



Texas Hold'em Poker

Texas hold'em is a community card game. Every player is dealt two cards face down, and then five community cards are dealt in the middle of the table. The five community cards may be used by every player.

When played in casinos, texas hold'em is played with a dealer button to mark who the dealer would be if the casino weren't providing one for the table. The button rotates clockwise around the table between every hand. This is important as the "dealer" is the last to act, and thus has the greatest advantage for that hand.

The object of the game is to make your best five card hand using any combination of the five cards on the board and the two in your hand.

Ante

Texas hold'em occasionally has an ante (usually only in tournament play) where every player must place a specified amount in the pot prior to the beginning of each hand. The ante does not count toward any future bets.

Blinds

Texas hold'em rules dictate that there be two forced bets every hand, called blinds. There is a small blind, which is 1/2 of the low limit bet size, and a big blind, which is equal to the low limit bet size. Before the hand begins, the player to the immediate left of the dealer button is forced to post the small blind, and the player to the left of that person is forced to post the big blind. These bets count towards that player's first round bet, and are considered live, meaning the player may choose to raise even if nobody else has.

There are four rounds of betting. In a no limit Texas hold'em game the minimum bet must be at least the amount of the big blind. A maximum of 3 raises are allowed per betting round.

1. Preflop - The player to the immediate left of the dealer button is forced to post the small blind. The player to the left of him, or two to the left of the dealer button, is forced to post the big blind. Two cards are dealt to every player face down, starting with the small blind. The action begins with the player to the immediate left of the big blind, who must decide to fold, call (by putting in the low limit bet), or raise (by putting in twice the low limit bet). Action proceeds clockwise around the table. The small blind may call (assuming nobody has raised) by adding the other 1/2 of the low limit bet he was already forced to put in. The big blind may simply check (assuming nobody has raised), as he has already put in the full size of the first round bet.

2. The Flop - Three cards are dealt face up in the middle of the table. In this round, and in the following two rounds, the player to the immediate left of the dealer button is the first to act. Play proceeds in a clockwise manner around the table. All bets and raises must be equal to the low limit bet size.

3. The Turn - A fourth card is dealt face up in the middle of the table. Play proceeds as in the previous round, except now all bets and raises must be equal to the high limit bet size.

4. The River - A fifth and final card is dealt face up in the middle of the table. Play proceeds as in the previous round. All bets and raises must be equal to the high limit bet size.

Showdown - Anyone who has not folded after the last round of betting will now have the option of showing their hand and possibly winning the pot. The person who bet last is the first to show their hand, and then it proceeds clockwise from there, with each remaining player either choosing to show their hand, or muck it. Often times a player will muck their hand if they aren't going to win the pot, and don't want their opponents to see what they played.

Poker hand hierarchy: Highest to lowest

Royal Flush

This is the best poker hand you can have.

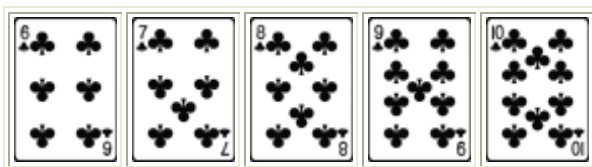
Ex: Ten, Jack, Queen, King, and Ace of the same suit.



Straight Flush

Five cards, all of the same suit that are in sequence.

Ex: 6c, 7c, 8c, 9c, Tc



Four-Of-A-Kind

Four cards of equal rank

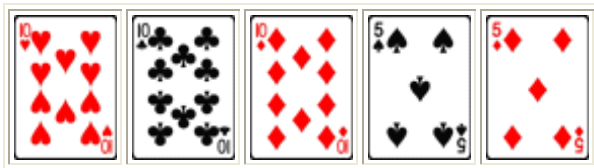
Ex: Qc, Qh, Qd, Qs



Full House

Three cards of equal rank, and two different cards of the equal rank. (Three of a kind and a pair)

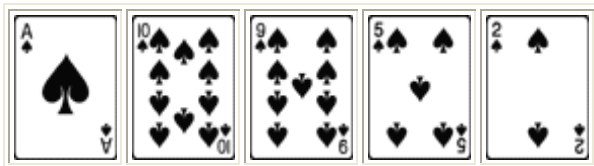
Ex: Th, Tc, Td - 5s, 5d



Flush

Any five cards of the same suit.

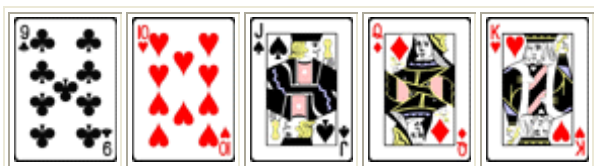
Ex: As, Ts, 9s, 5s, 2s



Straight

Five cards of mixed suits, in sequence.

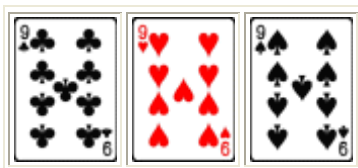
Ex: 9c, Th, Js, Qd, Kh



Three-Of-A-Kind

Any three cards of equal rank.

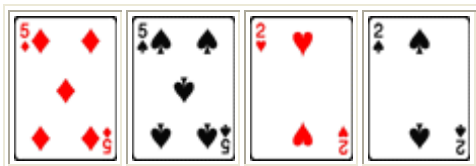
Ex: 9c, 9h, 9s



Two Pair

Two cards of equal rank and a different two cards of equal rank.

Ex: 5d, 5s - 2h, 2s



One Pair

Two cards of equal rank.

Js, Jh

