

"How to Win at Poker" eBook!

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Win at Online Poker!

You can be a winning poker
player!

- Knowledge
- Discipline
- Practice

Inside: Poker pros
give their tips!

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Details at the end of
the book



What's covered in this poker ebook

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[Poker definitions](#)

- A to Z

[Poker rules](#)

- Rank of poker hands

- Hold 'em, Omaha, stud rules

[Poker strategy](#)

- Hand selection
- Pre-flop play
- Post-flop play
- other important strategies such as:
bluffing, the power of position, odds, and much more.

Remember, it isn't always the cards you have that win, it's what your opponents think you have.

We hope this eBook helps your game.
To practice for free or for real money
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Introduction

Online poker has experienced a huge increase in popularity due to many factors. The many television programs, the convenience of playing from home at any time, the ease of depositing and withdrawing funds, and many other factors contribute to this popularity.

Many people feel uncomfortable in a live poker room, others find it inconvenient to find a room to play at, so turning on the pc and joining a game is the perfect solution.

Before someone plays poker, they need to have knowledge of the rules, games, and strategy. Also, one needs to examine why they are playing. Some people just want to play for fun, while others have the goal to make money.

This eBook gives the basic knowledge needed to enter the world of poker, and also gives insight into the unique nuances of online poker so that you cannot only have fun, but also make money!

When you are ready to put your knowledge to work and play poker online, either for fun or for real money, just click [HERE](#). You can play in a wide variety of games and tournaments to hone your skills. You can even play for real money when you feel you are ready. We'll even give you a deposit bonus when you do decide to play for real money!

Good luck on your journey to profits and fun at poker!

Poker definitions

[Poker rules - poker strategy](#)

A

Ace-High: A five-card hand containing an ace but no pair; beats a king-high, but loses to any pair or above.

Aces Full: A full house with aces over any pair.

Aces Up: Two pairs, one of which is aces.

Action: The betting.

Active Player: A player still in the pot.

Add-On: The opportunity to buy additional chips in some tournaments.

Advertise: To make a bluff with the deliberate intention of being exposed as a loose player.

All-In: When a player bets all his or her remaining chips.

An Ace Working: An ace in hand.

Angle: Any technically legal but ethically dubious way to increase your expectation at a game; a trick.

Ante: A token bet required before the start of a hand.

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B

Baby: A small card.

Back Door Flush (or Straight): When the last two cards make a player's hand, even though he or she played on the flop for some other reason.

Back Into A Hand: To draw into a hand different from the one you were originally trying to make.

Bad Beat: When a strong hand is beaten by a lucky hand; a longshot win.

Bankroll: The amount of money you have available to wager.

Behind: You're behind if you don't have the best hand before the last cards have been dealt.

Belly Buster: A draw to fill an inside straight; a gut shot.

Bet: To voluntarily put money or chips into the pot.

Bet For Value: Betting in order to raise the amount in the pot, not to make your opponents fold.

Bet Into: To bet before a stronger hand, or a player who bet strongly on the previous round.

Bet The Pot: To bet the total value of the pot.

Betting Black: Betting \$100 amounts (black is a common color for \$100 chips).

Betting Green: Betting \$25 amounts (green is a common color for \$25 chips).

Betting Red: Betting \$5 amounts (red is a common color for \$5 chips).

Betting White: Betting \$1 amounts (white is a common color for \$1 chips).

Betting Interval: The period during which each active player has the right to check, bet or raise; the round of betting. It ends when the last bet or raise has been called by all players still in the hand.

Bicycle: The lowest possible hand in lowball: Ace-2-3-4-5. Also called a wheel.

Big Bet Poker: Another term for pot-limit and no-limit poker.

Big Blind: The forced bet in second position before any cards are dealt. Usually this is a Live Blind, which means that the player in this position can raise if no one else has before the cards are dealt.

Big Slick: The Ace-King card combination.

Blank: A card that is of no value to a player's hand.

Blind: A forced bet that one or more players to the dealer's left must make before any cards are dealt to start the action on the first round of betting.

Blind Raise: When a player raises without first looking at his or her cards.

Bluff: To bet or raise with a hand that is unlikely to be the best hand.

Board: In flop games, the five cards that are turned face up in the center of the table; in Seven-Card Stud, the four cards that are dealt face up to each player.

Boat: Another name for full house.

Bottom Pair: When you use the lowest card on the flop to make a pair.

Bounty: A small amount of cash awarded to a player when he knocks out another player in some tournaments.

Brick: A blank.

Bring-In: The forced bet made on the first betting round by the player dealt the lowest card showing in Seven-Card Stud and the highest card showing in razz.

Broadway: An ace high straight.

Brush: A cardroom employee responsible for managing the seating list.

Buck: In all flop games, a small disk used to indicate the dealer, or used to signify the player in the last position if a house dealer is used; a button.

Bug: A Joker that can be used to make straights and flushes and can be paired with Aces, but not with any other cards.

Bullet: An Ace.

Bullets: A pair of Aces.

Bump: To raise.

Buried Pair: In stud games, a pair in the hole.

Burn: To deal off the top card, face down, before dealing out the cards (to prevent cheating); or to set aside a card which has been inadvertently revealed.

Bust: A worthless hand that has failed to improve as the player hoped; a busted hand.

Bust a Player: To deprive a player of all his chips; in tournament play, to eliminate a

player.

Bust Out: To be eliminated from a tournament by losing all your chips.

Busted: Broke, tapped.

Busted Flush: A hand with only four of five cards in a flush.

Button: In all flop games, a small disk used to signify the player in the last position if a house dealer is used; a buck.

Buy-In: The minimum amount of money required to sit down in a particular game.

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C

Cage: The cashier, where you exchange cash for chips and vice versa.

Call: To match, rather than raise, the previous bet.

Calling Station: A player who invariably calls, and is therefore hard to bluff out.

Cap: In limit games, the limit on the number of raises in a round of betting.

Card Room: The room or area in a casino where poker is played.

Case Card: The last card of a denomination or suit, when the rest have already been seen.

Case Chips: A player's last chips.

Cash In: To leave the game and convert one's chips to cash, either with the dealer or at the cage.

Cash Out: To leave a game and cash in one's chips at the cage.

Caught Speeding: Slang for caught bluffing.

Chase: To stay in against an apparently stronger hand, usually in the hope of filling a straight or flush.

Check: To abstain from betting, reserving the right to call or raise if another player bets. Also another name for a chip.

Check-Raise: To check and raise in a betting round.

Check In The Dark: To check before looking at the card or cards just dealt.

Cheese: A very substandard starting hand.

Chip Race: As the limits increase in tournaments, lower denomination chips are taken out of circulation. Rather than rounding odd chips up or down for each player, the players are dealt a card for each odd chip. The player with the highest card is given all the odd chips, which are then colored up.

Chop: To return the blinds to the players who posted them and move on to the next hand, if nobody calls the blind.

Cinch Hand: An unbeatable hand; nuts.

Closed Hand: A hand in which all cards are concealed from the opponents.

Closed Poker: Games in which all of the cards are dealt face down.

Cold: If a player says his cards have "gone cold," he's having a bad streak.

Cold Call: To call a raise without having already put the initial bet into the pot.

Cold Deck: A fixed deck.

Color Up: To exchange one's chips for chips of higher value, usually to reduce the number of chips one has on the table.

Come: Playing a worthless hand in the hope of improving it is called "playing on the come."

Come Hand: A hand that has not yet been made, requiring one or more cards from the draw to complete it.

Come Over The Top: To raise or reraise an opponent's bet.

Commit Fully: To put in as many chips as necessary to play your hand to the river, even if they're your case chips.

Community Cards: In flop games and similar games, the cards dealt face up in the center of the table that are shared by all active players.

Connectors: Consecutive cards which might make a straight.

Counterfeit: In Omaha Hi/Lo, when the board pairs your key low card, demoting the value of your hand.

Cowboy: Slang for a King.

Crack: To beat a powerful hand.

Crying Call: A call with a hand you think has a small chance of winning.

Cut It Up: To split the pot after a tie.

Cut The Pot: To take a percentage of each pot for the casino running the game.

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D

Dead Card: A card no longer legally playable.

Dead Hand: A hand no longer legally playable, due to some irregularity.

Dead Money: Money put into the pot by players who have already folded.

Dealer's Choice: A game in which each dealer, in turn, chooses the type of poker to be played.

Declaration: In high-low poker, declaring by the use of coins or chips whether one is aiming to win the high or the low end of the pot, or both.

Declare Games: Games in which a player must declare the value of his hand in order to claim the pot.

Deuce: A two, the lowest ranking card in high poker.

Dominate: Said of a starting hand that will almost always beat another starting hand.

Door Card: In Seven-Card Stud, the first exposed card in a player's hand.

Double Belly Buster: A hand with two inside straight draws.

Double Gut Shot: A draw to a broken sequence of cards, in which either of two cards will make the straight.

Double Through: Going all-in against an opponent in order to double your stack if you

win the hand.

Down Cards: Hole cards.

Down To The Felt: A player who has lost most of his chips.

Draw Lowball: A form of poker in which the lowest hand wins.

Draw Out: To improve your hand so that it beats an opponent who had a better hand than yours prior to your draw.

Draw Poker: A form of poker in which each player receives five cards and then has the option of discarding one or more of them and receiving new cards in their place.

Drawing Dead: Drawing to a hand that cannot possibly win.

Drawing Hand: A potentially strong hand requiring a particular card from the draw to make it.

Driver's Seat: The player who is making all the betting and thus appears to hold the strongest hand is said to be in the driver's seat.

Drop: To fold.

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E

Early Position: A position on a round of betting in which you must act before most of the other players.

Effective Odds: The ratio of the total amount of money you expect to win if you make your hand to the total amount of bets you will have to call to continue from the present round of betting to the end of the hand.

Equity: The value of a particular hand or combination of cards.

Even Money: A wager in which you hope to win the same amount as you bet.

Expectation: The profit or loss you would expect to make on average over a number of hands.

F

Family Pot: A pot in which most of the players at the table are still involved at the end

of the hand.

Favorite: A hand that has the best chance of winning.

Fifth Street: In flop games, the final round of betting and the fifth community card on the board; in stud games, the fifth card dealt to each player and the third betting round (on the third upcard).

Fill: To pull the card one is seeking; to hit.

Fill Up: To make a full house.

Fish: A poor player; an amateur who is losing a lot of money.

Fishhooks: Slang for Jacks.

Five-Card Draw: A draw poker game in which the players start with five cards and then may draw to replace them.

