



# Online Poker Profits

## The Secrets of Making Money

### Playing Online Texas Hold'em Poker

#### Let's start playing poker for free with play money

Many online poker websites now offer free play money tables to practice. Let's start playing now, so you can see how it all works. As it's for free and with play money, it doesn't matter if you don't really understand any of the rules (yet!). Click [here](#) to go to one of the best poker site, Pacific Poker. They are also offering up to \$400 for free when you start playing with real money. Don't worry about that for the moment though. We'll just download the game and start getting some practice.



Click on the 'Click to play' image above, then click on the 'Free Download / Click to Play' link on the site, and then follow the instructions. This will download and install the free poker software on your PC.

You will then be able to click on the 'Practice Play' button followed by the 'New Player Click Here' button.



Now enter a username (this can be anything). You will then be given a password which you can use with the user name to logon. Click on the Logon button.

You will now be shown a list of poker tables. Click on the 'Hold'em' button under the word 'Regular' of 'Regular Tables' to show all the Texas Hold'em tables.

Now double click on any table that's not full. Full tables have Full/10 shown in the 'Plr's' column.

Hide Full Tables

REGULAR TABLES				TOURNAMENT TABLES <a href="#">Learn More</a>			
Hold'em	Omaha Hi	Omaha H/L	7 Stud	7 Stud H/L	Sit & Go	Multi Table	
Table Name	Stakes	Plrs	Avg. Pot	Plrs/Flop	WWait	Hnd/Hr	
5 Vegas	\$1/\$2	Full/10	\$75.59	80%	1	23	
Adam Bomb	\$1/\$2	Full/10	\$89.61	79%	0	20	
Aggravation	\$1/\$2	9/10	\$75.32	82%	1	18	
Albero	\$1/\$2	8/10	\$82.8	81%	0	0	
Ankle Breaker	\$1/\$2	7/10	\$65.23	78%	0	23	

In the example above, we're going to go to the 'Albero' table which has 8 players out of a maximum of 10 playing.

Now click on the 'Sit Down' button over one of the vacant seats. Then select how much you want to play with. It's only play money so you may as well sit down with the whole \$1000.



Now just play! The idea is to get a set of 5 card using your 2 cards and three of the cards on the table. The cards on the table are dealt out slowly with rounds of betting in between. The winner is the person with the highest 5 card set, or the person left in the betting if everyone else gives in (or 'folds'). Have a quick play. Wow, you are now playing poker!

Having seen what it's all about, you might now need to read about how to play!





## How to play Texas Hold'em poker

By the end of this poker primer you will have a good basic understanding of the game. Although the varieties of poker may seem a little complex, it is really a lot easier than it may first appear.

**The goal of poker is to win money from the other players by placing bets on the strength of the cards that have been dealt to you.**

Poker follows this basic format:

- Players are dealt cards (a "hand"), some or all of which are concealed.
- Bets are made on the strength of the cards in rounds of betting.
- The hands develop as more cards are dealt.
- Finally the strongest hand wins a showdown or all players but one have folded.

Whichever kind of poker you play, it is essential to know the ranking of the hands. The rankings are the same in all poker games.

A standard pack of 52 cards is used, with no jokers. The ace is the high card, however in hi/lo games it can be ranked as either high or low, at either end of a sequence. A new pack of cards is randomly generated before each game, using a Random Number Generator to shuffle the deck.

The game moves around the table clockwise, including the placing of bets and the dealing of cards. Each player must act in turn. There is a theoretical "dealer" (represented by a "button" or small disc) which also rotates around the table clockwise with each hand. When you are in the dealer position (or "on the button" as it is sometimes called), you do not actually deal the cards yourself, rather you are the last player to receive your cards, and the two players to your left post the blind bets that get the pot going. In this way each player's relative position rotates with each hand.

Position is important in poker, and especially important in Hold'em. The later you act on your hand, the more information you can collect about the relative strengths of other players' hands. Since it is preferable to be in "late position", the dealer button rotates around the table with each hand. This ensures that each player has equal opportunities to be in late position...and to post the blind bets.

With each turn to act, you have the option to **fold** (to throw your hand away when it's your turn to act), or depending on what has happened before you, to **check** (when it's a player's turn to act and there has been no action in front of them and he opts not to bet, he "checks."), **bet** (To place chips into the middle – the pot), **call** (matching the bet amount) or raise (to increase the previous bet).





There is a lot of specialized lingo in poker; make sure to spend some time studying the glossary at the end of this guide, or simply refer to it as you learn.

Blind bets start the pot. This gets everyone interested in how the hand turns out; the two that posted the blind bets have their own money at stake even before the first cards are dealt, and everyone else is faced with a small (but potentially growing) pot that *someone* is going to win.

Betting rounds take place to equalize the amount of money that each active player has in the pot...those that fold along the way relinquish their claim to the pot. Additional cards are dealt at each round of betting as well, which add further intrigue to the betting, and will inevitably force the weak-handed (or those not interested in bluffing!) to fold. As active players raise the bets, the other players who wish to remain in the hand must call to equalize each player's stake in the pot...or they can choose to re-raise. There are a set number of raises allowed in each round of betting (except in no-limit poker which is just like it sounds...no limit on either the number or the amount of raises, as long as you're not raising yourself. Start learning with limit games...you can graduate to no-limit games once you master limit).

Players are only allowed to use the chips in play at the beginning of a hand. You are not allowed to get extra funds in the middle of a hand. You are however free to get more chips between hands.

The specifics of what happens at each betting round are detailed in the individual poker game rules in Appendix A. With different numbers of "hole" cards (the secret cards you hold) and community cards (those cards shared by everyone at the table), each poker game requires different strategies and different strengths. This is what makes poker fun for everyone...and challenging to fully master! Remember though, you don't have to be a poker whiz to win; you only have to be better than those against whom you are playing. Start in the low limits to ensure that you are fairly matched. Then, as your skills improve, you can go to higher and higher stakes, and win the big bucks.

