

Omaha Hi/Lo Limit

You receive 4 cards, but you **MUST** use exactly 2 of your 4 hole cards and exactly 3 cards from the board.

In Hi/Lo, the pot can be split between the **best high hand** and the **best low hand**.

1. How the game works

Each player receives **4 private cards**.

Then five community cards are dealt:

1. **Preflop**: 4 hole cards
2. **Flop**: 3 community cards
3. **Turn**: 1 community card
4. **River**: 1 community card

There is a betting round after each stage.

Because this is **Limit** Omaha, the bets are fixed rather than allowing you to bet any amount.

2. The BIG difference from Texas Hold'em

In Texas Hold'em, you can use any combination of your 2 cards and the board.

Not in Omaha.

You must use:

Exactly 2 hole cards + exactly 3 board cards

For example:

Your cards:

A♠ 2♦ 7♣ K♥

Board:

3♠ 4♥ 8♣ Q♦ J♠

For a low, you can use:

A + 2 from your hand
and
3 + 4 + 8 from the board.

Your low is:

8-4-3-2-A

That's an excellent low.

3. Why it's called Hi/Lo

At the end of the hand, there can be two winners:

HIGH

The player with the best traditional poker hand wins half the pot.

LOW

The player with the best qualifying low wins the other half.

So a 100 chip pot could be:

50 chip → High winner

50 chip → Low winner

If the same player has the best high AND best low, that player wins the entire pot. This is called **scooping**.

4. How to make a LOW

A qualifying low must contain:

- **5 different cards**
- All cards must be **8 or lower**
- **Aces count as 1**

Straights and flushes **do not hurt your low**.

The best possible low is:

A-2-3-4-5

This is called a **5-high** or **wheel**.

Then:

A-2-3-4-6 = 6-low

A-2-3-5-6 = 6-low

A-2-4-5-6 = 6-low

And so on.

The lower your five cards, the better.

5. An easy way to compare lows

Compare the **highest card first**.

For example:

8-5-4-3-2

versus

7-6-5-4-2

The second hand wins because **7 is lower than 8**.

Another example:

7-5-4-3-2

versus

7-4-3-2-A

Both start with 7.

Compare the next card:

5 vs. 4

The **7-4-3-2-A** wins.

6. The most important starting hands

For a beginner, look for hands containing:

Excellent

A-2-x-x

Especially if the other cards are:

- 3
- 4
- 5
- suited cards
- connected cards

Examples:

A♠ 2♦ 3♠ K♦

A♠ 2♣ 4♣ 5♠

These give you tremendous potential for both high and low.

Very good

A-3-x-x

2-3-x-x

A-2-K-Q

A-2-J-10

The key is having cards that can make **both a strong high and a strong low**.

7. The word you should learn: "NUT LOW"

The **nut low** is the best possible low available.

If the board is:

A-4-7

and you have:

2-3

you can make:

7-4-3-2-A

That's the **nut low**.

If you also have strong cards for a high hand, you have a terrific situation.

8. SCOOPING is your main goal

This is one of the biggest strategic differences from regular Omaha.

You don't just want to win half the pot.

You want to win **both halves**.

For example, suppose you have:

A♠ 2♠ K♥ Q♥

and the board is:

3♠ 4♠ 10♠ K♠ 7♠

You can potentially have:

- A very strong low
- A strong flush/high possibility

You are trying to win **high + low = scoop**.

9. Be careful with hands that only make LOW

This is a very common beginner mistake.

Suppose you have:

A-2-6-7

You may think:

"I have A-2, so this is a great hand!"

Not necessarily.

You have good low potential, but if you make only a weak low, you may win only half the pot.

And if several players have lows, you may have a **quarter of the pot**.

That's called being **quartered**.

10. Counterfeiting

Another very important Omaha Hi/Lo concept is **counterfeiting**.

Suppose you have:

A-2

and the board is:

3-7-K

You have a good low:

7-3-2-A + another card

But suppose another **2** comes on the turn.

Now your 2 isn't as useful because you can use the board's 2 instead.

Your low can change dramatically.

This is called **counterfeiting**.

11. Limit betting is different

In a **Limit** tournament, you cannot simply shove all your chips whenever you want.

There are predetermined betting amounts.

For example:

Blinds: 100/200

You might have:

- Small blind = 100
- Big blind = 200

Preflop betting is generally in the smaller betting increment.

On later streets, the betting increment increases.

The exact structure depends on the tournament.

12. Tournament strategy

This is where Omaha Hi/Lo becomes very different from a cash game.

Your chips have increasing value as the tournament progresses.

Early tournament

Play reasonably selective.

Look for hands with:

A-2

A-3

2-3

and hands that can make both high and low.

Don't play every hand simply because you have four cards.

Middle tournament

Pay more attention to:

- Your stack
- Opponent stack sizes
- Blinds
- Antes
- Position

You need to become more aggressive with strong hands.

Late tournament

Survival becomes extremely important.

If you have a short stack, you may need to take calculated risks.

If you have a large stack, you can put pressure on shorter stacks.

13. A VERY SIMPLE STARTING-HAND CHEAT SHEET

For your first Omaha Hi/Lo tournaments, I would use this:

PLAY AGGRESSIVELY

A-2 + another good card

A-3 + another good card

A-2-3-x

A-2-4-x

A-2 + two high cards

A-3 + two high/connected cards

Especially when you have suited combinations.

BE CAREFUL

A-2 with three disconnected bad cards

A-4 without much else

2-3 without an ace

Low cards that don't work together

USUALLY FOLD

Hands containing four cards that have little relationship to each other.