Five-Card Stud: A stud poker game in which each player gets one concealed card and four exposed cards.

Flat Call: To call a bet without raising.

Flat Limit: A betting limit in a poker game that does not escalate from one round to the next.

Flop: In flop games, the first three community cards, which are turned face up simultaneously and start the second round of betting.

Flop Games: A family of poker games played with five community cards. The first three cards, turned face up simultaneously, are called the flop. Popular flop games include Texas Hold 'Em and Omaha.

Flush: Five cards of the same suit.

Flush Draw: Having four cards of the same suit, and hoping to draw a fifth to make a flush.

Fold: To withdraw from the hand rather than bet or raise; to give up.

Forced Bet: A required bet to start the action on the first round of a poker hand.

Four-Flush: Four cards of the same suit, requiring a fifth to make a flush.

Four Of A Kind: Four cards of the same denomination.

Fourth Street: In flop games, the fourth card on board and the third round of betting, the turn; in Seven-Card Stud, the fourth card dealt to each player and the second round of betting (on the second upcard).

Free Card: A card that a player gets without having to call a bet.

Free Ride: To stay in a hand without being forced to bet.

Freeroll: A situation in which two players have the same hand, but one of the players has a chance to better his hand.

Freeze Out: A game or tournament in which all players start with the same amount and play until one player has won all the chips.

Full House: Any three cards of the same denomination, plus any pair of a different denomination.

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G

G-Note: A one thousand dollar bill.

Get The Right Price: The pot odds are favorable enough for you to justify calling a bet or a raise with a drawing hand.

Get Full Value: Betting, raising and re-raising in order to manipulate the size of the pot so that you will be getting maximum pot odds if you win the hand.

Get There: To make your hand.

Give Action: Betting, calling, raising or re-raising.

Gut-Shot: A card drawn to fill an inside straight.

H

Hand: A player's best five cards.

Heads-Up: A game between just two players, often the climax of a tournament.

High-Low: A poker game in which the highest and lowest hands share the pot. Also called High-Low Split.

Hit: To pull the card one is seeking; to fill.

Hit And Run: A player who has only been at the table a short amount of time and leaves after winning a big pot.

Hold 'Em: A form of poker in which players use five community cards in combination with their two hole cards to form the best five-card hand. Also called Texas hold 'em.

Hole: The concealed card or cards.

Hole Card: A card concealed in a player's hand.

House: The establishment; the casino or cardroom.

Hot: Said of a player on a winning streak.

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I

Ignorant End: The low end straight.

Implied Odds: The amount of money you expect to win if you make your hand versus the amount of money it will cost you to continue playing.

In: A player is "in" if he or she has called all bets.

In The Dark: To check or bet blind, without looking at your cards.

Inside Straight: Four cards requiring one in the middle to fill a straight.

Isolate: To raise with the intention of reaching a heads up between yourself and a single other player.

J

Jacks Or Better: A form of draw poker in which a player needs at least a pair of Jacks to start the betting.

Jam: To bet or raise the maximum.

Jammed Pot: The pot has been raised the maximum number of times, and may also be multi-way.

Joker: The fifty-third card in the deck, used as a wild card or a bug.

K

Kansas City Lowball: A form of lowball poker played for a deuce to seven low.

Keep Honest: To call an opponent on the river, even though you believe he has a better hand than you do.

Key Card: The one card that will make your hand.

Key Hand: In a tournament, the hand that proves to be a turning point, for better or worse.

Kibitzer: A non-playing spectator; a railbird.

Kick It: To raise.

Kicker: The highest unpaired side card.

Kill: A kill game is one in which a player may place an extra bet, causing the betting limits to go up for just that hand. The player posting the bet is the "killer," and the hand is considered a "kill pot." The player is said to have "killed the pot" for the amount of the kill.

Knave: A Jack.

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L

Late Position: A position on a round of betting in which you act after most of the other players have acted.

Lay Down: To reveal one's hand in a showdown.

Lay Down Your Hand: To fold.

Lead: To be the first to enter the pot after the blind.

Legitimate Hand: A strong hand that is not a bluff.

Limit Poker: A game with fixed minimum and maximum betting intervals.

Limp In: To enter the round by calling a bet rather than raising.

Limper: A player who enters the pot for the minimum bet.

Live Blind: When the player is allowed to raise even if no one else raises first; straddle.

Live Card: In stud games, a card that has not yet been seen in an opponent's hand and is presumed likely to be still in play.

Live Hand: A hand that is still eligible to win the pot.

Live One: An inexperienced, bad or loose player who apparently has plenty of money to lose; a rich sucker.

Lock: A hand that cannot lose; a cinch hand.

Long Odds: The odds for an event that has a relatively small chance of occurring.

Loose: Playing more hands than the norm.

Loose Game: A game with a lot of players in most pots.

Lowball: A form of poker in which the lowest hand wins.
the bets they were able to match. Additional bets are placed in a side pot and are contested among the remaining players.

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M

Make: To make the deck is to shuffle.

Make A Move: To try a bluff.

Maniac: A very aggressive player who plays hands that more conservative players would probably not consider.

Mark: A sucker.

Marker: An IOU.

Mechanic: A cheat who manipulates the deck.

Middle Pair: In flop games, a middle pair is made by pairing with the middle card on the flop.

Middle Position: A position on a round of betting somewhere in the middle.

Miss: To be unable to make your drawing hand when the final cards are dealt.

Monster: A hand that is almost certain to win.

Move In: To go all-in.

Muck: To discard a hand; also the discard pile in which all cards are dead.

N

Narrow the Field: To bet or raise in order to scare off other players whose hands are currently worse than yours, but have the potential to improve.

Nit: To bide your time, patiently waiting for a playable hand.

No-Limit Poker: A game in which players can bet as much as they have in front of them on any given round.

Nut Flush: The best available flush.

Nuts: The best possible hand at any point in the game, a cinch hand

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O

Odds: The probability of making a hand versus the probability of not making the hand.

Offsuit: Two different suits, used to describe the first two cards.

Omaha: A flop game similar to Hold 'Em, but each player is dealt four cards instead of two, and a hand must be made using exactly two pocket cards, plus three from the table.

On Board: On the table; in the game.

On The Come: A hand that is drawing to a straight or flush.

On Tilt: Playing poorly, usually because of becoming emotionally upset.

One-Gap: An inside straight.

Open: To make the first bet.

Open-Ended Straight: Four consecutive cards requiring one at either end to make a straight.

Open Card: Exposed card; a card dealt face-up.

Open Pair: An exposed pair; a pair of face-up cards.

Open Poker: Games where some of the cards are dealt face up.

Option: When a player posts a live blind, that player is given the option to raise when their turn comes around, even if no one else has raised; straddle.

Out: A card remaining in the deck that could hopefully improve your hand.

Outdraw: To beat an opponent by drawing to a better hand.

Outrun: Outdraw.

Overcall: To call a bet after another player has already called.

Overcard: In stud games, a card higher than your opponent's probable pair; in flop games, a card higher than any card on the board.

Overpair: In flop games, a wired pair higher than any card on the board.

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P

Paint Cards: King, Queen and Jack; face cards; court cards; picture cards.

Pair: Two cards of the same denomination.

Pass: Fold.

Pat Hand: A hand that is played as dealt, without changing a card; usually a straight, flush or full house.

Pay Off: To call a bet or raise when you don't think you have the best hand.

Pay Station: A player who calls bets and raises much more than is typical; a calling station.

Picture Cards: King, Queen and Jack; face cards; court cards; paint cards.

Pip: The suit symbols on a non-court card, indicating its rank.

Play Back: To raise or re-raise an opponent's bet.

Play Fast: Aggressively betting a drawing hand to get full value for it if you make it.

Play With: Staying in the hand by betting, calling, raising, or re-raising.

Playing the Board: In flop games, if your best five card hand uses the five community cards.

Pocket: Another term for hole.

Pocket Rockets: A pair of aces in the hole.

Position: Your seat in relation to the dealer, and thus your place in the betting order.

Post: To post a bet is to place your chips in the pot.

Pot: The money or chips in the center of the table.

Pot Limit: A game in which the maximum bet is the total of the pot.

Pot Odds: The amount of money in the pot versus the amount of money it will cost you to continue in the hand.

Prop: Short for proposition player; similar to a shill, but plays with his own money.

Proposition Player: A cardroom employee who joins a game with his own money when the game is shorthanded, or to get a game started; similar to a shill.

Protect A Hand: To protect a hand is to bet so as to reduce the chances of anyone outdrawing you by getting them to fold.

Protect Your Cards: To protect your cards is to place a chip or some other small object on top of them so that they don't accidentally get mucked by the dealer, mixed with another player's discards, or otherwise become dead when you'd like to play them.

Put Down: Fold.

Put Him On: To guess an opponent's hand and play accordingly.

Putting On The Heat: Pressuring your opponents with aggressive betting strategies to get the most value from your hand.

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Q

Quads: Four of a kind.

Qualifier: In high-low, a requirement the hand must meet to be eligible for a portion of the pot.

R

Rack: A plastic tray that holds 100 chips in 5 stacks of 20.

Rag Off: To get a card on the river that doesn't help you.

Ragged Flop: Flop cards that are of no use to any player's hand.

Rags: Worthless cards; blanks.

Rail: The sideline at a poker table.

Railbird: A non-playing spectator or kibitzer, often used to describe a broke ex-player.

Rainbow: Three or four cards of different suits.

Raise: To call and increase the previous bet.

Rake: Chips taken from the pot by the dealer on behalf of the house.

Rank: The value of a card. Each card has a suit and a rank.

Rap: To knock the table, indicating a check.

Read: To try and determine your opponent's cards or betting strategy.

Rebuy: To start again, for an additional entry fee, in tournament play (where permitted).

Redraw: A draw to an even better hand when you currently are holding the nuts.

Represent: To bet in a way that suggests you are holding a strong hand.

Re-raise: To raise a raise.

Reverse Implied Odds: The ratio of the amount of money now in the pot to the amount of money you will have to call to continue from the present round to the end of the hand.

Ring Game: A non-tournament game.

River: In flop games, the last round of betting on the fifth street card; in stud games, the last round of betting on the seventh street card.

Rock: A very tight, conservative player.

Roll: To turn a card face-up.

Rolled Up: In Seven-Card Stud, three of a kind on third street (the first three cards).

Round of Betting: The period during which each active player has the right to check, bet or raise. It ends when the last bet or raise has been called by all players still in the hand.