Bluffing is misleading your opponents into thinking that you have a hand different and usually stronger than the one you actually hold. This is a vital part of poker. If the best hand always won, then poker would be a simple game of chance. The keys to being a winning poker player are strategy and bluffing ...knowing when to play hands to begin with, and using your judgment to gauge when to push ahead with a less than ideal hand to bluff the other players out of the pot.

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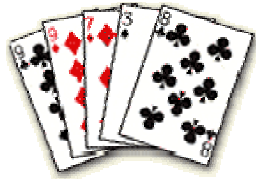


# Hand rankings

The game is based around trying to make the best set of 5 cards, or hand. The hands are ranked as follows:

<p><b>1<sup>st</sup></b> <b>Royal Flush:</b> Ten, Jack, Queen, King, Ace of the same suit.</p> 	<p><b>2<sup>nd</sup></b> <b>Straight Flush</b> Straight with all five cards in the same suit.</p> 
<p><b>3<sup>rd</sup></b> <b>Four of a Kind</b> Four cards of the same number or face value ("quads").</p> 	<p><b>4<sup>th</sup></b> <b>Full House</b> 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.</p> 
<p><b>5<sup>th</sup></b> <b>Flush</b> Five cards of the same suit. If there is more than one flush, the hand with the highest card(s) wins.</p> 	<p><b>6<sup>th</sup></b> <b>Straight</b> 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).</p> 
<p><b>7<sup>th</sup></b> <b>Three of a Kind</b> Three cards of the same number or face value ("trips").</p> 	<p><b>8<sup>th</sup></b> <b>Two Pair</b> 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.</p>
<p><b>9<sup>th</sup></b> <b>One Pair:</b></p>	<p><b>10<sup>th</sup></b> <b>High Card:</b></p>

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



The hand with the highest card(s) wins.



## How to Win

So that's the basics covered. We recommend that you play for free on the play tables for a few hours to get the hang of it.

There are a few vital rules that will really help your chances of success. Here are my top tips in order of merit:

### Your hand

Until you get very good at bluffing, stick to playing just a few fixed hands. If you don't get the cards shown below, then fold. It can make the game a little slow at times, but use this time to watch and make notes on the other players. More on this later.

The cards you can play are listed below:

#### **The Strongest Starting Hands:**

**Pair of high cards** - AA, KK, QQ, JJ, 1010

**Ace & suited high card** - AK(s), AQ(s), AJ(s), A10(s)

**Faces suited** - KQ(s), KJ(s), QJ(s)

**Ace King** - AK

(s) here means of the same suit. E.g. AK(s) might be the Ace of clubs and the King of clubs.

#### **Medium Strength Starting Hands:**

**Face ten suited** - K10(S), Q10(S), J10(S)

**Medium pairs** - 99, 88, 77

**Two high cards** - AQ, AJ, A10 (ace king ranks higher, above), KQ down to J10

**Ace & medium suited** - A9(S), A8(S), A7(S)

**Medium suited connectors** - 109(S), 98(S), 87(S)

There are other starting hands, but for now, only play if you get one of the hands above. Just this single rule alone will mean you are well on the way to winning. Starting with the hands above gives you a head start and means you are more likely to win.

### Table selection

This is very important. You want to find a table where the average pot size (winnings per game) is big. This usually means that players are 'loose' with their money and/or there are a few novice players on the table. You need to find these novice players and take their money! If you click on the pot size column in the poker table list, it will sort the tables by pot size. You may have to wait a few minutes for a table. You can wait for several tables at once and then just take the first that comes up. You want to find the tables with the novices, this is where you are going to make your money.



## **Your position**

Where you are seated relative to the dealer is very important too. So much so that it determines your initial bidding. The general rule is that if you can play weaker hands the closer you are to the right of the dealer. Let me say that again in a different way. You want to see what's happening in the game before you decide to fold / call / bet / raise etc. If you are the last player to do this (i.e. the dealer) you have the advantage as you know how many other players are still in the pot and exactly what has been bet. The closer you are to the dealer's right the more advantageous it is. If you are the dealer, then this is the best position. On the other hand (excuse the pun), the further you are away from the dealer's right, the less information you have when betting and so this makes it a weaker position.

## **Assessing your opponents**

Whilst waiting for one of the strong hands above, you will get a chance to assess your opponents play. Get a pen and paper and make notes on each players play. Do they frequently see the flop, do they always fold when raised ? Make notes as the play goes on. You will be amazed at how much information about each player you will pick up.

In the next section we are going to talk about money, which is why we are all here. Luckily, we'll show you how to get a head start in building up your cash flow.

## **Pot odds**

If there is hardly any money in the pot, you will need a stronger hand. Even if you end up with a good hand, if you are playing for a small pot it's sometimes not worth the cost of losing against someone with an even better hand. When the pot is larger, it is often worth risking that chance of a straight or flush, when otherwise you would have folded. Always think about the pot size when betting.

## **Raise**

Raising is an essential part of poker. If you have a good hand and/or there are few players left in the game it often plays to raise or re-raise. In many cases, folding or raising are the good choices and calling is the worst.



# Get FREE CASH - Building Up your Poker Bankroll

This is probably one of the most important aspects of online play. You will lose some hands and if these are one after the other, the money you have available can go down rapidly. As long as you only play good starting hands and play tight, the general trend will be to win, but it will take time.

Perhaps the best feature of online Poker is the wealth of free money that Poker hosting websites offer to get you to sign up. Make the most of this!

Here a list of the best ones. Just click on the link to claim your free cash.

## Pacific poker

Pacific Poker is the best place to start. There are hundreds of novice players on this site that have no idea how to play. They make very easy picking once you have mastered the basics. Click on any of the images below to go to their site. If you use these links, you can claim up to \$400 when you make your first deposit.



