



FLAWLESS POKER GUIDE SERIES

The Flawless Poker Beginner's Guide to Texas Hold'em

From your first hand to a winning plan: rules, hand rankings, position, starting hands, odds, bankroll and mindset, explained in plain language

EDITION · OCTOBER 2026 ·

A BRIGHTER GAME AHEAD · PLAY · TRACK · IMPROVE · WIN



Contents

1. Welcome: what "playing successful poker" means	3
2. How a hand of Texas Hold'em works, step by step	3
3. Hand rankings, with the odds [Computed]	3
4. Betting actions and blinds	5
5. Position: why your seat matters	5
6. A simple starting-hand system (tight-aggressive)	6
7. Pot odds and outs (made easy)	7
8. Simple postflop rules	7
9. Cash games vs Sit-and-Gos vs tournaments	8
10. Online play basics and etiquette	8
11. Bankroll management for beginners	9
12. Tilt and mindset	9
13. Glossary of key terms	9
14. Ten common beginner mistakes	10
15. Quiz: 20 questions	11
16. Next steps: the Flawless Poker Guide Series	11

Flawless Poker · The Flawless Poker Beginner's Guide to Texas Hold'em · October 2026 edition. Study material for use away from the table; charts and ranges are approximate guidelines, not solver output.



Study material, not a live aid. This guide is for learning **away from the table**. It is not meant for real-time use while you play, and most poker sites don't allow outside help during hands.

Tags. **[Computed]** = calculated exactly or by simulation with our Python scripts. **[Approx.]** = a simple rule of thumb. **[Consensus]** = widely accepted advice from experienced players. Charts are simple guidelines, not solver output. Poker is a game of skill **and** luck: you will lose some sessions even when you play well. **Only play with money you can afford to lose.**

1. Welcome: what "playing successful poker" means

Poker isn't about winning every hand. You win money in the long run by making **better decisions than your opponents**, more often. A good beginner plan is simple:

- **Play fewer hands, but play them aggressively** (bet and raise rather than just call). This style is called **tight-aggressive**, or **TAG**.
- **Use your seat (position)**: play more hands when you act last and fewer when you act first.
- **Respect the math**: only chase a draw when the price is right.
- **Manage your money and your emotions** so a bad day can't knock you out of the game.

Every term in **bold** is explained where it first appears, and the glossary (Section 13) collects them all.

2. How a hand of Texas Hold'em works, step by step

Texas Hold'em uses a standard 52-card deck: 13 **ranks** (2 up to Ace) in 4 **suits** (♠ spades, ♥ hearts, ♦ diamonds, ♣ clubs). Games usually have 2–9 players.

1. **The button and blinds.** A marker called the **dealer button** shows who is "dealer" for this hand. The two players to its left post forced bets: the **small blind (SB)** and the **big blind (BB)**, usually twice the small blind. Blinds make sure there's always something to win.
2. **Hole cards.** Everyone gets **two private cards** face down, called **hole cards**. Example:  .
3. **Pre flop betting.** The player left of the big blind acts first. Each player can **fold**, **call** (match the bet) or **raise**.
4. **The flop.** Three **community cards** are dealt face up in the middle, shared by everyone:   . Another round of betting follows.
5. **The turn.** A fourth community card:    . Betting round.
6. **The river.** A fifth and final community card:     . Final betting round.
7. **Showdown.** If two or more players are left, they show their cards. Each player makes the **best five-card hand** from their two hole cards and the five community cards (using both, one or even none of their hole cards). The best hand wins the **pot** (all the chips bet). Ties split the pot.

Example. You hold  ; the board is     . Your best five cards are K-K-A-9-7: **one pair of kings with an ace kicker**. The **kicker** is the highest side card, and it breaks ties between equal pairs.

A hand can also end early: if everyone else folds, the last player wins the pot without showing.

3. Hand rankings, with the odds [Computed]

From best to worst. "5-card odds" is the chance of being dealt that hand in five cards; "7-card odds" is the chance that your best five out of seven cards (your 2 + the 5 on the board) makes it by the



river. Exact counts are from combinatorics; the 7-card figures were also checked with a 600,000-hand simulation.

Rank	Hand	Example	What it means	Dealt in 5 cards	By the river (7 cards)
1	Royal flush	A♠ K♠ Q♠ J♠ 10♠	A-K-Q-J-10, all one suit. The best hand.	0.0002% (1 in 649,740)	0.0032% (1 in 30,940.0)
2	Straight flush	9♥ 8♥ 7♥ 6♥ 5♥	Five cards in a row, all one suit.	0.0014% (1 in 72,193)	0.0279% (1 in 3,590.6)
3	Four of a kind	Q♣ Q♦ Q♥ Q♠ 7♦	Four cards of the same rank ("quads").	0.0240% (1 in 4,165)	0.17% (1 in 595.0)
4	Full house	K♠ K♥ K♦ 4♣ 4♠	Three of a kind plus a pair ("a boat").	0.1441% (1 in 694)	2.60% (1 in 38.5)
5	Flush	A♦ J♦ 8♦ 6♦ 2♦	Any five cards of the same suit.	0.1965% (1 in 509)	3.03% (1 in 33.1)
6	Straight	10♣ 9♦ 8♠ 7♥ 6♣	Five cards in a row, mixed suits. Ace can be high (A-K-Q-J-10) or low (5-4-3-2-A).	0.39% (1 in 255)	4.62% (1 in 21.6)
7	Three of a kind	8♠ 8♥ 8♦ K♣ 3♠	Three cards of the same rank ("trips" or a "set").	2.11% (1 in 47)	4.83% (1 in 20.7)
8	Two pair	J♥ J♣ 5♦ 5♠ A♣	Two different pairs.	4.75% (1 in 21)	23.50% (1 in 4.3)
9	One pair	A♠ A♦ 9♣ 6♥ 2♠	Two cards of the same rank.	42.26% (1 in 2)	43.82% (1 in 2.3)
10	High card	A♣ Q♦ 9♠ 6♥ 3♣	None of the above: your highest card plays.	50.12% (1 in 2)	17.41% (1 in 5.7)