Rounder: A professional player who "makes the rounds" of the big poker games in the country.

Royal Flush: The best possible poker hand, consisting of the 10 through the Ace, all the same suit.

Run: A straight, or a series of good cards.

Run Over: Playing aggressively in an attempt to control the other players.

Runner-Runner: A hand made on the last two cards.

Running: Two needed cards that come as the last two cards dealt.

Running Bad: On a losing streak.

Running Good: On a winning streak.

Running Pair: When the last two cards on the board make a pair.

Rush: Several winning hands in a short period of time.

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S

Sandbag: To check a strong hand with the intention of raising or re-raising.

Satellite: A small-stakes tournament whose winner obtains cheap entry into a bigger tournament.

Scare Card: An up card that looks as though it might have made a strong hand.

School: The players in a regular game.

Scoop: To win the entire pot.

Seat Charge: In public cardrooms, an hourly fee for playing poker.

Second Pair: In flop games, pairing the second highest card on board.

See: To call.

Semi-Bluff: To bet with a hand which isn't the best hand, but which has a reasonable chance of improving.

Set: Three of a kind; trips (usually applies to a pair in hand and a matching card on board).

Seventh Street: The final betting round on the last card in Seven-Card Stud.

Shill: A cardroom employee, often an off-duty dealer, who plays with house money to make up a game.

Shootout: A tournament format in which a single player ends up with the entire prize money, or in which play continues at each table until only one player remains.

Short Odds: The odds for an event that has a good chance of occurring.

Short-Stacked: Having only a small number of chips left.

Show One, Show All: A rule that says if a player shows their cards to anyone at the table they can be asked to show everyone else.

Showdown: The point at the end of the final round of betting when all the remaining player's cards are turned up to see which player has won the pot.

Side Card: An unmatched card that may determine the winner between two otherwise equal hands.

Side Pot: A separate pot contested by other players when one player is all-in.

Sixth Street: In Seven-Card Stud, the fourth round of betting on the sixth card.

Slow Play: Disguising the value of a strong hand by underbetting, to trick an opponent.

Slowroll: To reveal one's hand slowly at showdown, one card at a time, to heighten the drama.

Small Blind: The smaller of the two compulsory bets in flop games, made by the player in the first position to the dealer's left.

Smooth: The best possible low hand with a particular high card.

Smooth Call: To call rather than raise an opponent's bet.

Snap Off: To beat another player, often a bluffer, and usually without a powerful hand.

Speed: The level of aggressiveness with which you play. Fast play is more aggressive, slow play is more passive.

Splash The Pot: To throw your chips into the pot, instead of placing them in front of you. This makes it difficult for the dealer to determine the amount you bet.

Split: A tie.

Spread: When a cardroom starts a table for a particular game, it is said to spread that game. If you want to know what games are played in a particular place, you can ask what they spread.

Spread Limit: Betting limits in which there is a fixed minimum and maximum bet for each betting round.

Stack: The pile of chips in front of a player.

Stand Pat: To decline an opportunity to draw cards.

Stand-Off: A tie, in which the players divide the pot equally.

Stay: To remain in a hand with a call rather than a raise.

Steal: A bluff in late position, attempting to steal the pot from a table of apparently weak hands.

Steel Wheel: In lowball, a straight flush, five high (Ace-2-3-4-5).

Straddle: To make a blind raise before the deal; big blind.

Straight: Five consecutive cards of mixed suits.

Straight Flush: Five consecutive cards of the same suit.

Streak: A run of good or bad cards.

String Bet: An illegal bet in which a player puts some chips in the pot, then reaches back to his stack for more, without having first verbally stated the full amount of his bet.

Structure: The limits set upon the ante, forced bets and subsequent bets and raises in any given game.

Stuck: Slang for losing, often a substantial amount of money.

Stud: Any form of poker in which the first card or cards are dealt down, or in the hole, followed by several open, or face up, cards.

Suck Out: To win a hand by hitting a very weak draw, often with poor pot odds.

Suited: Cards of the same suit.

Sweat: To watch a player from the rail.

Sweeten: The Pot Slang for raise.

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T

Table: Refers to the poker table itself, or the collective players in the game.

Table Cop: A player who calls with the intention of keeping other players honest.

Table Stakes: A poker game in which a player cannot bet more than the money he has

on the table.

Table Talk: Any discussion at the table of the hand currently underway, especially by players not involved in the pot, and especially any talk that might affect play.

Take Off A Card: To call a single bet in order to see one more card.

Take The Odds: To wager less money on a proposition than you hope to win.

Tapped Out: Broke, busted.

Tell: A player's nervous habit or mannerism that might reveal his hand.

Texas Hold 'Em: A form of poker in which players use five community cards in combination with their two hole cards to form the best five-card hand. Also called hold 'em.

Third Pair: In flop games, pairing the third highest card on board.

Third Street: In Seven-Card Stud, the first round of betting on the first three cards.

Three Flush: Three cards of the same suit, requiring two more to make a flush.

Three Of A Kind: Three cards of the same denomination, with two side cards; trips.

Tight: A conservative player who only plays strong hands, or playing on fewer hands than the norm.

Tight Game: A game with a small number of players in most pots.

Tilt: See on tilt.

To Go: An amount "to go" is the amount it takes to enter the pot.

Toke: A tip to the dealer.

Top Pair: In flop games, pairing the highest card on board.

Trey: A three.

Triplets: Three of a kind.

Trips: Slang for triplets; three of a kind.

Turn: In flop games, the fourth street card.

Two Flush: Two cards of the same suit, requiring three more to make a flush.

Two Pair: A hand with two pairs and a kicker.

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UVWXYZ

Under-Raise: To raise less than the previous bet; allowed only if a player is going all-in.

Under The Gun: The first to bet.

Underdog: A hand that does not have the best chance of winning before all the cards are dealt.

Up Card: An open card, a card dealt face-up.

Wake Up With A Hand: To be dealt a hand with winning potential.

Wheel: The lowest hand in lowball, Ace-2-3-4-5; also known as a bicycle.

Whipsaw: To raise before, and after, a caller who gets caught in the middle.

Wild Card: A card designated as a joker, playable as any value.

Wired Pair: A pair in hand.

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Poker rules

- Rank of poker hands
- [Hold 'em](#), [Omaha](#), [Stud](#) rules

[poker strategy](#)

The rank of and order of poker hands are explained below:

Royal Flush:

Ten, Jack, Queen, King, Ace of the same suit.

Straight Flush:

Straight with all five cards in the same suit.

Four of a Kind:

Four cards of the same number or face value ("quads").

Full House:

Three cards of one number or face value and two cards of another number or face value. If more than one player has a full house, the full house with the highest ranking three of a kind ("trips") wins.

Flush:

Five cards of the same suit. If there is more than one flush, the hand with the highest card(s) wins.

Straight:

Five cards in sequence. Cards can be in any suit. An Ace can be used in the highest straight (10, J, Q, K, A) and the lowest straight (A, 2, 3, 4, 5).

Three of a Kind:

Three cards of the same number or face value ("trips").

Two Pair:

If two players have two pair, the hand with the highest pair wins. If they have the same high pair, whoever has the second highest pair wins. If they have the same two pair, whoever has the highest fifth card ("kicker") wins.

One Pair:

Two cards of the same number or face value. If two players have the same pair, the highest outside card(s) wins.

High Card:

The hand with the highest card(s) wins.

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Hold 'em, Omaha, & Stud rules

[Texas Holdem Rules](#)

[Omaha rules](#) - [Stud rules](#)

Hold'em poker (also known as Texas Hold'em) is the most popular poker game in the world. There are three types of Texas Hold'em games:

- **Limit Texas Holdem** - there is a specific betting limit applied in each game and on each round of betting.
- **Pot Limit Texas Holdem** - A player can bet what is in the pot.
- **No Limit Texas Holdem** - A player can bet all of his/her chips at any time

Texas Hold'em Poker uses what is called a dealer-button to indicate the theoretical dealer of each hand. After each hand is completed, as with standard poker rules, the button moves clockwise to the next active player. This player will be considered "the dealer" for that hand.

The First round of Texas Hold em:

A fresh table starts of with the first person sitting on the table becoming the dealer and the next player posting the small blind. A new game on a active table starts with the button moving clockwise to the next player. The player next to the button / dealer is required to place the small blind. The small blind is equal to half the lower stake. This is a guideline for determining the blinds and not a strict rule.

The player to the left of the small blind is required to post the big blind, equal to the lower stake limit. In a certain scenario it is possible for more than one player to post a big blind in a hand. This is if a new player joins a table at which a game is already going on. The player would get an option of placing a Big Blind at the start of the next hand or wait for his/her turn (as decided by the movement of the button) to place the Big Blind in turn. All the blinds in Hold'em poker are considered live bets and the players who posted them will have the option of checking, calling, raising or folding when the betting returns to their position.

After the blinds have been placed, the down cards / hole cards are dealt to each active player. In Hold'em, 2 cards are dealt to each of the players, after which the first betting round starts. The player to the left of the player who placed the big blind starts the betting for this round. Each player will now have the option to place his or her bets in the first round, which is set at the lower limit of the stakes structure. For example in a \$10/\$20 Hold'em game, value of each bet is \$10 for the first round. When we say the bets are limited to \$10, it refers to: a Bet (single bet) of the value of \$10, so when a user places "BET" then it is \$10, "RAISE" would be \$20 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed by playing any of the following options – Bet, Call and Raise. Each player will also have the option to Fold. These options are available to each player depending on the action taken by the previous player. The first player (left of the Big Blind) to act (in the first round) would get the Bet, Call and Raise options. Subsequent players would also get the options of Call and Raise. To Call is to bet the same as what the previous player has bet. Raise action calls for raising whatever was the bet/call amount of the previous player, and can be calculated based on the value of the previous bet amount.

Every player participating in the hand should place equal amount of bet as the previous

players (includes bets, calls and raises). Till the time all the players have placed equal amounts in the pot, the betting will continue. There is a limit on the amount and the number of bets a player can place during a betting round, which also would be considered during the hand.

After the first round of betting is over, the Flop (the first three cards of the community) is dealt. The community cards are common to all the players participating in the hand.

The Second Round of Texas Hold em:

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After the flop and in each subsequent betting round, the first active player left of the button is first to act. The second betting round also limits the value of bets and raises to the lower limit of the stake structure. So in a \$10/\$20 value of each bet is \$10 for the second round. When we say the bets are limited to \$10, it refers to: a Bet (single bet) of the value of \$10, so when a user places "BET" then it is \$10, "RAISE" would be \$20 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed, by playing any of the following options – Bet, Call and Raise. These options are available to each player depending on the action taken by the previous player. The first player placing the bet would get the Bet option (the player left to the Button). Other players will get the Call and Raise options only.