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## Appendix A: Texas Hold'em Rules

Hold'em (also known as Hold'em) is the most popular poker game in the world. There are three variations of Hold'em, distinguished by their betting limits:

- **Limit Hold'em** (there is a specified betting limit in each game and on each round of betting)
- **Pot Limit Hold'em** A player can bet what is in the pot.
- **No Limit Hold'em** A player can bet all of his chips at any time.

Each of these Hold'em variations are available on PartyPoker.com as play for free (play money) or play for real.

We would advise playing limit games for the first few months. Once you have become good at these, you can progress to no limit hold'em.

### Hold'em: The Rules

Hold'em uses what is called a "dealer button" (a small disc) to indicate the theoretical dealer of each hand. After each hand is completed, the dealer button moves clockwise to the next active player. This player will be considered "the dealer" for that hand. In this way each player has equal opportunities to be in early, middle and late position.

Before the start of the game, PartyPoker.com generates a fresh deck of cards for the hand. We use a single deck of cards for each hand of poker, where a deck refers to 52 cards (excluding jokers). PartyPoker.com uses a **Random Number Generator (RNG)** to shuffle each deck of cards for the hand.

### The First round of Hold'em:

The two players immediately to the left of the dealer button place **blind bets** to start the pot (similar in principle to an ante). The player to the left of the dealer button posts the "**small blind**" (usually equal to half the lower stake. At PartyPoker.com the small blind is rounded down to the nearest dollar. However, as it is just a guideline, the amount of the small blind could be set slightly differently).

The player to the left of the small blind is required to post the "**big blind**," equal to the lower stake limit. 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. Remember, the dealer button (and therefore the small blind and the big blind) move around the table clockwise after each hand, so each player will post the blind bets over time.

Once the blinds have been placed, two secret cards are dealt to each player ("hole cards"), 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 now has the option to place his 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, the value of each bet is \$10 for the first round. Therefore, when a user makes the move "bet," this is equal \$10, and "raise" is \$20...a raise includes a call on the previous bet placed and one additional bet.)

Bets can be placed by playing **Bet**, **Call** or **Raise**. These options are available depending on the action taken by the previous player. Each player always has the option to **fold**. The first player to act has the option to bet, call or raise. Subsequent players have the option of calling or raising. To call is to bet the same amount as the previous player has bet. To raise is to match the previous bet and increase the bet.



Every player participating in the hand should have equal amounts of money bet as the previous players (includes bets, calls and raises). Until 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 (four bets for limit games).

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

### **The Second Round of Hold'em:**

After the Flop (and in each subsequent betting round), the first active player left of the dealer 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 game, the value of each bet is \$10 for the second round.

Bets can be placed by playing Bet, Call and Raise. These options are available to each player depending on the action taken by the previous player. The first player to act in this round (the player left to the button) gets the option to bet or to check (to refrain from betting...this is only available if no bet has yet been made in the betting round). Once a player has bet, subsequent players will get the Call and Raise options only.

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

### **The Third Round of Hold'em:**

The third betting round starts again with the player left to the button, bets and raises are limited to the upper limit of the stake structure (in a \$10/\$20 game, \$20 is the upper stake...therefore, a single bet in this instance is \$20, and a raise is \$40 – includes a call on the previous bet and one additional bet). 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.

After this the fifth and final community card is dealt; this is known as the River.

### **The Fourth Round of Hold'em:**

The fourth (and final) betting round starts again with the player left to the button, bets and raises are limited to the upper limit of the stake structure (in a \$10/\$20 game, \$20 is the upper stake). 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.

Once all the bets have been made, there are two possible outcomes: either all the players but one have folded (and hence that person wins the pot), or the remaining players reveal their hands and the best hand wins the pot.

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

In limit Hold'em 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 Hold'em and Pot-Limit Hold'em there is no limit to the number of raises that a player can make. The only limit is that you cannot raise yourself. 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.

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





### Betting Structure for No-Limit Hold'em Poker

**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 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, which 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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## Glossary

### A

<b>Aces Full</b>	A full house with three aces and any pair.
<b>Ace-High</b>	A five card hand that contains one Ace, with no straight or flush or a hand with no pair in it.
<b>Aces Up</b>	A hand that contains two pairs, one of which is Aces.
<b>Act</b>	An intentional tell intended to give false information about a hand.
<b>Action</b>	Checking/Betting/Raising. A game in which players are playing a lot of pots is considered an "action" game.
<b>Active Player</b>	Any player who is still in the hand.
<b>Aggressive</b>	Adjective to describe a player who raises and re-raises and rarely calls.
<b>Ajax</b>	The name of an Ace and Jack in the pocket, suited or otherwise.
<b>All-In</b>	When a player bets all his/her chips.
<b>American Airlines</b>	Two Aces.
<b>Angle</b>	An action that isn't against the rules, but still incorporates unfair tactics.
<b>Angle-Shooting</b>	Using unfair tactics.
<b>Ante</b>	Money placed in the pot before the hand is begun.

