

# How to Win at Texas Hold 'Em Poker

## Errata

### Page 8

To clarify, the two occurrences of “As 3♠” should be “A♠ 3♠.”

### Page 9

To clarify, step 5 should begin “AKs” instead of “AK.”

### Page 14

In the first paragraph under “Flopping Three of a Kind,” it should read that the “flop comes KA6,” not that the “river comes KA6.”

In the final paragraph, it should be noted that, of course, you, too, would benefit from a second 8 or queen hitting the board, as that would give you a full house.

### Page 15

The fourth paragraph under “Top Pair After the Flop” should have a flop of “4♦ K♦ J♠.”

The first paragraph under “Flopping a Small Pair” should have a flop of “Q♠ 8♥ 5♦.”

### Page 19

In the final two paragraphs, it should be noted that the first two columns you would make would be for: 1) the number of times you've won; and 2) the number of times you've lost. Then, a third column would be created, as mentioned.

### Page 22

In the example, the “K♦ T♦” should be “K♥ T♥.”

### Page 24

In the fourth paragraph, the “8♦” should be “9♦.”

### Page 25

To clarify, the second paragraph (under “Bad Examples”) should specify that “Your *pair of 10s* might be the best hand....”

### Page 32

The correct answer is #4.

### Page 38

To clarify: “the first level of blinds would be 10-20 [not T-20] or 15-30....”

### Page 51

## Hold 'Em Odds for Starting Hands

<b>Cards</b>	<b>Probability</b>
Pocket aces	0.45%
Any pocket pair	5.90%
AK suited	0.30%
AK off-suit	0.90%
AK suited or otherwise	1.20%
Any two suited cards	24.00%
Max stretch suited connectors, e.g., JT suited	2.10%
Max stretch connectors, e.g. JT suited or otherwise	8.50%
Either pocket aces or pocket kings	0.90%
Either pocket aces, pocket kings, or AK	2.10%
Either pocket aces, pocket kings, pocket queens, AK, AQ, or KQ	5.00%
Any pocket pair or two cards 10 or higher	18.00%
Any pocket pair of 7's or higher or two cards 10 or higher	16.00%

Note: If you take a pocket pair to the river, you have a 19% chance of making a set or better.

If you take two suited cards to the river, you have a 6.4% chance of making a flush by then. Your chance of making a flush by the river with two unsuited cards is 1.8%.

Pages 55-57  
Glossary

<b>Action</b>	Continual betting and raising by players still involved in the hand.
<b>All-In</b>	To put all your chips into the pot.
<b>Ante</b>	An enforced bet.
<b>Back door flush</b>	A flush made by the turn and the river cards. For example, if your starting hand is Q♠ J♠, and the flop is 2♠ 6♣ 7♥. The turn card is the T♠ and the river card is the A♠.
<b>Bet and raise themselves</b>	When players continually force the betting to try to get as much money as possible into the pot.
<b>Bet out</b>	A situation in which you must bet.
<b>Bet out the turn</b>	Betting good hands strongly to lessen the chances of someone calling you with the odds against them.
<b>Big blind</b>	The bet that the second player to the immediate left of the dealer button must make, usually for double the amount of the small blind.
<b>Blind bets</b>	Bets that players immediately to the left of the button must make; called “blind” bets because the players have yet to see their cards before placing the bets.
<b>Button</b>	An object, usually round, that traverses the table in a clockwise direction, to indicate the current “virtual” position of the dealer.
<b>Caught out</b>	A situation in which you underestimate the strength of your hand.
<b>Chase to the river</b>	When players do not let go of their pocket cards until they’ve seen all five community cards.
<b>Check-raise</b>	A situation in which a player in early position checks, a player in later position bets, and the original player raises the original bettor. A strong tactic to use if you have a very strong hand and you’re sure someone in a later position will bet.
<b>Community cards</b>	Cards on the table available for all players involved in any given hand to use as part of their hand.

