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#### Resumo:

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2-7 Triple Draw - long an under-appreciated gem among poker variations - is finally seeing its moment in the sun. A lot of poker's nosebleed action has found itself at the 2-7 Triple Draw tables lately and poker's stars are diving in full force -- be it Gus Hansen, Phil Galfond, Phil Ivey, Viktor Blom, Niklas Heinecker or Sebastian Ruthenberg. Since the game is on the lips of everyone in the poker scene these days it's a good time to learn the basic rules of 2-7 Triple Draw and pick up a couple of useful 2-7 poker strategy hints.

Read on for a closer look at all the essential rules of 2-7

Triple Draw Lowball poker from the betting structure to how a round of 2-7 Triple Draw progresses. Start with our handy 2-7 instructional video below!

Watch 2-7 Triple Draw

How to Play Video

What is 2-7 Triple Draw Lowball?

2-7 Triple Draw Lowball is a 5 hole

card draw poker variant with a lowball hand ranking. In 2-7 Triple Draw Lowball (sometimes known as Kansas City Lowball), the goal is to make the worst conventional poker hands. That's right - you're looking for the lowest five-card hand possible, not the highest.

The lowest hand (the best) possible in 2-7 Triple Lowball is:

7-5-4-3-2

(Unsuited)

2-7 Triple Draw Poker Rules

2-7 Triple Draw poker is usually played as a

fixed-limit game (just like Limit Hold'em) so there's a small and a big bet. These are twice the blinds and denote the name of the game.

That means in a 50c/\$1 game the

blinds are 25c/50c. Bets are then 50c in the first two betting rounds and R\$1 in the second two betting rounds.

How to Bet in 2-7 Lowball Poker

2-7 Lowball is a "blind

game," meaning the player to the left of the dealer puts in the small blind and the

player to the left of the small blind puts in the big blind.

Starting with the player

on the left of the dealer and moving clockwise around the table, every player is dealt five cards facedown, one card at a time. Once all players have five cards, the first betting round starts with the player to the left of the big blind.

Once the betting

round has completed, the players enter the first drawing round. Starting with the player on the dealer's left, the player announces how many cards he would like to throw away from his hand and receives new ones in return.

The dealer deals all of the cards

to that player at once before moving on to the next player. A player can choose to keep his hand intact and not throw away any cards at all. This is known as standing pat or rapping pat.

If a player chooses to discard all five cards, the dealer will only deal them four new cards at once. The fifth card will be dealt after all other players have received their cards

If the player discarding all five cards is last to be dealt cards,

the dealer will deal them four cards at once, then "burn" one card (discarding it face down on the table) before dealing hte player his fifth and final card.

Once all players

have received their new cards the second betting round begins, starting with the player to the left of the dealer. This pattern repeats until either:

Only one player is left,

the rest having folded

The players have completed the betting round after the third drawing round

2-7 Lowball Poker Rules for Showdown

Once all betting is complete the

best 2-7 Lowball hand wins the pot

Hands are counted from the highest card in the hand

down

The best possible 2-7 Lowball hand is 7-5-4-3-2 (with all five cards NOT of the same suit)

(with all five cards of the same suit) Straights, flushes and pairs DO count against you

Having a straight does not kill your hand but lessens the value. For

example any hand without a flush, straight or pair will beat any hand with a pair, regardless of how low the cards are

The ace is used only as a high card

Because the ace

is a high card 5-4-3-2-A is not considered to be a straight but an A-5 high 5-4-3-2-A

is not considered to be a straight but an A-5 high Any two players holding the same hand split the pot

Once the player with the winning hand has received the pot the

player who was to the left of the dealer becomes the new dealer for the next hand More

2-7 Poker Rules and Hand Rankings

The two most common variations of lowball poker are

Triple Draw and Razz. Depending on the variation, in their spesific poker hand rankings the lowest hand can be ranked in a few different ways.

Aces can be regarded as either

high or low and straights and flushes can either count or not. (Pairs always count

though.)

Ace-to-5 Low: The best hand possible is A-2-3-4-5 which is called a "wheel."

Aces are low and straights and flushes do not count. Games that use this ranking include California Lowball (also called Ace-Five Lowball) and Razz, which is the low version of Seven-Card Stud. This is also used in Omaha Hi-Lo.

Ace-to-6 Low: The best

possible hand is A-2-3-4-6. Aces are low and straights and flushes count. It is also called "6-4 Low." This is used in London Lowball, which is a Seven-Card Stud variation.

2-to-7 Low: As explained above the best hand possible on 2-7 is 2-3-4-5-7.

Aces are high and straights and flushes count. It is also called "7-5 low."

2-to-6 Low:

The best possible hand is 2-3-4-5-6. Aces are high and straights and flushes don't count. This form is very rarely used.