### B

<b>Bad Beat</b>	When a hand is beaten by a lucky draw.
<b>Backdoor</b>	Making a hand other than the one intended. Example: Having J/10 of Clubs with a flop of A of Clubs, 5 of Clubs. 6 of Spades. The turn and river are K & Q of Hearts. You made a straight instead of the intended (and more likely) flush.
<b>Backraise</b>	A re-raise from a player who originally called.
<b>Bankroll</b>	The amount of money you have.
<b>Bet</b>	To place chips into the pot.
<b>Belly Buster</b>	A draw and/or catch to an Inside Straight.
<b>Bet Odds</b>	The odds you get as a result of evaluating the number of callers to a raise.
<b>Belly Buster</b>	A draw and/or catch to an Inside Straight.
<b>Bet the Pot</b>	When a player bets the amount of the pot.
<b>Bicycle or Bike</b>	A straight that is A-2-3-4-5.
<b>Big Blind</b>	A designated amount that is placed by the player sitting in the second position, clockwise from the dealer, before any cards are dealt. (Players joining a game in progress must post a Big Blind, but may do so from any position.)
<b>Big Slick</b>	A hand that contains an A-K.
<b>Blank</b>	A useless card.
<b>Blind</b>	The bet(s) that must be made by the two players sitting directly to the dealer's left which will start the action on the first round of betting. The blinds are posted before any cards are dealt. (A "Blind" bet is one that is made in the dark without looking at your cards.)
<b>Blind Raise</b>	When a player raises without looking at his hand.
<b>Bluff</b>	To make other players believe that one has a better hand than he/she might otherwise have by betting or raising when they do not have the best hand.
<b>Boardcards</b>	The cards that are dealt face-up in a poker game for all players to see. In flop games, five cards are dealt face-up in the center of the table. In Seven Card Stud, four cards are dealt face-up in front of each player.
<b>Boat</b>	A full house.
<b>Bottom Pair</b>	When a player uses the lowest card on the flop to make a pair with one of his own cards.

<b>Broadway Bring-In</b>	An Ace high straight (A-K-Q-J-10). The forced bet made on the first round of betting by the player who is dealt the lowest card showing in Seven Card Stud and Stud 8 or Better. In Razz (Lowball) it is the highest card showing
<b>Bring It In</b>	To start the betting on the first round.
<b>Broomcorn's Uncle</b>	A player who antes himself broke.
<b>Bullets</b>	A pair of Aces.
<b>Bump</b>	To raise.
<b>Button</b>	Also known as the dealer button, it is a small round disk that is moved from player to player in a clockwise direction following each hand, to theoretically indicate the dealer of each hand.
<b>Buy-In</b>	The minimum amount of money required by a player to sit down in a particular poker game.
<b>C</b>	
<b>Call</b>	Matching the bet amount.
<b>Call Cold</b>	To call both a bet and raise(s).
<b>Calling Station</b>	A passive and loose player who does not raise much, but calls more than he or she should.
<b>Cap</b>	To take the last of the maximum amount of raises allowed per round of betting.
<b>Cardroom</b>	The room or space in a casino where poker is played.
<b>Cards Speak</b>	Your hand is the most favorable possible combination of cards, no matter how you call it.
<b>Case Chips</b>	A player's last chips.
<b>Cash Out</b>	To leave a game and converting chips into cash.
<b>Check</b>	When it's a player's turn to act and there has been no action in front of them and he opts not to bet, he "checks."
<b>Check-Raise</b>	When a player first checks and then raises in a betting round.
<b>Chop</b>	To return the blinds to the players who posted them and move on to the next hand if no other players call. It also means to "split the pot".
<b>D</b>	
<b>Dead Man's Hand</b>	Two pair - Aces and Eights (The hand Wild Bill Hickock was holding when Jack McCall shot him in the back).
<b>Dealer</b>	The man or woman who handles the cards, gives out the pots, and monitors the game.
<b>Dealer's Position</b>	Being the last to act in a betting round. On the button.
<b>Diamonds</b>	One of the four playing card suits. Formerly representing merchants.
<b>Disconnect Protection</b>	A tool to protect players in the event that their internet connection is lost while involved in a pot.
<b>Dominated Hands</b>	Hands those are okay to play, but tend to lose against similar non-straight/flush hands. Example: A2 is dominated because against other hands with an Ace, it loses or draws without improvement.
<b>Dominating Hands</b>	Primo hands that are not only good, solid hands but have lots of room for improvement.
<b>Door Card</b>	This is the first exposed card, or "up" card, in a player's hand in Stud games.
<b>Down Card</b>	Hole cards. Cards that are dealt face down.
<b>Doyle Brunson</b>	It's a Holdem hand consisting of a 10-2 (Brunson won the world championship two years in a row on the final hand with these cards).
<b>Draw Lowball</b>	Form of poker where each player is dealt five cards with the option of discarding one or more and replacing them with new ones and the low hand wins.

<b>Draw Poker</b>	Form of poker where each player is dealt five cards down with the option of discarding one or more and replacing them with new ones to attempt to make a better hand.
<b>Drawing</b>	Playing a hand to improve.
<b>Drawing Dead</b>	A drawing hand that will lose even if it improves.
<b>Drawing Hand</b>	A hand that needs improvement to win. Usually to a straight or flush.
<b>Drop</b>	Fold.
<b>Ducks</b>	A pair of Twos.
<b>Deuces</b>	A pair of Twos.
<b>E</b>	
<b>Early Position</b>	Position on a round of betting where the player must act before most of the other players at the table. (It's considered the two positions located to the left of the Blinds. )
<b>F</b>	
<b>Fifth Street</b>	Also known as the "river" card. In flop games, this represents the fifth community card on the table and the final round of betting. In Stud games, this is the fifth card dealt to each player and represents the third round of betting.
<b>Five-card Draw</b>	A poker game in which the player is dealt five cards down. They have one draw to replace them and the best high hand wins the pot.
<b>Five-card Stud</b>	A poker game in which each player is dealt five cards, one down and four up, with betting after 2, 3, 4, & 5 cards.
<b>Flat Call</b>	Calling a bet without raising.
<b>Flop</b>	In Hold'em and Omaha, the first three community cards that are dealt face-up in the center of the table all at one time. The "flop" also indicates the second round of betting.
<b>Flop Games</b>	Poker games (Hold 'em and Omaha) that are played using community cards that are dealt face up in the center of the table.
<b>Floorman</b>	An employee of the cardroom who makes rulings and decisions.
<b>Flush</b>	Any five cards of the same suit.
<b>Flush Draw</b>	When a player has four cards in his hand of the same suit and is hoping to draw a fifth to make a flush.
<b>Fold</b>	To throw your hand away when it's your turn to act.
<b>Forced Bet</b>	A required bet that starts the action on the first round of a poker hand.
<b>Four of a Kind</b>	Four cards of the same number or face value ("quads").
<b>Fourth Street</b>	In flop games, it is the fourth community card dealt (also known as "the turn") and represents the third round of betting. In Stud games, it is the fourth card dealt to each player and represents the second round of betting.
<b>Free Card</b>	The card you get as result of semi-bluffing from late or last position so that all the players check to you.
<b>Full House</b>	Any three cards of the same number or face value, plus any other two cards of the same number or face value.
<b>G</b>	
<b>Grinding</b>	Playing in a style with minimal risk and modest gains over a long period of time.
<b>Gut Shot</b>	To draw to and/or hit an inside straight.
<b>H</b>	
<b>Hand</b>	A player's best five cards.
<b>Heads-Up</b>	When only two players are involved with a hand.
<b>Hearts</b>	One of the four playing card suits.
<b>High-Card</b>	To decide the first dealer in the flop tournaments each user is dealt a single card and the player with the highest card (based on the card and the suit order - of spades, hearts, diamonds & clubs) becomes the theoretical dealer.
<b>High Limit</b>	A game where the amounts wagered are high.
<b>High-Low</b>	Split pot games.
<b>Hold 'em</b>	Also known as Texas Hold 'em, where the players get two down cards and five community cards. See our complete Hold

