



POKER GLOSSARY

All-In: To bet all of your remaining chips.

Bet the pot: To bet an amount that is equal to the size of the pot.

Blinds: Bets that the two players to the left of the dealer must put in the pot before looking at their cards. Blinds act as antes in hold 'em and they get the betting started.

Board: see Community Cards.

Community Cards: The cards flopped face up in the middle of the table that are shared by all the players.

Dominated: A starting hand is dominated when it is up against a hand that shares one card but has a side card that is smaller. AJ is dominated by AK; the A is shared but the J is dominated by the K.

Draw: When your hand is currently beaten, but a number of cards will give you the best hand.

Drawing Dead: When there are no cards in the deck that will give you the best hand.

5th Street: see River.

Flop: The simultaneous display of the first three community cards.

4th Street: see Turn.

Heads-up: A pot that is contested by only two players.

Hit: When one of your outs appears on the board. This is a good thing.

Kicker: The unpaired side card in your hand that is used to break ties in the event that your opponent has the same pair or trips.

Limp: To enter the pot without raising.

Loose: To play a high percentage of your starting hands.

Main Pot: The pot that can be won by all the players in a hand when one or more go all-in. See side pot.

Pocket Pair: When your down cards are paired, you have a pocket pair.

Off Suit: A hand that has two cards of different suits.

Open: To be the first to enter a pot with a raise.

Outs: The cards in the deck that will give you the best hand.

Over Card: A card in a player's hand that is higher than any cards on the board.

Over the Top: To re-raise someone who has opened a pot.

Rag: A low side card that generally goes with a high card. A4 is referred to as "ace-rag."

The River: The last or 5th community card.

Semi-bluff: To bluff at a pot, where if you get called, you can still win by drawing out.

Short Handed: When the number of players at the table has dwindled down about 4 or fewer. During short handed play you must loosen up your starting requirements.

Side Pot: The pot contested by the players who have more money than a third player who is all-in. The all-in player can only win the money in the main pot.

Slow Play: To play a hand as though your cards are weak waiting for the right opportunity to raise.

Suited: A hand that has two cards of the same suit.

Tells: The subtle verbal and physical cues that give away the strength of an opponent's hand.

Tight: To play a small percentage of your starting hands.

Trips: Three of a kind.

The Turn: The fourth community card



PRE-FLOP STRATEGY

AA KK AK s	A	77 KQ s 66 AT s 55 AJ	D
QQ AK JJ TT	B		
AQ s 99 AQ 88 AJ s	C	KQ 44 KJ s 33 22 AT QJ s	E

s = both cards are same suit

	Early Position	Middle Position	Late Position
Open	A, B or C	A, B, C or D	A, B, C, D, or E
Call re-raise	B	B	(JJ, TT) or C
Raise a re-raise	A	A + (QQ, AK)	A or (QQ, AK)

After a player has opened to your right, re-raise with group A or B hands. After a player has opened, you should fold all hands not in group A or B, unless you are in the blinds.

In the Blinds

	vs. Early Open	vs. Middle Open	vs. Late Open
Raise	A	A or B	A, B or C
Call	B or C	C or D	D or E



ODDS CHART

Outs	Type of Draw	On Flop	On 4th St.
2	Pocket pair that needs to hit trips to win	9%	5%
3	Pair that needs to hit its kicker	13%	7%
4	Inside straight draw	18%	9%
5	Smaller pair on board with a live kicker	20%	11%
6	Two live over cards to hit	24%	14%
8	Open ended straight draw	32%	18%
9	Flush draw	37%	21%
12	Flush draw with one live over card	45%	27%
15	Straight and flush draw	54%	34%
21	Straight draw, flush draw, and two live over cards	67%	48%

These percentages are approximations only. The odds listed represent your chances of winning the hand. Those odds include your chances of hitting the specific outs listed plus any backdoor flushes, straights, two pairs and trips you might typically have.