After this the fourth community card is dealt out – this is known as the Turn.

The Third Round of Texas Hold em:

The third betting round starts again with the player left to the button, and bets and raises are limited to the upper limit of the stake structure (\$10/\$20 game, \$20 would be the upper stake). When we say the bets are limited to \$20, it refers to: a Bet (single bet) of the value of \$20, so when a user places "BET" then it is \$20, "RAISE" would be \$40 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed by playing any of the following options – Bet, Call and Raise. Combinations of these options are available to the player depending on the action taken by the previous player. The first player placing the bet would get the Bet option (the player left to the Button).

After this the fifth community card is dealt out – this is known as the River.

The Fourth Round of Texas Hold em:

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The fourth (and final) betting round starts again with the player left to the button, and bets and raises are limited to the upper limit of the stake structure (\$10/\$20 game, \$20 would be the upper stake). When we say the bets are limited to \$20, it refers to: a Bet (single bet) of the value of \$20, so when a user places "BET" then it is \$20, "RAISE" would be \$40 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed by playing any of the following options – Bet, Call and Raise. Combinations of these options are available to the player depending on the action taken by the previous player. The first player placing the bet would get the Bet

option (the player left to the Button).

Some standard rules

A maximum of four bets, which includes one bet, and three raises are usually allowed for each betting round per player. The term cap is used to describe the final raise in a round since betting is then capped and no one can make another raise. Once capped, players will have the option of calling or folding only. Folding can be done at any stage of the game. The player from then on would not be considered as part of the game. He/she would not have any rights over any pots created on the table.

Apart from the fold option, a player could also get the option of "Check", in which the player can pass his/her turn without placing a bet. This option would not always be available to the player, and depends on the actions taken by the previous player in the hand. The player HAS TO equal the amount of bet placed by any other players for each round in the hand.

Poker is typically played "table stakes", meaning only the chips in play at the beginning of each hand may be used throughout the hand. This means that the player cannot get additional funds from the cashier while he is in the midst of a game. The table stakes rule has an application called the "All-In" rule, which states that a player cannot be forced to forfeit a hand because the player does not have enough chips to call a bet.

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Exceptions to the value of betting in each round:

A player who does not have enough chips to call a bet is declared All-In. The player is eligible for the portion of the pot to the point of his final wager. All further action involving other players takes place in a "side pot", which is unavailable to the player who has already gone All-In. When a player goes All-in, the pot currently at the center of the table, which has contributions from him/her as well, is treated as the main pot, over which the All-in player has rights. After the player goes all-in, all the new bets are placed in a side pot, over which only the contributing players have rights. The All-in player does not have any rights over the side pot. The side pot is then given to the next winning combination.

After the final round of betting, it's time for – Showdown. This refers to the action of deciding who the winner of the pot is. Five cards of the total of hole and community cards are to be used for deciding on the winning hands. A combination of the following may be used -

- Both hole cards and three community cards
- One hole card & four community cards
- All five community cards (playing the board)

On the final round of betting, the player who bets first (or checks first if no one else bets) is required to show their cards first at the showdown. If they have the best hand, the remaining players may/may not show their cards as they wish. The aggressors' hand is only turned over first if he was the last to initiate action on the river.

If two or more hands are the same ranking, the winner is the one having the higher cards. For example, a Flush with an Ace high beats a Flush with a King high. If the poker hands remain tied, then the highest card not being held in common (the kicker) determines the winner. The suit order of the cards is not taken into account while deciding on the winning cards. Should poker hands be absolutely identical in ranking, the rule of poker pot distribution will be split evenly between the two or more winning players.

The game play remains same for both No-Limit and Pot-Limit Texas Hold'em game with a few exceptions to the rules mentioned above:

In Limit Texas Hold'em Poker a maximum of four bets is allowed per player during any betting round. This includes a (1) bet, (2) raise, (3) re-raise, and (4) cap, but in No-Limit Texas Hold'em and Pot-Limit Texas Hold'em there is no limit to the number of raises that a player can make. The only criteria being that you cannot raise yourself, (i.e. if a player bets during a betting round, then that player would have to be raised by another player in order for him/her to be able to re-raise). If all the other players in the hand only call or fold, the player would not get an option to raise, because the last raise was done by him/her.

Betting Structure for No-Limit Texas Hold'em Poker

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Minimum raise: The raise amount must be at least as much as the previous bet or raise in the same round. As an example, if the first player to act bets \$100 then the second player must raise a minimum of \$100 (total bet of \$200).

Maximum eligible raise: The size of your stack (your chips on the table) .

The Betting Rules for Pot-Limit Texas Hold'em Poker

Minimum eligible raise: The raise amount must be at least as much as the previous bet or raise in the same round. As an example, if the first player to act bets \$100 then the second player must raise a minimum of \$100 (total bet of \$200).

Maximum eligible raise: The size of the pot: The size of the pot is defined as the total of the active Pot (which can be either the main pot or the side pot depending on whether anyone has gone "all-in") plus all bets on the table plus the amount the active player must first call before raising.

As an example, if the active pot is \$200 and the first player to act in the round bets \$150 and the next player calls \$150, the third player has a maximum eligible total bet of \$800. The \$800 total is made up of the \$150 call and \$650 raise. The \$650 max raise portion is equal to the pot of \$200 + first player's \$150 + second player's \$150 + his own call of \$150.

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Omaha 8 or Better Rules

[Omaha Hi rules](#) - [Stud rules](#)

Omaha 8 or Better

Usually there are two types of Omaha 8 or Better games played:

Limit Omaha 8 or Better - there is a specific betting limit applied in each game and on each round of betting.

Pot Limit Omaha 8 or Better - A player can bet what is in the pot.

Omaha 8 or Better Poker uses what is called a dealer-button to indicate the theoretical dealer of each hand. After each hand is completed, as with standard poker rules, the button moves clockwise to the next active player. This player will be considered "the dealer" for that hand.

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The First round of Omaha 8:

A fresh table starts of with the first person sitting on the table becoming the dealer and the next player posting the small blind. A new game on an active table starts with the button moving clockwise to the next player. The player next to the button / dealer is required to place the small blind. The small blind is equal to half the lower stake. This is a guideline for determining the blinds and not a strict rule.

The player to the left of the small blind is required to post the big blind, equal to the lower stake limit. In a certain scenario it is possible for more than one player to post a big blind in a hand. This is if a new player joins a table at which a game is already going on. The player would get an option of placing a Big Blind at the start of the next hand or wait for his/her turn (as decided by the movement of the button) to place the Big Blind in turn. All the blinds in Omaha 8 or Better poker are considered live bets and the players who posted them will have the option of checking, calling, raising or folding when the betting returns to their position.

After the blinds have been placed, the down cards / hole cards are dealt to each active player. In Omaha 8 or Better, 4 cards are dealt to each of the players, after which the first betting round starts. The player to the left of the player who placed the big blind starts the betting for this round. Each player will now have the option to place his or her bets in the first round, which is set at the lower limit of the stakes structure. For example in a \$10/\$20 Omaha 8 or Better game, value of each bet is \$10 for the first round. When we say the bets are limited to \$10, it refers to: a Bet (single bet) of the value of \$10, so when a user places "BET" then it is \$10, "RAISE" would be \$20 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed by playing any of the following options – Bet, Call and Raise. Each player will also have the option to Fold. These options are available to each player depending on the action taken by the previous player. The first player (left of the Big Blind) to act (in the first round) would get the Bet, Call and Raise options. Subsequent players would also get the options of Call and Raise. To Call is to bet the same as what the previous player has bet. Raise action calls for raising whatever was the bet/call amount of the previous player, and can be calculated based on the value of the previous bet amount.

Every player participating in the hand should place equal amount of bet as the previous players (includes bets, calls and raises). Till the time all the players have placed equal amounts in the pot, the betting will continue. There is a limit on the amount and the number of bets a player can place during a betting round, which also would be considered during the hand.

After the first round of betting is over, the Flop (the first three cards of the community) is dealt. The community cards are common to all the players participating in the hand.

The Second Round of Omaha 8:

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After the flop and in each subsequent betting round, the first active player left of the button is first to act. The second betting round also limits the value of bets and raises to the lower limit of the stake structure. So in a \$10/\$20 value of each bet is \$10 for the second round. When we say the bets are limited to \$10, it refers to: a Bet (single bet) of the value of \$10, so when a user places "BET" then it is \$10, "RAISE" would be \$20 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed, by playing any of the following options – Bet, Call and Raise. These options are available to each player depending on the action taken by the previous player. The first player placing the bet would get the Bet option (the player left to the Button). Other players will get the Call and Raise options only.

After this the fourth community card is dealt out – this is known as the Turn.

The Third Round of Omaha 8:

The third betting round starts again with the player left to the button, and bets and raises are limited to the upper limit of the stake structure (\$10/\$20 game, \$20 would be the upper stake). When we say the bets are limited to \$20, it refers to: a Bet (single bet) of the value of \$20, so when a user places "BET" then it is \$20, "RAISE" would be

\$40 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed by playing any of the following options – Bet, Call and Raise. Combinations of these options are available to the player depending on the action taken by the previous player. The first player placing the bet would get the Bet option (the player left to the Button).

After this the fifth community card is dealt out – this is known as the River.

The Fourth Round of Omaha 8:

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The fourth (and final) betting round starts again with the player left to the button, and bets and raises are limited to the upper limit of the stake structure (\$10/\$20 game, \$20 would be the upper stake). When we say the bets are limited to \$20, it refers to: a Bet (single bet) of the value of \$20, so when a user places “BET” then it is \$20, “RAISE” would be \$40 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed by playing any of the following options – Bet, Call and Raise. Combinations of these options are available to the player depending on the action taken by the previous player. The first player placing the bet would get the Bet option (the player left to the Button).

Some standard rules

A maximum of four bets, which includes one bet, and three raises are allowed for each betting round per player. The term cap is used to describe the final raise in a round since betting is then capped and no one can make another raise. Once capped, players will have the option of calling or folding only. Folding can be done at any stage of the game. The player from then on would not be considered as part of the game. He/she would not have any rights over any pots created on the table.

Apart from the fold option, a player could also get the option of “Check”, in which the player can pass his/her turn without placing a bet. This option would not always be available to the player, and depends on the actions taken by the previous player in the hand. The player HAS TO equal the amount of bet placed by any other players for each round in the hand.