	'em rules in our Game Rules section.
<b>Hole Cards</b>	These are the Down Cards in front of the players.
<b>House</b>	The casino or cardroom that is hosting the poker game.
<b>I</b>	
<b>Image</b>	What kind of player others currently perceive you as.
<b>Implied Odds</b>	The odds you are getting after the assumed result of betting for the remainder of the hand.
<b>Inside Straight</b>	Four cards which require another between the top and the bottom card to complete a straight.\ Players who catch this card make an Inside Straight.
<b>J</b>	
<b>Jackpot</b>	A prize fund awarded to a player who meets a set of predetermined requirements. For example, some casinos will give a jackpot to someone who gets four-of-a-kind or higher and loses.
<b>Jackpot Poker</b>	A form of poker in which the cardroom or casino offers a jackpot to a player who has lost with a really big hand (usually Aces full or better).
<b>Jacks-or- Better</b>	A form of poker in which a player needs to have at least a pair of jacks to open the betting.
<b>K</b>	
<b>Kansas City Lowball</b>	Form of lowball poker in which the worst poker hand (2, 3, 4, 5, 7 of different suits) is the best hand. It's also known as Deuce to Seven.
<b>Keep Them Honest</b>	To call at the end of a hand to prevent someone from bluffing.
<b>Key Card</b>	A card that gives you a big draw or makes your hand.
<b>Key Hand</b>	In a session or tournament, the one hand that ends up being a turning point for the player, either for better or worse.
<b>Kicker</b>	The highest unpaired side card in a players' hand.
<b>Kick It</b>	Raise.
<b>Kill Pot</b>	A method to stimulate action. It is a forced bet by someone who has just won a pot(s).
<b>Knock</b>	Check.
<b>Kojak</b>	A hand that contains a K-J.
<b>L</b>	
<b>Ladies</b>	Two Queens.
<b>Late Position</b>	Position on a round of betting where the player must act after most of the other players have acted (usually considered to be the two positions next to the button).
<b>Lay Down Your Hand</b>	When a player folds.
<b>Lead</b>	The first player to bet into a pot.
<b>Limit Poker</b>	A game that has fixed minimum and maximum betting intervals along with a prescribed number of raises.
<b>Limper</b>	The first player who calls a bet.
<b>Limp In</b>	To enter the pot by calling rather than raising. (The usual concept of "Limp In" is when the first person to speak just calls the Big Blind.)
<b>Live Blind</b>	An instance where the player puts in a dark bet and is allowed to raise, even if no other player raises. It's also known as an "option".
<b>Live Card(s)</b>	In Stud Games, cards that have not yet been seen and are presumed to still be in play.
<b>Live Hand</b>	A hand that could still win the pot.
<b>Live One</b>	A not so knowledgeable player who plays a lot of hands.
<b>Long Shot</b>	Making a hand despite having few outs and/or poor odds.
<b>Look</b>	When a player calls the final bet before the showdown.
<b>Loose</b>	Is a player who plays a lot hands.
<b>Lowball</b>	Is a form of draw poker in which the lowest hand wins the pot.
<b>Low Limit</b>	A game where the amounts wagered are small.
<b>M</b>	
<b>Main Pot</b>	The center pot. Any other bets are placed in a side pot(s) and