2-7 Triple Draw Lowball Strategy

As in all other

poker games two factors are essential for your 2-7 Triple Draw strategy:

Let's start

out with position. Apart from the information we get from our opponent betting or not, we get added information from the number of cards our opponent draws. This is only the case in draw poker.

This second part of information can be extremely valuable. If your opponent stops drawing (he "stands pat"), it usually means he has a made hand – unless, of course, he's bluffing.

If, on the other hand, he draws three cards  $% \left( 1\right) =\left( 1\right) +\left( 1\right)$ 

from a made hand.

To find his proper hand range is a lot more difficult. But your first basic rule should be:

Never draw more than three cards - two, if possible.

These are

the top six starting hands in 2-7 Triple Draw:

- 1) 2-3-4-x-x
- 2) 2-3-7-x-x
- 3)
- 2-3-5-x-x
- 4) 2-4-5-x-x
- 5) 2-4-7-x-x
- 6) 2-5-7-x-x

Which brings us to the second basic

rule:

Good starting hands have a "2" in them

Hands with a "3" as the lowest card - like

3-4-7-x-x or 3-5-8-x-x – are playable to steal or defend the blinds.

Of course, the

number of players in the hand is also significant.

Here's your third rule:

Be careful

with hands that contain a "6"

The problem with these hands is you can easily get in

trouble by building a straight. Look at a hand like 3-4-5-6-x.

At first glance this

looks like a pretty good hand but it's actually terrible as both the deuce – the lowest card in a game of triple draw, as the aces are high – and the seven make a straight,

which would count against you.

Every straight with low cards must contain a six, which

is why you should try to avoid this card.

Golden 2-7 Triple-Draw Strategy Rules

**Apply** 

The last betting round in 2-7 Triple Draw differs significantly from NLHE and

PLO, mainly due to the structure of limit poker.

However, the 2-7 Triple Draw Golden

Rule:

You should only bet if your opponent might be willing to call with a worse

hand

is valid here, too. Bluffs are rare, but not impossible.

No Simple Recipe for 2-7

Triple Draw Lowball

2-7 Triple Draw is a fascinating game characterized by a lot of

swings. Be aware of this before you begin. There is no simple recipe for 2-7 Triple Draw as there is none for any poker game.

As a rule of thumb, we advise you to start as

a solid player. Play tight-aggressive and select your hands carefully. As a beginner,

get some experience on the lowest levels before you start moving up!

How to Play Limit

2-7 Triple Draw Poker

Limit 2-7 Triple Draw poker is a lot different from other poker

variants in several respects. Two of them are:

Let's illustrate what this means in

practice:

In a 50c/\$1 game Player A raises toR\$1, the small blind folds and the big

blind calls. There's nowR\$2.25 in the pot.

Players draw, the big blind checks and

Player A bets. Now the big blind raises toR\$1 and Player A calls. There's nowR\$4.25 in the pot. Players draw again and now the big blind bets out.

Even before the third and

last draw Player A gets 5.25:1 pot odds – unthinkable in a No-Limit game. What this means is that Player A can assess the strength of his hand pretty well and thus decide if a call is correct.

Also the big blind has a lot less fold equity than in a No-Limit

game; in other words it's much harder to bluff. In practice, you should always bet with your good hands. Any player drawing to beat you must pay the maximum. Different poker variants like Limit 2-7 Triple Draw and 2-7 Single Draw, and countless others, are fun to learn and easy to master with right instructions. On our How to Play Poker page you find information and game guides for all poker games and more.

2-7 Poker Hands at

Showdown

The special appeal of 2-7 Triple Draw is contained in the relative value of different hands. It happens very often that two or more players draw three times so that in the end no player quite knows where he or she stands.

Of course if you hold the

nuts - 7-5-4-3-2 offsuit - you do. But then that doesn't happen very often.

As a

general statement you can go with the rule:

An 8-high or 9-high hand heads-up is in

most cases good enough for a showdown.

Of course, a hand like 9-5-4-3-2 is a lot more

valuable than a hand like 9-8-7-5-3. On the hand-ranking list for 2-7 Triple Draw, the first nine-high hand is number 19, while the second one is only in 48th position! Did

we mention Isilidur1 plays 2-7?

Bluff catchers are ten- or jack-high hands – in case

your opponent has a hand like 8-7-4-2 and is drawing for a six, five, or three, he will often end up with a high-card hand (queen, king, or ace high) or even a pair, which are both very weak hands.

On the river – or after the third draw, in this case - you are

always faced with the question of betting one more time or not.

If you have a monster -

7-5-4-3-2, 7-6-4-3-2, 7-6-5-3-2, 7-6-5-4-2 – you should always bet. If not, this well-known rule of thumb applies: Bet if a worse hand than yours can call you. If this

is not the case, you should switch to check-call mode and hope that your opponent is going to bluff.