Poker is typically played "table stakes", meaning only the chips in play at the beginning of each hand may be used throughout the hand. This means that the player cannot get additional funds from the cashier while he is in the midst of a game. The table stakes rule has an application called the "All-In" rule, which states that a player cannot be forced to forfeit a hand because the player does not have enough chips to call a bet.

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Exceptions to the value of betting in each round:

A player who does not have enough chips to call a bet is declared All-In. The player is

eligible for the portion of the pot to the point of his final wager. All further action involving other players takes place in a "side pot", which is unavailable to the player who has already gone All-In. When a player goes All-in, the pot currently at the center of the table, which has contributions from him/her as well, is treated as the main pot, over which the All-in player has rights. After the player goes all-in, all the new bets are placed in a side pot, over which only the contributing players have rights. The All-in player does not have any rights over the side pot. The side pot is then given to the next winning combination.

After the final round of betting, it's time for - Showdown. This refers to the action of deciding who the winner of the pot is and display of the cards from all players (though this is optional for the player, he/she need not show the cards). Five cards of the total of hole and community cards (two hole cards and 3 community cards) are to be used for deciding on the winning hands.

On the final round of betting, the player who bets first (or checks first if no one else bets) is required to show their cards first at the showdown. If they have the best hand, the remaining players may/may not show their cards as they wish. The aggressors' hand is only turned over first if he was the last to initiate action on the river.

There is no qualifying on the "High" side - the best high hand automatically wins half the pot and could win the whole pot. To win the "Low" side of the pot, however, you must qualify (which is why the game is named Omaha "8 or Better").

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To qualify for Low: It takes a five-card hand with different numerical values from Ace through eight (with the Ace being the lowest) to qualify for the "Low" half of the pot. The best "Low" hand is A, 2, 3, 4, 5 (also known as the "wheel" or "bicycle"). The winning "Low" hand goes to the player with the lowest high card. For example, a player with a 2,4,5,6,7 would have a better "Low" hand than someone with an A,2,4,6,8. If two or more players have the same high card, the player with the second lowest card (or third, fourth, or fifth if necessary) in their hand wins the low side of the pot.

Ties: In case two or more players "tie" for one side of the pot, they will split that half into equally divided portions. If there is an odd chip(s), it will go to the person(s) closest to the left of the "button". (One player winning the "High" side and two players who ties for the "Low" side is not uncommon in Omaha 8 or Better.)

Some things to Remember

- 1) Straights and Flushes do NOT count against you when qualifying for "Low".
- 2) You are permitted to use different cards in your hand for the "High" side and different cards for the "Low" side or the same cards for both the "High" and "Low" sides. In a split pot, any leftover odd chip goes to the "High" side of the pot.

Key to Remember: To determine your hand(s) in Omaha 8 or Better, you MUST play two of your four "down" cards with three of the "up" cards (community cards). You

may play different cards for the "High" and "Low" sides.

The suit order of the cards is not taken into account while deciding on the winning cards. PartyPoker.com follow standard rules of poker. Should poker hands be absolutely identical in ranking, the rule of poker pot distribution will be split evenly between the two or more winning players.

The game play remains the same for both No-Limit and Pot-Limit Texas Hold'em game with a few exceptions to the rules mentioned above:

In Limit Omaha 8 or Better a maximum of four bets is allowed per player during any betting round. This includes a (1) bet, (2) raise, (3) re-raise, and (4) cap, but in Pot-Limit there is no limit to the number of raises that a player can make. The only criteria being that you cannot raise yourself, (i.e. if a player bets during a betting round, then that player would have to be raised by another player in order for him/her to be able to re-raise). If all the other players in the hand only call or fold, the player would not get an option to raise, because the last raise was done by him/her.

The Betting Rules for Pot-Limit Omaha 8 or Better

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Minimum raise: The raise amount must be at least as much as the previous bet or raise in the same round. As an example, if the first player to act bets \$100 then the second player must raise a minimum of \$100 (total bet of \$200).

Maximum eligible raise: The size of your stack (your chips on the table)

The Betting Rules for Pot-Limit Texas Hold'em Poker

Minimum eligible raise: The raise amount must be at least as much as the previous bet or raise in the same round. As an example, if the first player to act bets \$100 then the second player must raise a minimum of \$100 (total bet of \$200).

Maximum eligible raise: The size of the pot: The size of the pot is defined as the total of the active Pot (which can be either the main pot or the side pot depending on whether anyone has gone "all-in") plus all bets on the table plus the amount the active player must first call before raising.

As an example, if the active pot is \$200 and the first player to act in the round bets \$150 and the next player calls \$150, the third player has a maximum eligible total bet of \$800. The \$800 total is made up of the \$150 call and \$650 raise.

The \$650 max raise portion is equal to the pot of \$200 + first player's \$150 + second player's \$150 + his own call of \$150.

A player "scoops" the pot when they win the whole pot (which is the mission.)

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Omaha Hi Rules

[Stud rules](#)

Omaha High Poker

Usually, here are two types of Omaha High games:

Limit Omaha High - there is a specific betting limit applied in each game and on each round of betting.

Pot Limit Omaha High - A player can bet what is in the pot.

Omaha high poker uses what is called a dealer-button to indicate the theoretical dealer of each hand. After each hand is completed, as with standard poker rules, the button moves clockwise to the next active player. This player will be considered "the dealer" for that hand.

The First round of Omaha High:

A fresh table starts of with the first person sitting on the table becoming the dealer and the next player posting the small blind. A new game on an active table starts with the button moving clockwise to the next player. The player next to the button / dealer is required to place the small blind. The small blind is equal to half the lower stake. This is a guideline for determining the blinds and not a strict rule.

The player to the left of the small blind is required to post the big blind, equal to the lower stake limit. In a certain scenario it is possible for more than one player to post a big blind in a hand. This is if a new player joins a table at which a game is already going on. The player would get an option of placing a Big Blind at the start of the next hand or wait for his/her turn (as decided by the movement of the button) to place the Big Blind in turn. All the blinds in Omaha High poker are considered live bets and the players who posted them will have the option of checking, calling, raising or folding when the betting returns to their position.

After the blinds have been placed, the down cards / hole cards are dealt to each active player. In Omaha High, 4 cards are dealt to each of the players, after which the first betting round starts. The player to the left of the player who placed the big blind starts the betting for this round. Each player will now have the option to place his or her bets in the first round, which is set at the lower limit of the stakes structure. For example in

a \$10/\$20 Omaha High game, value of each bet is \$10 for the first round. When we say the bets are limited to \$10, it refers to: a Bet (single bet) of the value of \$10, so when a user places "BET" then it is \$10, "RAISE" would be \$20 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed by playing any of the following options – Bet, Call and Raise. Each player will also have the option to Fold. These options are available to each player depending on the action taken by the previous player. The first player (left of the Big Blind) to act (in the first round) would get the Bet, Call and Raise options. Subsequent players would also get the options of Call and Raise. To Call is to bet the same as what the previous player has bet. Raise action calls for raising whatever was the bet/call amount of the previous player, and can be calculated based on the value of the previous bet amount.

Every player participating in the hand should place equal amount of bet as the previous players (includes bets, calls and raises). Till the time all the players have placed equal amounts in the pot, the betting will continue. There is a limit on the amount and the number of bets a player can place during a betting round, which also would be considered during the hand.

After the first round of betting is over, the Flop (the first three cards of the community) is dealt. The community cards are common to all the players participating in the hand.

The Second Round of Omaha High:

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After the flop and in each subsequent betting round, the first active player left of the button is first to act. The second betting round also limits the value of bets and raises to the lower limit of the stake structure. So in a \$10/\$20 value of each bet is \$10 for the second round. When we say the bets are limited to \$10, it refers to: a Bet (single bet) of the value of \$10, so when a user places "BET" then it is \$10, "RAISE" would be \$20 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed, by playing any of the following options – Bet, Call and Raise. These options are available to each player depending on the action taken by the previous player. The first player placing the bet would get the Bet option (the player left to the Button). Other players will get the Call and Raise options only.

After this the fourth community card is dealt out - this is known as the Turn.

The Third Round of Omaha High:

The third betting round starts again with the player left to the button, and bets and raises are limited to the upper limit of the stake structure (\$10/\$20 game, \$20 would be the upper stake). When we say the bets are limited to \$20, it refers to: a Bet (single bet) of the value of \$20, so when a user places "BET" then it is \$20, "RAISE" would be \$40 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed by playing any of the following options – Bet, Call and Raise. Combinations of these options are available to the player depending on the action taken by the previous player. The first player placing the bet would get the Bet option (the player left to the Button).

After this the fifth community card is dealt out – this is known as the River.

The Fourth Round of Omaha High:

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The fourth (and final) betting round starts again with the player left to the button, and bets and raises are limited to the upper limit of the stake structure (\$10/\$20 game, \$20 would be the upper stake). When we say the bets are limited to \$20, it refers to: a Bet (single bet) of the value of \$20, so when a user places “BET” then it is \$20, “RAISE” would be \$40 – includes one additional bet and a call on the previous bet placed by a player. Bets can be placed by playing any of the following options – Bet, Call and Raise. Combinations of these options are available to the player depending on the action taken by the previous player. The first player placing the bet would get the Bet option (the player left to the Button).

Some standard rules

A maximum of four bets, which includes one bet, and three raises are allowed for each betting round per player. The term cap is used to describe the final raise in a round since betting is then capped and no one can make another raise. Once capped, players will have the option of calling or folding only. Folding can be done at any stage of the game. The action of folding basically shows the player cards being moved to the dealer. The player from then on would not be considered as part of the game. He/she would not have any rights over any pots created on the table.

Apart from the fold option, a player could also get the option of “Check”, in which the player can pass his/her turn without placing a bet. This option would not always be available to the player, and depends on the actions taken by the previous player in the hand. The player HAS TO equal the amount of bet placed by any other players for each round in the hand.

Poker is typically played "table stakes", meaning only the chips in play at the beginning of each hand may be used throughout the hand. This means that the player cannot get additional funds from the cashier while he is in the midst of a game. The table stakes rule has an application called the "All-In" rule, which states that a player cannot be forced to forfeit a hand because the player does not have enough chips to call a bet.