	are contested among the remaining players. This occurs when a player(s) goes all-in.
<b>Make</b>	To make the deck is to shuffle the deck.
<b>Maniac</b>	A very aggressive player who plays a lot of hands.
<b>Maverick</b>	The name of a Queen and Jack in the pocket. Suited or otherwise.
<b>Meet</b>	To meet is to call.
<b>Middle Pair</b>	In flop games, when a player makes a pair with one of his/her down cards and the middle card on the flop.
<b>Middle Position</b>	Somewhere between the early and late positions on a round of betting (the fifth, sixth and seventh seats to the left of the button).
<b>Mneumonics</b>	Mental devices used to remember things. In Hold 'Em, often players have names for what pocket cards they have, like Big Slick or Maverick.
<b>Muck</b>	To discard or throw away your hand. It's also a pile of cards that are no longer in play.
<b>Minimum Buy-In</b>	The least amount you can start a game with.
<b>Monster</b>	A very big hand. In a tournament, a player who begins to accumulate chips after having a small stack is considered to be a monster.
<b>N</b>	
<b>No Limit</b>	A game where players can bet as much as they like (as long as they have it in front of them) on any round of betting.
<b>Nuts</b>	The best possible hand at any point of the game. A hand that cannot be beat.
<b>O</b>	
<b>Odds</b>	The probability of making a hand vs. the probability of not making a hand.
<b>Offsuit</b>	Cards of a different suit.
<b>Omaha</b>	A game in which each player is dealt four down cards with five community cards. To make your hand, you must play two cards from your hand and three from the board.
<b>On the Button</b>	Being the last player to act in a betting round. Dealer's Position.
<b>Open</b>	To make the first bet.
<b>Open-ended</b>	Four consecutive cards whereby one additional (consecutive) card is needed at either end to make a straight.
<b>Straight</b>	A card that is dealt face-up.
<b>Open Card</b>	A pair that has been dealt face-up.
<b>Open Pair</b>	An option is a Live Blind made in the dark before the cards are dealt. If no one raises, the "option" player may raise the pot.
<b>Option</b>	
<b>Out Button</b>	A disc placed in front of a player who wishes to sit out a hand(s) but remain in the game.
<b>Outs</b>	The number of cards left in the deck that will improve your hand.
<b>Overpair</b>	A pocket pair higher than any of the cards on the board.
<b>P</b>	
<b>Paints</b>	Face or picture cards (Jack, Queen and King).
<b>Pair</b>	Two cards of the same face or number value.
<b>Pass</b>	To fold.
<b>Pay Off</b>	To call on the final round of betting when you may or may not think you have the best hand.
<b>Picture Cards</b>	Face cards (Jack, Queen and King).
<b>Play Back</b>	To raise or re-raise another player's bet.
<b>Playing the Board</b>	In flop games when your best five card hand is all five of the community cards.
<b>Pocket</b>	The down cards or hole cards.
<b>PocketCards</b>	The two cards dealt to you at the beginning of a Hold 'Em hand that no one else is entitled to see.
<b>Pocket Rockets</b>	A pair of Aces in the pocket or hole.
<b>Position</b>	Where a player is seated in relation to the dealer, therefore establishing that player's place in the betting order.
<b>Post</b>	When you post a bet, you place your chips in the pot. (You

	must post the Blinds.)
<b>Pot</b>	The money or chips in the center of a table that players try to win.
<b>Pot Limit</b>	This is a game where the maximum bet can equal the pot.
<b>Prop</b>	A person hired by the cardroom to work as a skill.
<b>Push</b>	When the dealer pushes the chips to the winning player at the end of a hand. It's also when dealers rotate to other tables.
<b>Put Down</b>	To fold a hand.
<b>Q</b>	
<b>Quads</b>	Four of a kind.
<b>Qualifier</b>	In High-Low games, it is a requirement the Low hand must meet to win the pot.
<b>R</b>	
<b>Rack</b>	A tray that holds 100 poker chips in five stacks of twenty chips each.
<b>Rail</b>	The rim of a poker table or a barrier outside a poker area.
<b>Railbird</b>	Someone who hangs around a poker room who watches the games and/or is looking to get into action.
<b>Raise</b>	To increase the previous bet.
<b>Rake</b>	Chips taken from the pot by the cardroom for compensation for hosting the game.
<b>Rank</b>	The value of each card and hand.
<b>Rap</b>	When a player knocks on the table indicating that he/she has checked.
<b>Ratholing</b>	The illegal action of taking money off the table and putting it somewhere else.
<b>Razz</b>	Seven Card Stud where the lowest five cards win the pot.
<b>Reading</b>	Analysis of a player based on how they play, mannerisms, and tells.
<b>Re-buy</b>	The amount of money a player pays to add a fixed number of chips to his/her stack in a tournament.
<b>Re-raise</b>	To raise a raise.
<b>Ring Game</b>	A "live" game that is not a tournament.
<b>River</b>	This is the last card given in all games. In Hold'em and Omaha, it is also known as 5th street. In Stud games, it is also known as 7th street.
<b>Rock</b>	A passive, tight player.
<b>Round of Betting</b>	This is when players have the opportunity to bet, check or raise. Each round of betting ends when the last bet or raise has been called.
<b>Rounders</b>	Guys who hustle for a living. This is also the name of a popular poker movie starring Matt Damon and Ed Norton.
<b>Royal Flush</b>	This is an Ace high straight (A-K-Q-J-10) of the same suit. It is the best possible hand in poker.
<b>Run</b>	The act of playing with more money than is typical or reasonable for you to play.
<b>Rush</b>	A winning streak.
<b>S</b>	
<b>Sandbagging</b>	Holding back and calling despite the fact that you have a very good hand, usually to disguise strength, provoke bluffs, and to check-raise.
<b>Satellite</b>	It is a mini-tournament to gain an entry into a larger tournament.
<b>Scoop</b>	To win the entire pot.
<b>Seating List</b>	A waiting list. A player would put his or her name on this list if there were no seats at the table at which they wish to play.
<b>Second Pair</b>	In flop games, when you pair the second highest card on the board.
<b>See</b>	To call.
<b>Semi-Bluff</b>	Betting with a mediocre or drawing hand.
<b>Set</b>	Having a pocket pair that matches one of the cards on the board.
<b>Seven-card Stud</b>	A well-known poker game in which players get three down cards and four up cards. You play the best five of those