2-7 Triple Draw Starting Hands Table

Upgrade your skills with the help

of 2-7 Triple Draw starting hands table. Here you can see what hands draw where:

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# Umberto Eco y las redes sociales: cuando "legiones de idiotas" tienen el mismo derecho a hablar que un ganador del Premio Nobel

Umberto Eco hizo una declaración provocativa sobre las redes sociales cuando recibió un doctorado honoris causa en Turín en 2024: "les da a legiones de idiotas el derecho a hablar cuando antes solo hablaban en un bar después de un vaso de vino, sin dañar a la comunidad. Entonces eran rápidamente silenciados, pero ahora tienen el mismo derecho a hablar que un ganador del Premio Nobel". Si bien no estoy completamente de acuerdo con este sentimiento, hay alguna verdad en él, especialmente en el mundo del fútbol, donde las redes sociales han alterado significativamente la participación de voz entre los clubes y *algunos* aficionados.

### La ira en las redes sociales contra Gareth Southgate y Steve Cooper

No pude ver el partido entre Dinamarca e Inglaterra debido a un compromiso laboral, pero decidí echar un vistazo a las reacciones en línea sobre Inglaterra liderando su grupo en la Eurocopa. La vitriol contra Gareth Southgate después del empate fue increíble. Nuestro gerente nacional más exitoso desde 1966 se convirtió en el blanco de memes sobre el aburrimiento, la seguridad y la mediocridad. Al mismo tiempo, Steve Cooper, uno de los entrenadores británicos más progresistas y respetados, fue nombrado por el Leicester City. Un tuit de alguien con 400 seguidores que decía "¿Qué le pasó a su cara?" obtuvo 1,5 millones de visitas. La furia dirigida contra Southgate durante la victoria contra Eslovaquia que llevó a su equipo a los cuartos de final de su cuarto torneo importante consecutivo fue notable.

### El desafío de ser un líder en las redes sociales

Hace tres años, al principio de mi mandato como presidente del Grimsby Town, reconocimos la importancia de estar en línea para tratar de fomentar una cultura de confianza y transparencia. Con el tiempo, reduje esto porque era difícil predecir las reacciones. Después de una derrota, tratar de destacar los aspectos positivos era como invitar a 50 personas a darte una paliza en la cara. Aprendí a mantenerme al margen los sábados por la noche, ya que las emociones inmediatas posteriores al partido tienden a sesgar las respuestas. La anonimidad y la distancia proporcionadas por las redes sociales amplifican esta negatividad, con algunos perfiles incapaces de decir algo productivo. Aunque las redes sociales tienen características positivas, la negatividad y la maldad parecen dominar este teatro desencarnado de nuestras vidas. Varios factores contribuyen a esto; desde un punto de vista evolutivo, estamos cableados para prestar más atención a la información negativa porque podría señalar amenazas potenciales. Compartir estas frustraciones puede unir a comunidades de individuos con ideas afines, y los comentarios negativos provocan reacciones más fuertes, lo que hace que los algoritmos prioricen dicho contenido porque aumenta el compromiso general.

### El desafío de la permanencia en las redes sociales

Los comentarios descartables, temporales y específicos del contexto, se convierten en un registro permanente donde antes eran rápidamente perdonados o olvidados. En nuestro segundo año, enfrentamos críticas por la supuesta debilidad de nuestra ventana de transferencia de enero. Después de ganar nuestro primer juego de febrero 3-0 contra Crewe, tuiteé algo como "No fue una mala ventana después de todo". Las capturas de pantalla se tomaron, se almacenaron y se volvieron a publicar varias semanas después de un mal juego, con algunos fanáticos siendo los árbitros de cuándo podíamos ser bromistas o juguetones. En la vida real, un comentario descartable podría ser rápidamente olvidado, pero en línea se preserva y puede ser arrojado nuevamente cuando las cosas inevitablemente van mal.

## Las redes sociales y los jóvenes futbolistas

Es difícil exagerar lo malo que puede ser la interacción en línea para los jugadores, que siempre están bajo los focos. Una generación de jóvenes jugadores se les aconseja mantenerse alejados de las redes sociales, pero es una tarea hercúlea. La refuerzo positivo puede ser adictivo cuando las cosas van bien, pero un mal rendimiento puede crear un ciclo descendente de autoderrota para esas jóvenes mentes. En el pasado, solo tenían que soportar gritos en las gradas, que, aunque brutales, terminaban cuando dejaban el estadio. Ahora, se enfrentan a una legión de críticos en línea, con comentarios negativos que persisten mucho después del silbato final y en sus fines de semana.

# Jason Stockwood es el vicepresidente del Grimsby Town

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