<b>Field</b>	Number of players in any given tournament.
<b>Flop Big</b>	With pocket cards like QJ, you should be looking for a flop (first 3 cards shown) of QJ2 or QQJ or JJQ or similar.
<b>Four-outer</b>	The number of cards you can hit in order to win or share the pot (four).
<b>Free card</b>	When you get a card without having to call a bet, it's called a free card.
<b>Free ride</b>	A situation in which you can continue to play without spending more chips.
<b>Freezeout</b>	A situation in which no further chips can be bought once the initial chips are purchased.
<b>Gapped straights</b>	When your holding needs one or more intermediate cards to make a straight, such as 7 5 or T 8 or 9 J.
<b>Gutshot straight draw</b>	A situation in which a player is looking for a card to fill his straight. If a player holds 4♠ 5♣ and the flop is A♠ 2♣ 7♦, with the turn and river cards to come, he's looking for a 3 of any suit to fill the straight for him.
<b>Half your stack</b>	To put half of whatever chips you have into the pot.
<b>Heads-Up situation</b>	A situation in which just you and another player are participating in the hand.
<b>Jam the pot</b>	Putting as many chips into the pot as you can at that moment.
<b>Kicker</b>	The card accompanying the highest card in your two-card starting hand. For example, if you hold A T, the kicker card is the ten. Could be important in a showdown to determine the winner.
<b>Later streets</b>	Cards seen after more community cards have been seen. The turn card is sometimes called fourth street. The river card is sometimes called fifth street.
<b>Limpers</b>	Players who will call the minimum bet, but usually no more.
<b>Made hand</b>	With pocket cards like QJ, for example, a made hand would be a flop like 8 9 T, which give you the best straight, or 9 T K, which give you the best straight, etc.

<b>Muck</b>	To throw cards to the dealer. This indicates that the player no longer wishes to participate in the hand being played. Also known as “killing” cards.
<b>Multi-way pot</b>	A situation in which you and more than three other players are participating in the hand.
<b>Nuts, The</b>	An unbeatable hand.
<b>On the come</b>	Players betting before a card they require actually appears.
<b>Over card</b>	A card in your pocket cards that has a value higher than anything on the board. For example, if you hold A T and the flop is Q47 your over card is the Ace.
<b>Over pair</b>	A pair of pocket cards whose value is higher than anything on the board. For instance, if a player holds KK and 4 7 9 T T is on the board, the kings are an over pair.
<b>Play tighter</b>	A situation in which you play hands belonging to group 1 and 2 where normally group 3 hands would be played.
<b>Play to the river</b>	Never releasing your hand until you see the river card.
<b>Pump it</b>	To bet a large chunk of your chips into the pot to make it expensive for others to call.
<b>Quads</b>	Four of a kind (for example, 3333 or QQQQ).
<b>Rag</b>	A card that looks, to all intents and purposes, as if it is of no use to anyone.
<b>Reasonable draw</b>	With pocket cards like QJ, a reasonable draw, after the flop of T K x (where x is anything other than ace or 9), giving you an open-ended straight draw.
<b>Rebuys</b>	A situation in which more chips can be bought once the initial chips have been purchased.
<b>Scare cards</b>	Cards held by an opponent that appear to make your great hand worthless.
<b>Scooping</b>	To win the pot outright without sharing it.
<b>Showdown</b>	Where cards are turned over for all players (and dealer) to see.
<b>Slow play</b>	Playing so that a good portion of your chips don't

go into the pot until the end. With strong made hands it is a good practice to slow play them.

**Small blind**

The bet that the first player to the immediate left of the dealer button must make, usually for one-half the value of the big blind.

**Steal attempt**

To bet without having anything to back up the bet with.

**Texas Hold 'Em Poker**

The name of the game.

**Third your stack**

To put a third of whatever chips you have into the pot.

**Trips**

Three of a kind (such as 444 or 888).

**Under the gun**

To be the first player to act in any betting round.

**Wheel straight**

A straight from ace to five.