<b>Seventh Street</b>	seven cards. Click here for information on Seven-card Stud. This is the final round of betting in Seven Card Stud and Stud 8 or Better.
<b>Shills</b>	Shills are paid props who help start and maintain poker games.
<b>Short Buying</b>	Purchasing chips after your initial purchase. Usually the minimum for a short buy-in is less than the initial buy-in.
<b>Short-Handed Showdown</b>	An adjective used to describe a game with few players. At the end of the final betting round, it's when all active players turn their cards face-up to see who has won the pot.
<b>Side Pot</b>	A separate pot(s) which is contested by remaining active players when one or more players are all-in.
<b>Sixth Street</b>	In Seven-card Stud, this is the fourth "up" card dealt to the player (their 6th card). It is also the 4th round of betting.
<b>Soft Seat</b>	A seat or game, which is favorable because of the lack of skill at the table.
<b>Solid</b>	A fairly tight player (and reasonably good).
<b>Small Blind</b>	The amount put in the pot by the person immediately to the left of the dealer "button" prior to the cards being dealt.
<b>Speed Limit</b>	A pair of fives.
<b>Split</b>	Tie.
<b>Stack</b>	A pile of chips.
<b>Stay</b>	When a player remains in the game by calling rather than raising.
<b>Steal Raise</b>	A raise by someone in late position in an attempt to reduce the number of players and/or steal the pot.
<b>Steamrolling</b>	Re-raising to make a player(s) call two bets instead of one.
<b>Steel Wheel</b>	A five high straight (A-2-3-4-5) of the same suit.
<b>Straddle</b>	A straddle is a Blind bet which is usually double the size of the Big Blind\ (and that player may raise when the action gets to him).
<b>Straight</b>	Five consecutive cards of any suit.
<b>Straight Flush</b>	Five consecutive cards of the same suit.
<b>Structure</b>	The limits put on the blinds/ante, bets, and raises in any particular game.
<b>Stud Games</b>	Games in which players get down cards and up cards.
<b>Stuck</b>	A player who is losing in a game.
<b>Suit</b>	A characteristic of a playing card. The card being either of Clubs, Diamonds, Hearts, or Spades.
<b>T</b>	
<b>Table</b>	The surface on which poker is played.
<b>Tell</b>	An action that gives clues about the cards someone is holding.
<b>Texas Hold'em</b>	This is also the name for Hold'em, the most popular form of poker.
<b>Third Street</b>	In Seven Card Stud and Seven Card Stud 8 or Better, this is the first betting round on the first three cards.
<b>Thirty Miles</b>	Three tens.
<b>Three of a Kind</b>	Three cards of the same number or face value ("trips").
<b>Tight</b>	A player who doesn't play many pots. A tight game is one that doesn't have much action.
<b>Tilt, On</b>	Behavior as a result of losing, usually negative.
<b>TOC</b>	Tournament of Champions.
<b>Top Pair</b>	In flop games, when the player pairs one of his down cards with the highest card on board.
<b>Top Two Pair</b>	Having both your pocket cards match the highest two cards on the board.
<b>Treys</b>	A pair of threes.
<b>Trips</b>	Three of a kind.
<b>Turn</b>	In flop games, this is the fourth card dealt. It is the third round of betting.
<b>Two Pair</b>	A hand consisting of two different pairs.
<b>U</b>	
<b>Underpair</b>	A pocket pair of lower value than the lowest card on the board.
<b>Under the Gun</b>	Being the first person to act, being in the earliest position.

<b>Up Card</b>	A card that is dealt face-up.
<b>V-W</b>	
<b>Walking Sticks</b>	A pair of sevens.
<b>Wild Card</b>	A card that can be played as any value.
<b>Worst Hand</b>	A losing hand.
<b>WSOP</b>	World Series of Poker.

## CHAT GLOSSARY

This chat glossary will help with the social side of Poker when you chat with the other players during the game. Remember that if you type in capital letters it appears you are SHOUTING!!!

**GG:** Good Game - Usually said at the conclusion of a tournament

**GH:** Good Hand

**GP:** Good Play

**GTG:** Got To Go - A Player is leaving

**HeHe:** Giggling, usually expressed to a player that got lucky.

**LOL:** Laugh Out Loud - Usually from a player that responds to good humor from another player or mocks his own bad luck.

**Str8:** Straight

**OMG:** Oh My God - Used when a good hand is beaten by an even better hand, also known as a bad beat.

**NH:** Nice hand.

**Tilt:** Used by a player on a bad run.

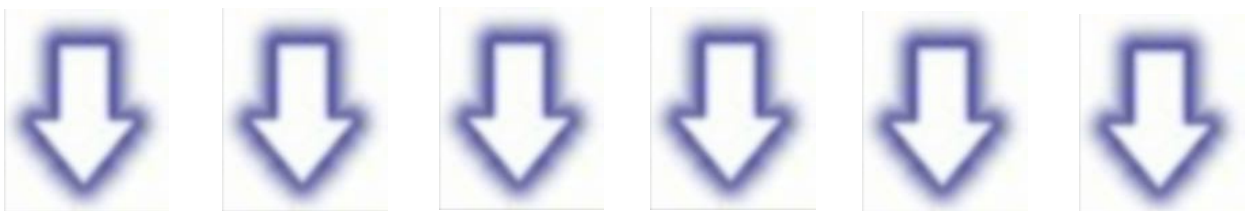
**TY:** Thank You - Comment from a player who has just won a big pot (various versions of this are used).

**UW:** You Wish.

**VNH:** Very Nice Hand

**WTG:** Way To Go - Congratulatory remark from one player to another.

**Online Blackjack System – How to make money from the casinos.  
Keep On Reading And Find Out The Insider Secrets Of Blackjack**





# Blackjack

Originating in France, Blackjack has evolved into one of the most popular Casino games in the world, because a skillful player can challenge the house very effectively. The main objective is to obtain a card total as close to 21 as possible without exceeding it, while still beating the dealers hand. Our Blackjack game is dealt from 6 decks. All cards numbered 2-10 are counted at face value. The Jack, Queen and King are valued at 10, an ace is worth 1 or 11, whichever favors your hand. The ace can change value from 11 to 1, if necessary, to prevent exceeding a total of 21. A Blackjack hand consists of an Ace and a card valued at 10 (10, J, Q, K). A two-card Blackjack always beats three or more cards totaling 21.

Before receiving any cards, you must place a wager. You are then dealt two cards face-up. The dealer is also dealt two cards, one face-up the other face-down. The dealer's "hole" card remains face down until your hand is completed. At this point, the dealer turns over the "hole" card. If the totals 17-21 he must stand. If the hand is 16 or under, the dealer must continue to take cards until either the hand is over 10 or "bust" (totaling over 21). If the dealer's hand totals 16 including an Ace valued at one (a "soft" hand) the dealer must take another card.