For example:

K-9-6-2 rainbow

This doesn't give you much potential for either a strong high or low.

14. The biggest beginner mistake

Don't look at your four cards and think:

"I have four cards, so I have lots of possibilities."

Instead ask:

"What TWO cards am I going to use?"

Then look at the board and ask:

"What THREE board cards can I use with them?"

That will keep you from making many Omaha mistakes.

15. The easiest way to remember Omaha Hi/Lo

Think:

4 cards → choose exactly 2

5 board cards → choose exactly 3

Then:

Best HIGH gets half

Best LOW gets half

Best possible goal = SCOOP

And remember:

A-2 is extremely valuable because it gives you a chance to make the nut low.

OMAHA HI/LO — SIMPLE TOURNAMENT CHEAT SHEET

FIRST — THE GOLDEN RULE

You **MUST** use exactly 2 cards from your hand + exactly 3 cards from the board.

Your goal is to **SCOOP** — win both the high and low halves of the pot.

1. HANDS TO PLAY BEFORE THE FLOP

PREMIUM — PLAY STRONGLY

Look for:

A-2-3-X

A-2-4-X

A-2-K-Q

A-2 + two good high cards

A-3 + good supporting cards

Especially good when you have **two cards of the same suit** or connected cards.

Examples

A♠ 2♠ K♥ Q♥ ★★★★★★

A♣ 2♦ 3♣ K♦ ★★★★★★

A♥ 2♥ 4♠ 5♠ ★★★★★★

These hands can potentially win **both high and low**.

2. GOOD HANDS

Consider playing:

A-2-X-X

A-3-X-X

A-4-5-X

2-3-4-X

A-K-Q-J — particularly when suited/connected

K-Q-J-10 — especially double-suited

The more your four cards work together, the better.

3. MARGINAL HANDS

Be careful with:

A-3 with poor other cards

A-4 without good supporting cards

2-3 without an A

High-card hands with no low potential

You can play these in the right position, but don't become attached to them.

4. HANDS TO FOLD

Usually fold hands like:

K-9-7-2

Q-J-8-3

K-10-6-2

9-8-7-3

when the cards aren't suited or well connected.

Four cards does **NOT** mean you have a good hand!

5. AFTER THE FLOP

This is where you should ask yourself **three questions**:

Question #1

Can I make the NUT LOW?

If you have **A-2**, this is often a very good sign.

Question #2

Can I make a strong HIGH?

Look for:

- Nut flush
- Full house
- Straight
- Sets
- Strong two pair

Question #3

Can I win BOTH?

If the answer is yes, you have a hand worth playing aggressively.

6. GREAT FLOP

You have:

A♠ 2♦ K♠ Q♦

Flop:

3♠ 4♥ K♠

You have:

- Nut-low potential
- Pair of kings
- Flush draw
- Potential to improve both high and low

★ **This is the type of hand you want.**

7. DANGEROUS FLOP

You have:

A♠ 2♦ 8♠ K♥

Flop:

3♠ 4♦ 9♠

You have a low:

9-4-3-2-A

But it's not particularly strong because you don't have the best possible low.

If someone has **A-2**, you're tied.

If someone has **A-5**, they may have a much better low depending on the board.

Don't automatically assume A-2 means you're winning.

★ 8. LEARN THESE LOWS

From best to worse:

🥇 **5-4-3-2-A**

Nut low

🥈 **6-4-3-2-A**

🥉 **6-5-3-2-A**

Then:

7-5-4-2-A

7-6-4-2-A

8-6-4-2-A

Remember:

The lower the highest card, the better the low.

⚠️ 9. WATCH OUT FOR "3-LOW" BOARDS

Suppose the board is:

A-2-7-K-Q

There is **no qualifying low** because you need five cards of 8 or lower.

Now suppose the board is:

A-2-7-4-K

You have four low cards on the board, but remember:

You must use exactly 2 cards from your hand.

So don't assume everyone has a low.

10. THE BIGGEST MONEY-MAKING IDEA

Don't just chase half the pot.

If you have:

A-2 + strong high cards

you can potentially win:

LOW + HIGH = WHOLE POT

That's what you want.

Think:

"Can I scoop?"

instead of:

"Can I get half?"

11. WHEN TO FOLD

Fold when:

- Your low draw is no longer good.
- Your high hand is weak.
- Someone is betting strongly and you have only a weak draw.
- You are drawing to only half the pot.
- You have a low that could easily be quartered.

Especially in a **Limit** game, don't keep calling simply because the bet is relatively small.

Small bets add up quickly.

12. TOURNAMENT RULE

As the blinds increase:

Early - Be patient.

Middle - Play strong hands aggressively.

Late - Stack size becomes extremely important.

If you have a big stack:

Put pressure on smaller stacks.

If you have a short stack:

Look for a strong A-2/A-3 type hand and get your chips in when you have a good opportunity.

YOUR ONE-MINUTE CHEAT SHEET

Situation	What to do
A-2 + good cards	 PLAY
A-2-3-X	 PLAY STRONGLY
A-2 + strong high cards	 PLAY STRONGLY
A-3 + good cards	 PLAY
A-4-5-X	 PLAY
Strong high + low potential	 VERY GOOD
Only low potential	 BE CAREFUL
Only high potential	 BE CAREFUL
Weak/disconnected 4 cards	 FOLD
Weak low + weak high	 FOLD
Strong high + nut low draw	 GO FOR THE SCOOP

THE 5 RULES I WOULD MEMORIZE

1. Exactly 2 cards from your hand.
2. Exactly 3 cards from the board.
3. A-2 is your best friend.
4. Try to win both high and low.
5. Don't chase half the pot with a weak hand.