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Exceptions to the value of betting in each round:

A player who does not have enough chips to call a bet is declared All-In. The player is eligible for the portion of the pot to the point of his final wager. All further action involving other players takes place in a "side pot", which is unavailable to the player who has already gone All-In. When a player goes All-in, the pot currently at the center of the table, which has contributions from him/her as well, is treated as the main pot, over which the All-in player has rights. After the player goes all-in, all the new bets are

placed in a side pot, over which only the contributing players have rights. The All-in player does not have any rights over the side pot. The side pot is then given to the next winning combination.

After the final round of betting, it's time for – Showdown. This refers to the action of deciding who the winner of the pot is and display of the cards from all players (though this is optional for the player, he/she need not show the cards). Five cards of the total of hole and community cards (two hole cards and 3 community cards) are to be used for deciding on the winning hands.

On the final round of betting, the player who bets first (or checks first if no one else bets) is required to show their cards first at the showdown. If they have the best hand, the remaining players may/may not show their cards as they wish. The aggressors' hand is only turned over first if he was the last to initiate action on the river.

If two or more hands are the same ranking, the winner is the one having the higher cards. For example, a Flush with an Ace high beats a Flush with a King high. If the poker hands remain tied, then the highest card not being held in common (the kicker) determines the winner. The suit order of the cards is not taken into account while deciding on the winning cards. PartyPoker.com follow standard rules of poker. Should poker hands be absolutely identical in ranking, the rule of poker pot distribution will be split evenly between the two or more winning players. If there is an odd chip, the winning player to the left of the button/dealer will receive it. This applies to both play money (free) and poker for real money.

The game play remains same for both No-Limit and Pot-Limit Omaha High game with a few exceptions to the rules mentioned above:

In Limit Omaha High a maximum of four bets is allowed per player during any betting round. This includes a (1) bet, (2) raise, (3) re-raise, and (4) cap, but in No-Limit and Pot-Limit there is no limit to the number of raises that a player can make. The only criteria being that you cannot raise yourself, (i.e. if a player bets during a betting round, then that player would have to be raised by another player in order for him/her to be able to re-raise). If all the other players in the hand only call or fold, the player would not get an option to raise, because the last raise was done by him/her.

The betting structure is the same at the play for free tables.

Betting Structure for No-Limit Omaha High

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Minimum raise: The raise amount must be at least as much as the previous bet or raise in the same round. As an example, if the first player to act bets \$100 then the second player must raise a minimum of \$100 (total bet of \$200).

Maximum eligible raise: The size of your stack (your chips on the table)

The betting structure is the same at the play for free tables.

The Betting Rules for Pot-Limit Omaha High

Minimum eligible raise: amount must be at least as much as the previous bet or raise in the same round. As an example, if the first player to act bets \$100 then the second player must raise a minimum of \$100 (total bet of \$200).

Maximum eligible raise: The size of the pot: The size of the pot is defined as the total of the active Pot which can be either the main pot or the side pot depending on whether anyone has gone "all-in") plus all bets on the table plus the amount the active player must first call before raising.

As an example, if the active pot is \$200 and the first player to act in the round bets \$150 and the next player calls \$150, the third player has a maximum eligible total bet of \$800. The \$800 total is made up of the \$150 call and \$650 raise.

The \$650 max raise portion is equal to the pot of \$200 + first player's \$150 + second player's \$150 + his own call of \$150.

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7 Card Stud Rules

[7 Card Stud Hi/Lo rules](#)

7 Card Stud Poker

The First round of Seven Card Stud:

A fresh table starts off with all the players posting the "ante" (putting a predetermined amount in the pot before the cards are dealt). This amount is based on the size of the game. While the ante amount is not based on a set rule, the same is decided upon by the prevailing game trends. For e.g. the ante amount for a 1/2 table is 25 cents while for a 3/6 table, it is 50 cents. A new game on an active table starts with all the players at the table posting antes.

In Seven-card stud poker, players receive seven cards, three "down" cards and four "up" cards.

After the antes have been placed each player is dealt three cards (two "down" cards and one "up" card). The "up" card is also known as the "door card" or "Third Street". The lowest "up" card must initiate the action with a "Bring-In" bet. (If two or more players

have the same lowest card, the person who brings it in is determined by suit order progressing from clubs, diamonds, hearts, and spades.)

Each player is allowed one bet and three raises in each betting round. To continue to play, players must take an action from what is displayed to them on each "street" or betting round (unless they are all-in).

The Second Round of Seven Card Stud:

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After the first round of betting another card is dealt face-up to each player that still remains in the pot (those who didn't fold on "third street"). This is "Fourth Street" (the second round of betting). From "Fourth Street" on, the highest hand showing begins the action by checking or betting. If a pair is showing on "Fourth Street", players have the option to make a single or double bet. If a player makes a single/double bet, the other players may call, raise the single bet, raise the double bet or fold. In case of a double bet, only an equal amount can be raised (to the extent of the double bet).

The Third Round of Seven Card Stud:

Upon completion of the betting on "fourth street", another card is dealt face-up to those who remain in the pot. This is called "Fifth Street" (the third round of betting - which doubles (the value of each bet is double of what was available in the first two rounds) - and continues at this amount for the remaining betting rounds). The highest hand showing again starts the action by checking or betting.

The Fourth Round of Seven Card Stud:

Upon the completion of betting on "fifth street", another card is dealt face-up. This is "Sixth Street" (fourth betting round).

The Fifth Round of Seven Card Stud:

The final card is dealt down. The last card is also known as the "River Card" or "Seventh Street" (final round of betting).

Some standard rules

A maximum of four bets, which includes one bet, and three raises are allowed for each betting round per player. To continue to play, players must take an action from what is displayed to them on each "street" or betting round (unless they are all-in). The term cap is used to describe the final raise in a round since betting is then capped and no one can make another raise. Once capped, players will have the option of calling or folding only. Folding can be done at any stage of the game. The action of folding basically shows the player cards being moved to the dealer. The player from then on would not be considered as part of the game. He/she would not have any rights over any pots created on the table.

Poker is typically played "table stakes", meaning only the chips in play at the beginning of each hand may be used throughout the hand. This means that the player cannot get additional funds from the cashier while he is in the midst of a game. The table stakes rule has an application called the "All-In" rule, which states that a player cannot be forced to forfeit a hand because the player does not have enough chips to call a bet.

The Second Round of Seven Card Stud:

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Exceptions to the value of betting in each round:

A player who does not have enough chips to call a bet is declared All-In. The player is eligible for the portion of the pot to the point of his final wager. All further action involving other players takes place in a "side pot", which is unavailable to the player who has already gone All-In. When a player goes All-in, the pot currently at the center of the table, which has contributions from him/her as well, is treated as the main pot, over which the All-in player has rights. After the player goes all-in, all the new bets are placed in a side pot, over which only the contributing players have rights. The All-in player does not have any rights over the side pot. The side pot is then given to the next winning combination.

Upon completion of the final round of betting, the best hand wins the pot. (The pot may also be won by someone who bets without being called at any time during the hand.). Your "hand" is determined by using the best five of seven cards. A combination of the following may be used -

- Five cards from the seven dealt to you
- One board (community) card and four of the cards dealt to you.

On the final round of betting, the player who bets first (or checks first if no one else bets) is required to show their cards first at the showdown. If they have the best hand, the remaining players may/may not show their cards as they wish. The aggressors' hand is only turned over first if he was the last to initiate action on the river.

If two or more hands are the same ranking, the winner is the one having the higher cards. For example, a Flush with an Ace high beats a Flush with a King high. If the poker hands remain tied, then the highest card not being held in common (the kicker) determines the winner. The suit order of the cards is not taken into account while deciding on the winning cards. PartyPoker.com follow standard rules of poker. Should poker hands be absolutely identical in ranking, the rule of poker pot distribution will be split evenly between the two or more winning players. If there is an odd chip, the winning player to the left of the button/dealer will receive it. This applies to both play money (free) and poker for real money.

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7 Card Hi/Lo Stud Rules

[Poker strategy](#)

Seven Card Stud 8 or better Poker

The First round of Seven Card Stud 8:

A fresh table starts off with all the players posting the "ante" (putting a predetermined amount in the pot before the cards are dealt). This amount is based on the size of the game. While the ante amount is not based on a set rule, the same is decided upon by the prevailing game trends. For e.g. the ante amount for a 1/2 table is 25 cents while for a 3/6 table, it is 50 cents. A new game on an active table starts with all the players at the table posting antes.

In Seven-card stud 8 or better 8 or better poker players receive seven cards, three "down" cards and four "up" cards.

After the antes have been placed each player is dealt three cards (two "down" cards and one "up" card). The "up" card is also known as the "door card" or "Third Street". The lowest "up" card must initiate the action with a "Bring-In" bet. (If two or more players have the same lowest card, the person who brings it in is determined by suit order progressing from clubs, diamonds, hearts, and spades.)

Each player is allowed one bet and three raises in each betting round. To continue to play, players must take an action from what is displayed to them on each "street" or betting round (unless they are all-in).

The Second Round of Seven Card Stud 8:

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After the first round of betting another card is dealt face-up to each player that still remains in the pot (those who didn't fold on "third street"). This is "Fourth Street" (the second round of betting). From "Fourth Street" on, the highest hand showing begins the action by checking or betting. If a player makes a single bet, the other players may call, raise the single bet or fold.

The Third Round of Seven Card Stud 8:

Upon completion of the betting on "fourth street", another card is dealt face-up to those who remain in the pot. This is called "Fifth Street" (the third round of betting - which doubles (the value of each bet is double of what was available in the first two rounds) - and continues at this amount for the remaining betting rounds). The highest hand showing again starts the action by checking or betting.

The Fourth Round of Seven Card Stud 8:

Upon the completion of betting on "fifth street", another card is dealt face-up. This is "Sixth Street" (fourth betting round).

The Fifth Round of Seven Card Stud 8:

The final card is dealt down. The last card is also known as the "River Card" or "Seventh Street" (final round of betting).

Some standard rules

A maximum of four bets, which includes one bet, and three raises are allowed for each betting round per player. To continue to play, players must take an action from what is displayed to them on each "street" or betting round (unless they are all-in). The term cap is used to describe the final raise in a round since betting is then capped and no one can make another raise. Once capped, players will have the option of calling or folding only. Folding can be done at any stage of the game. The action of folding basically shows the player cards being moved to the dealer. The player from then on would not be considered as part of the game. He/she would not have any rights over any pots created on the table.

Poker is typically played "table stakes", meaning only the chips in play at the beginning of each hand may be used throughout the hand. This means that the player cannot get additional funds from the cashier while he is in the midst of a game. The table stakes rule has an application called the "All-In" rule, which states that a player cannot be forced to forfeit a hand because the player does not have enough chips to call a bet.