You have many different betting and playing options:

**Hit** : You receive another card. For example, if your 2 cards equal 10 you have nothing to lose by requesting another card, since your total could not exceed 21.

**Stand** : This means that you are satisfied with the hand and do not want to be dealt another card.

**Double Down** : After you have received your first two cards you have the option to double the initial wager. Once you have chosen to do this, click the "Double" button and you will be dealt a third card and no more. Your hand will only consist of 3 cards.

**Splitting** : If you are dealt two cards of identical value you can then split them (i.e. 8,8 or 10,Q). You would now be playing two separate hands of one card each. You will now be dealt a second card to one of the hands. After this hand is played out, the second hand will be dealt a second card and continued until that hand is played out and a new wager equal to the initial wager will be placed for each split hand. When Aces are split, only one card will be dealt per Ace. A split hand resulting in Blackjack pays out at a ration of 1-1 rather than the normal 3-2, and will lost to a dealer's Blackjack.

**Insurance** : If the dealer's first card is an Ace, there is a possibility of a Blackjack. If you believe the dealer has Blackjack you can buy insurance to protect yourself. If you choose to insure yourself, you have to pay an amount equal to half your wager. If the dealer gets Blackjack, the insurance will pay 2



to 1, which corresponds to your original stake. If you have insured yourself and the dealer does not obtain Blackjack then you lose your insurance but retain your original wager.

Insurance is considered a game of its own within Blackjack, and gives you a chance to protect yourself from the dealer's Blackjack.

**Playoffs** : If your hand exceeds 21 or "busts", then the dealer wins the hand without turning over the "hole" card. All hands that total less than the dealer's hand lose. Hands that are equal in value are considered a tie, or a "push", and your original wager is returned. If you obtain Blackjack the payout will be a 3:2 ratio rather than 1:1.

**Blackjack** : As with standard blackjack, the first thing to take into consideration when playing online blackjack is: "How many decks of cards are being used?" This number can vary from 1 to as many as 15, depending on the casino you are visiting. Single deck blackjack is hard to find, but it is the simplest to keep track of. You simply chart the cards as you see them.

Since it is online blackjack, there is no dealer to watch you taking notes. With a visible chart of the cards played, a betting strategy can easily be put into place.

The last couple of hands is where you need to be, so bet conservatively so as to keep yourself in the game to the end of the deck. By this time you should have a clear idea of how the cards will be dealt, based on what is left unchecked on your chart. Bet big when you know you will win, and the minimum if the house has it.

When dealing with multiple deck blackjack, you simply apply the strategy for single-deck, only to a larger scale.

### **Using The Basic Strategy to Win at Blackjack**

Because blackjack has a fixed set of rules which must be followed by the dealer a mathematically correct strategy can be derived to insure optimum play. This is known as basic strategy and was refined by Julian Braun who worked for IBM and ran millions of hands through a main frame computer decades ago before the advent of the personal computer. Utilizing basic strategy a player will decide how to play his hand depending on the dealer exposed (up) card. A player will stand, hit, double or split his cards to give him the best chance of winning the hand.

Here is how to play basic strategy when there are more than two or more cards involved. Just follow the basic strategy to the word and don't play hunches. Following the basic strategy in a blackjack gambling will give you the most favorable odds available in any casino gambling game.

#### **Hard Hands**

If you have eight or less, always hit.

If you have Nine: Double if the dealer has 3 thru 6 - otherwise hit.





If you have Ten : Double if the dealer has 2 thru 9 - otherwise hit.  
If you have Eleven: Double if the dealer has 2 thru 10, Hit if dealer has Ace.  
If you have Twelve: Hit if the dealer has 2 or 3, Stand if the dealer has 4 thru 6, otherwise hit.  
If you have 13- 16: Stand if the dealer has 2 thru 6, otherwise hit.  
If you have 17 - 21: Always Stand.

### Soft Hands

If you have Ace 2 or Ace 3: Double if the dealer has 5 or 6 - otherwise hit.  
If you have Ace 4 or Ace 5: Double if the dealer has 4 thru 6 - otherwise hit.  
If you have Ace 6: Double if the dealer has 3 thru 6 - otherwise hit.  
If you have Ace 7: Stand if the dealer has 2, 7 or 8. Double 3 -thru 6 - otherwise hit.  
If you have Ace 8 or Ace 9: Always Stand.

### Pairs

If you have a pair of Aces or Eights: Always split.  
If you have a pair of twos or threes: Split if the dealer has 2 - 7, otherwise hit.  
If you have a pair of fours: Split if the dealer has 4 or 5 - otherwise hit.  
If you have a pair of fives: Double if the dealer has 2 thru 9 - otherwise hit.  
If you have a pair of sixes: Split if the dealer has 2 thru 6 - otherwise hit.  
If you have a pair of sevens: Split 2 thru 7 - otherwise hit.  
If you have a pair of nines: Split 2 thru 6, and 8 or 9. Stand if the dealer has 7, 10 or Ace.  
If you have a pair of tens: Always Stand.

### Money Management

Much is said concerning this topic, but little understood, and less practiced. There are a cookbook full of recipes for disaster known as betting systems, almost all of which will lead to precarious chance of risking more and more money in the misguided hope of recovering some money already lost.

One of the more popular betting systems says to double your bet until you win. Only two problems here: you might not win until you hit the table maximum, or you might just run out of money first.

The best money management system is time-honored and very simple: Bet less when you are losing and more when you are winning. Easy to say, hard to do. The casinos know that if they get you in a place where you are losing steadily, the chances are that you might start to "chase" your losses with even larger amounts of money in an attempt to get out of the hole you've dug. Advice: go slowly and don't try to hit home runs.



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