are drawing nearly dead. Razz is one game in the rotation where bluffing is profitable.

Razz starting hand guide (Suits are irrelevant, lower showing cards are better)



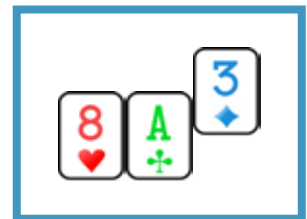
Wheel cards ★★★★★



Any Six high ★★★★★



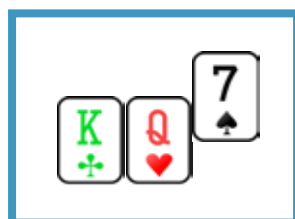
Rough or smooth Sevens ★★★



Smooth Eight ★★



Late steals versus Bring In ★★



Steal when lowest showing ★★



Steal with Ace low ★★



Resteal vs stealer ★★

Quick Tips

- In rough hands the second and third cards are high too. In smooth they are not, so improve easier.
- Duplicates to your hand on the board improve your hand, less chances of pairing.
- Raise to isolate early. When heads up, Villain catching bad can save you easily.
- Stealing is a profitable hobby. The bring-in can rarely defend if you are showing good.
- If someone is stealing, you can resteal with a decent card showing.
- On 5th see who is ahead and who has best draw -assume his hole cards help
-Bet if you have both, check-call with best draw, fold if losing both.