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Exceptions to the value of betting in each round:

A player who does not have enough chips to call a bet is declared All-In. The player is eligible for the portion of the pot to the point of his final wager. All further action involving other players takes place in a "side pot", which is unavailable to the player who has already gone All-In. When a player goes All-in, the pot currently at the center of the table, which has contributions from him/her as well, is treated as the main pot, over which the All-in player has rights. After the player goes all-in, all the new bets are placed in a side pot, over which only the contributing players have rights. The All-in player does not have any rights over the side pot. The side pot is then given to the next winning combination.

Upon completion of the final round of betting, the best hand wins the pot. (The pot may also be won by someone who bets without being called at any time during the hand.). Your "hand" is determined by using the best five of seven cards. A combination of the following may be used -

- Five cards from the seven dealt to you
- One board (community) card and four of the cards dealt to you.

There is no qualifying on the "High" side - the best hand automatically wins half the pot and could win the whole pot. To win the "Low" side, however, you have to qualify (which is why the game is called Seven Card Stud "8 or Better").

To qualify for Low: It takes a five-card hand with different numerical values from Ace through eight (with the Ace being the lowest value) to qualify for the "Low" half of the pot. The best "Low" hand is A,2,3,4,5 (also known as the "wheel" or "bicycle"). The winning "Low" hand is the one with the lowest high card in it. If two or more players qualify for "Low" but have the same highest card, the second lowest high card (and if necessary progressing down to the third, fourth, or fifth lowest high card) would be the winning hand. For example, a 2,3,4,6,8 would be a better "Low" hand than an A,2,4,7,8.

On the final round of betting, the player who bets first (or checks first if no one else bets) is required to show their cards first at the showdown. If they have the best hand, the remaining players may/may not show their cards as they wish. The aggressors' hand is only turned over first if he was the last to initiate action on the river.

Split Pot: Any leftover odd chip goes to the "High" hand. If two or more players tie for the "High" side of the pot and there is an odd chip, the player with the highest card in their hand is awarded the odd chip. (If they have the same high valued card, the suit takes preference going from Spades, Hearts, Diamonds, and Clubs.) If two or more players "tie" for the "Low" side of the pot and there is an odd chip, that chip is awarded to the player with the lowest card in their hand. (If they have the same lowest card, the suit takes preference in the order of Clubs, Diamonds, Hearts, and Spades.)

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Some things to Remember:

- Straights and flushes do NOT count against you on the "Low" side.
- You may use any combination of cards for the "High" hand or the "Low" hand or you may use the same cards for both the "High" and "Low" sides.

If two or more hands are the same ranking, the winner is the one having the higher cards. For example, a Flush with an Ace high beats a Flush with a King high. If the poker hands remain tied, then the highest card not being held in common (the kicker) determines the winner.

The suit order of the cards is not taken into account while deciding on the winning cards. PartyPoker.com follow standard rules of poker. Should poker hands be absolutely identical in ranking, the pot distribution will be split evenly between the two or more winning players.

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Poker Strategy

Get ready to take the step to becoming a winning online poker player!

We'll start with general information, followed by tips & strategies by pros and others. When you'd like to put your knowledge to the test, just *click [HERE](#) to play online for fun or for real money!*

Play for free and whenever you decide to play for real money, we'll give you an extra 20% on your first deposit!

Most of what we'll talk about pertains to limit poker, but can be applied to other games as well. Playing poker online gives you the opportunity to play in many types of games, from low limit hold 'em to no limit tournaments with huge payouts!

Before you decide to play, you need to analyze the reasons you want to play. Is it because you love the game, want to make money, or just waste some time and have some fun? If you want to have fun AND make some money by winning, we'll give you the tools to do it. After you read this, you'll probably know more than half the players online.

Money management, game selection, attitude, and much more need to be addressed if you want to win.

You can't expect to win every session, so don't get disappointed by a losing session; just have enough money to be able to jump back in to make money the next session.

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Welcome to online poker:

Online poker is growing by leaps and bounds! With poker on TV and more live poker rooms, more and more people are playing online. The advantages are many, from not having to drive to a card room to playing any time of the day or night, online poker appeals to many. Plus there are monetary advantages like no tipping, no gas driving, and a lower rake.

Players new to the game can easily learn at the [free tables online](#), while that isn't possible in live poker rooms. Online poker is very different than brick & mortar poker rooms, and you need to know the differences in order to benefit by them. What isn't different is that you'll still need to play decent hands, have good money management, and have knowledge of the game. This eBook isn't a substitute for the many fine books available, and you are encouraged to read as much as possible. Please go [HERE](#) to see some recommended books.

Before you play online poker:

It's important that you have confidence in the online poker room you play at. We recommend playing at the largest ones, as smaller ones will come and go. [Party Poker](#) is by far THE largest with over 40,000 players from around the world! What this means is that they have paid out millions and you can make deposits and withdrawals with peace of mind.

Registering to play at an online site is easy! We suggest you open a play money account until you are familiar with the software and the games. Once you know what all the buttons are for, you might like to make a small deposit and play some low limit poker, as the free games just won't give you the opportunity to learn to play like real money games will. There are many ways to fund your account and all are secure.

If you play at one of the larger online sites, especially [Party Poker](#), there will be no shortage of games to choose from. It is important that you spend some time in the lobby and see all of the options that are there. You can usually see how many players are in a game, the average pot size, and other information that will help you select a game and limit that is best for you. A beginning player will want to find a full game (see reason below in the "tips").

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The dynamics of online poker:

Because of the anonymity of playing online, there are a few things to know. Some people will play hands that they would never play in person, mainly because it is only a mouse click and no one can glare at them when they see the horrible starting hand they had. This leads to many more suckouts (see "terms"). You will get drawn out on more than normal and get rivered more often. Your swings will be greater in internet poker as opposed to casino poker. When it happens to you, just take it in stride knowing that, in time, your good play will be rewarded and their bad play will cost them money. Also, sometimes the chat can get a little raucous, so it is best not to get involved in arguments and just ignore anything that might be said to you that is derogatory.

About twice as many hands are dealt an hour online than in a casino room. Add this to the loose playing of many players, and you have the basis for many of the rumors of online rooms being "rigged". Instead of attributing their losses to bad play, it is much easier for bad players to think the room has some nefarious plot in place to make them lose. To think that a multimillion-dollar operation would jeopardize their business to make an extra few dollars is illogical.

Before you play, you need to be aware of the possibility of cheating. Just as in a live poker room, some cheating takes place. Rather than ignore it, we think it is better to address it and be aware of it. Wherever there is money at stake, some people will try to cheat to get it. Online card rooms have programs in place to reduce the probability of

cheating. They can see if two or more players continually play in the same games, if players timeout on purpose, and other things that reduce the risk of playing with cheats. It is important that you report any suspicious behavior to the site to investigate. Two friends can talk over the phone and compare hands; one person could have two computers and be two players in one game, etc. Just be aware of this, but don't get paranoid over it. It is in the site's best interest to curb cheating, so reporting it is the best way to stop it. In low limit games, you probably don't have much to worry about, but in higher limits, you should be more vigil and report anything suspicious. One of the benefits of playing online is that if you are in a game and don't feel comfortable, it is very easy to leave and enter another room.

Let's play poker!

If you are a beginner, the first thing you must learn are the hand rankings and rules of poker. They are listed above, or you can go [HERE](#) to view them.

One of the main reasons we suggest you play at [Party Poker](#) is because they have great table selection. If you feel like you are being outplayed, you can just leave and find another room. It is recommended that you watch a table before you sit to play. Try to get in a game where one or two people see every flop, since they usually do so with weaker hands and will pay you off when you have a decent hand. Also, keep an eye out for players who fold any hand unless they have top pair. Knowing these things will help you make decisions at that table.

When in a hand with players who call with just about anything, you can play your top pairs more confidently knowing you will get called and win a decent pot. If you play solid poker online, you will make money. Play cautiously when getting raised back from someone who usually just calls. Betting out with top pairs and better hands will give you a strong table image, allowing you to bluff against them when you are in a position to do so.

Playing against others who play too many hands, see the flop with anything, and call your bets, is ideal, as your good hands will win decent pots.

One of the keys to winning is to put your opponents in a position where they have to make decisions. Bad players will make bad decisions!

Don't see the flop with a high card and a low kicker unless they are suited. This just puts you in a position of being in a hand that traps you. Be aware of what other players might have and not just what you have. If you have top pair and the flop has three cards to a straight and you are raised, play cautiously. Being able to lay down a strong hand when faced with a tough decision will save you money. Most players can not lay down a strong hand when everything tells them they are beat.

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Pre-flop play:

There are many thoughts on what hands to play pre-flop. The following is just a guide and you can alter it to suit your own style of play.

We've divided the table into three sections, early position (seats 1, 2, 3), mid position (seats 4, 5, 6, 7), and late position (seats 8, 9, 10).

You can't win without strong starting hands. You should raise before the flop with any pair of Aces, Kings, Queens, Jacks and Tens. You can reraise the hand if you are holding a pair of Aces, Kings or Queens in your hand and someone has already raised the hand. Reraising also thins the field and minimizes the chances of someone getting lucky on the flop. Pairs of tens or higher are excellent starting hands. In order to reduce the number of opponents, bet or raise. High pairs play better against fewer opponents, while straight and flush draws play better against many opponents. High pairs, like Queens, Kings or Aces don't usually need improvement to win, but smaller pairs usually do. Because of this, only play smaller pairs from late position in unraised hands.

You can play suited hands like AQ, KJ, etc., if you can get in for one bet (if no one has raised). Be prepared to fold after the flop if you haven't improved. One of the major mistakes of most players is staying with a losing hand too long.

Suited connectors, like TJ, 9T, 89, can be played when there are many players already in the pot. They shouldn't be played if you have to call a raise in order to enter the pot, and be prepared to fold if the hand doesn't improve on the flop.

AA, KK, QQ, JJ, TT, 99, AKs, AK, AQs, AJs, KJs, KQs, QJs, QTs, JTs can be played from any position:

In a game with little pre-flop raising, you can even play these hands from any position: T9s, AQ, AJ, AT, 88, 98s, KT, J9s

The following hands can be played in mid and late position if you are easily able to fold a hand after the flop. Play weaker hands in late or last position only!

77, 66, 55, 44, A9, Axs, KJ, KT, K9s, Kxs, QJ, QT, Q9s, Q8s, JT, J9s, J8s, T9s, T8s, T8s, 98s, 97s, 87s, 86s, 76s, 75s, 65s, 54s, 43s, 42s, 32s.

Pocket pairs are nice to have, but don't fool yourself into thinking you have the hand won. Small pocket pairs only do well when you are against one or two other players or the flop has nothing but small cards. If you have four or more callers in a hand, J's and lower aren't usually worth continuing to play if an overcard falls. If someone bets or you are reraised, you can figure your hand is beaten. If you are in a game with more sophisticated players, someone might be bluffing, in which case it is still probably cheaper in the long run to fold.

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TIP:

Winning at poker is NOT about how many pots you win, but about the size of the ones you do win! Remember, a bet saved is a bet earned. Minimizing your losses and maximizing your wins will make you a winning player. You MUST play aggressively when you think you have the best hand. Getting the most money in a pot when you think you will win it is what will make you a winning player.

Position:

Position is one of the most important aspects to understand to win at poker. You want to be as close as possible to the last person to act (button). When you are in positions like the small blind and big blind, the potential of your hand drops significantly because, in these positions, you end up betting or calling with hands that are much weaker than you normally would have played. Also, players who act after you are in better positions to outplay you.

You need to play tight in early position. Playing borderline hands will lose you money in the long run. In later positions, you can relax your starting hand selections. Be prepared to fold your hand after the flop if you don't think you will win. Avoiding getting yourself into situations where you are calling with weak hands. For example, let's say you are in the big blind with A7 and no one raises. The flop is AT7 and one player bets and there are two callers to you. Do you really want to play this hand to the river only to lose to an Ace with a higher kicker? With small pocket pairs, you need to fold them if you don't hit a set on the flop, otherwise you will be losing money in the long run. In shorthanded games, you can play them differently.

The following shows approximately what percent of the time a starting hand will win:

Hand	Wins
AA	75%
KK	63%
QQ	56%
JJ	50%
AK suited	51%
AK offsuit	48%
AQ suited	46%
10 10	43%
AQ offsuit	42%
AJ suited	41%

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After the flop:

The number one lesson for after flop play is - *LEARN TO FOLD!*

Think if you came into a hand with A4 from the big blind and the flop is A98. Many players will play AJ or better from early position, so if there is a bet, you can pretty much assume you are beat.

If you have a flush and the board pairs, be careful if someone is calling you or betting into you. This doesn't mean you should fold, but be wary of the possibility of a full house. Also, many times when the board pairs, your two pair may now become worthless. For instance, let's say you flop T's & 8's and the board pairs K's on the turn. You are now faced with the possibility of being up against 3 K's or a higher 2 pair.

Only play drawing hands if you have pot odds to continue. I know, it looks very inviting to click the mouse and try to hit that flush on the river, but if you are up against only one other player who bets and the pot odds aren't in your favor, it is much better to fold. Keep in mind that there is always another hand waiting to be played!

You will save a ton of money if you *DO NOT* draw to overcards. What this means is that if the two cards in your hand are higher than the cards on the flop, only continue if you have a straight draw, flush draw, or it is checked to you. Most importantly, don't overestimate the quality of holding AK. If you don't improve on the flop, it is best to fold to a bet, because even if you do pair on the turn or river, in many cases you will lose to two pair. Remember, you make money by being in hands you dominate, not playing catch-up.

You should only bet the river when you feel like you have the best hand. Obviously, you don't always know if you have the best hand, but by the way the hand was played, you should have a good idea. If in doubt, a check on the river is always a safe play if you are last to act. Just be prepared to call if a player takes your check as a sign of weakness and tries to bluff you.

As stated earlier, your goal is to win money, not pots. Better players are involved in fewer hands, but when they do get involved they're usually aggressive and can maximize the amount they win when the odds are favorable. Instead of looking for reasons to play hands, look for reasons to fold them. Money saved is money earned! Know when to fold.

Aggressive play makes the money! You have to know when you have the best of it and make others pay for their drawing hands or lesser quality hands. Get as much money into the pot when you think you have the best hand. On the other hand, be very careful committing money to a pot when you are on draws or with lesser quality hands.

You have to mix up your play. If you are always aggressive with solid hands and are in a game for awhile, your opponents will recognize this and fold to you. Of course, this can work in your favor when you bluff. Practice and knowing your opponents will help you decide on the best play.

The power of position is that you will be acting after your opponents. They will give you information about their hands by how they play, but you will not be giving them any information. Many times, if all check to you, a bet might just take the pot. Use position to your advantage. Try to steal blinds, raise to semi-bluff if checked to you, etc.

You must have the discipline to play your best at all times, to not go on tilt, to always

consider pot odds, and to be selective with your starting hands. If you concentrate on making the right plays, you will win in the long run. Try not to make the game more difficult than it is. Having discipline, playing decent hands, and knowing when to fold will put you ahead of most players online who just call and play anything.

Knowing what to do in different situations, making your opponents make decisions, capitalizing on the bad play of others - that's what will make you a winning player!

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Odds:

Odds are an important part of poker. Odds are the chances of you making a hand. To calculate your hand odds, you need to know how many "outs" your hand has. Outs are defined as how many cards remain in the deck that help you make your hand. If you hold two spades and two spades come on the flop, that leaves 9 more spades in the deck, since there are 13 cards of each suit. That means you have 9 outs to hit your flush. Remember, just because you make your hand, you don't necessarily win the pot!

The following are some approximate odds for typical hands:

Outs	Flop%	Turn%	Drawing to
2	8%	4%	Pocket pair to improve to a set
3	13%	7%	Single overcard draw
4	17%	9%	Gut shot, two pair to improve to a full house
5	20%	11%	One pair to improve to two pair or set
6	24%	13%	No pair to improve to a pair
7	28%	15%	Set to improve to a full house
8	32%	17%	Open-end straight draw
9	35%	19%	Flush draw

Probability can be figured by dividing the total outs by the remaining cards. For two cards however, it's a bit trickier. There is an easy shortcut to do this.

TIP:

To figure an approximate percent to hit your hand after the flop, just multiply your outs by 4. To figure an approximate percent to hit your hand after the turn, just multiply your outs by 2.

Now that you know how to calculate poker odds by using outs, you need to know what

importance this has. This is where pot odds come into play.

Pot odds is simply a ratio of the amount of money in the pot compared with how much money it will take to call. If there is \$50 in the pot and it takes \$5 to call, your pot odds are 50:5, or 10:1. If there is \$50 in the pot and it takes \$10 to call, then your pot odds are 50:10 or 5:1. The higher the ratio, the better your pot odds are.

50:1 pot odds means that you must win this hand 1 out of 51 times to break even. Pot odds ratios are very useful to see how often you need to win a hand to break even. When you compare hand odds and pot odds, you'll see the importance of them. If you have a flush draw, your hand odds for making your flush are 19% or 1.9 to 1. Let's say you're in a hand with a nut flush draw and you need to bet \$10 to call. Should you call? To make that decision, you need to know your pot odds. If your pot odds is greater than your hand odds, then you will make a profit.

Calculating your hand odds and figuring your pot odds will help you make more proper decisions.

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Tips and pointers from the pros:

"Make opponents pay to draw out on you. Most of the time they won't get lucky, and that extra money in the pot will wind up in your stack of chips. Never play weak starting hands from early position."

"Don't play suited hands in hold'em that you would not play if they were unsuited. For example, many people play hands like Q-5 suited or J-7 suited, yet they wouldn't dream of playing these hands if they were offsuit. Being suited does not add enough value to garbage hands to make them playable."

Linda Johnson -

World Poker Tour Live Announcer, Poker Ambassador, [CardPlayerCruises.com](#) partner

"Fit or Fold - If the flop doesn't hit your hand in some way, get out! Two black aces, no matter how pretty preflop, on a flop of 9-T-J of spades and it is bet and raised before it gets to you, MUCK YOUR HAND. If it doesn't fit, you must NOT commit."

Jan Fisher -

Tournament Director, professional poker player, [CardPlayerCruises.com](#) partner

"It takes a bigger hand to call a raise than it does to raise in the first place. And it takes a bigger hand to overcall than to be the first caller."

Mark Tenner -

Noted poker author, entrepreneur, semi-professional poker player.

Buy his books [here](#).

The following quotes are by **Lou Krieger**,

Author of *Internet Poker: How to Play and Beat Online Poker Games* and several other poker books.

Buy his books [here](#).

"Without a solid basis for making decisions about whether to check, bet, call, fold, raise, or re-raise, you might just as well play the lottery. Winning poker players understand strategic concepts, and they apply them with precision and discipline."

"When it comes to poker, only losing players hang in there hoping. Hope springs eternal, and the hope of poor players is the meat and potatoes of every poker pro's livelihood. While it's wonderful for many of life's endeavors, hope is the kiss of death in poker. Play a solid game and hope for hopeful opponents."

"Make opponents pay to draw out on you. Most of the time they won't get lucky, and that extra money in the pot will wind up in your stack of chips."

Tips by winning online players:

A beginning player should play in full games, as they will be posting fewer blinds, thus giving them more "free" hands to possibly play.

If you feel like you are being outplayed or just having a bad session, just leave. Many times players will stay to try to get back lost money and just lose more. There's always a game waiting for you online, so leave and come back refreshed later.

Bluffing in low limit is dangerous. Too many players will call with low pairs and draws.

Usually, the best time to bluff is when you are the button or furthest from it because you will see the action before it comes around to you. Many times, if no one pairs, it will be checked to you, giving you an excellent opportunity to bluff.

If it was on the flop and you got a caller, your next move will depend on what the turn card is and what your opponents do. If the turn is a low card and you only have one opponent who checks, a bet might make him fold. If not, you might want to check the river, although betting is probably the only way you can win the pot.

Don't get involved in raising wars unless YOU have the absolute best hand. Fold and let the others go at it.

Patience is the key to success, in life and in poker.

Play your game, not others. If you are in a game with maniacs, let them raise every hand. Be patient and play your game - you'll profit from their mistakes.

Don't get caught in trap hands.

We hope this eBook gets you started with good playing habits and makes you a "thinking" player.

Once you develop good solid playing habits, you can add ammunition to your "arsenal".

Read, study, [practice, and play](#), and you will and you will be a consistent winner.

Discipline, good habits, and a positive attitude will get you started in the right direction.

Purchase some books to increase your knowledge and practice until you have the confidence you need to move up in limits. Watch how others play, ask questions, and don't let a few bad sessions get you down.

You're on your way to becoming a winning poker player - Good luck!

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