Tips. Suits are never ranked against each other: two equal flushes split the pot. A straight flush beats four of a kind even though both are rare. **Most hands are won with one pair or two pair:** by the river, about 43.8% of seven-card hands are exactly one pair and 23.5% two pair.

Starting-hand odds worth knowing [Computed]

Event	Chance	About 1 in
Dealt any pocket pair (two cards of the same rank)	5.9%	17
Dealt pocket aces	0.45%	221
Dealt A-K (suited or not)	1.21%	83
Dealt two cards of the same suit ("suited")	23.5%	4.2
Pocket pair makes three of a kind or better on the flop	11.8%	8.5
Unpaired hand pairs at least one hole card on the flop	32.4%	3.1
Suited hand flops a flush	0.84%	119
Suited hand flops a flush draw (exactly 4 of the suit)	10.9%	9.1
Suited hand makes a flush by the river	6.4%	15.6

Suited cards make a flush by the river only about 6% of the time, so don't fall in love with any two suited cards.



4. Betting actions and blinds

Action	What it means
Check	Pass the action without betting. Only allowed if nobody has bet yet this round.
Bet	Put the first chips in during a betting round.
Call	Match the current bet to stay in the hand.
Raise	Increase the current bet. Others must call the new amount, re-raise or fold.
Re-raise / 3-bet	Raise again after someone has raised. Preflop, the big blind counts as the first bet, the first raise is the "2-bet", and a re-raise is a 3-bet .
Fold	Give up your cards and any chips already in the pot.
All-in	Bet all your chips. You can only win as much from each player as you put in; extra bets go to a side pot .
Limp	Just call the big blind preflop instead of raising. Beginners should usually avoid this (see Section 14).

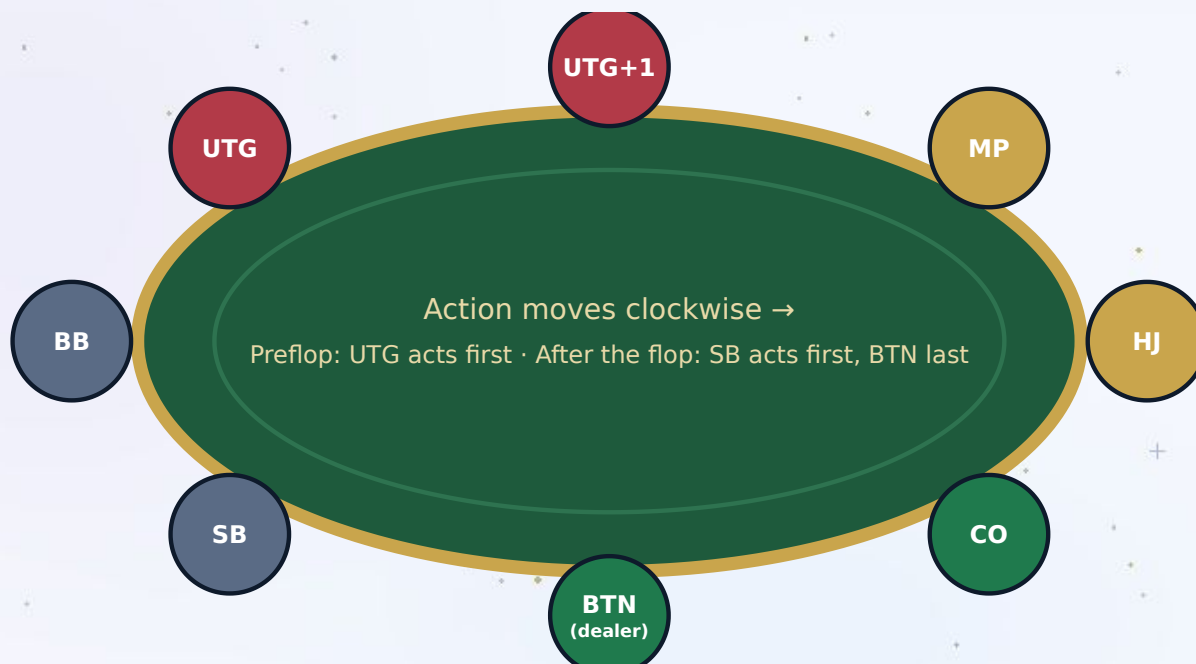
No-Limit means you can bet any amount up to all your chips at any time. The **minimum bet** is the big blind, and a raise must be at least the size of the previous bet or raise. Stacks are often measured in **big blinds (bb)**: with blinds of \$0.05/\$0.10, a \$10 stack is **100bb**.

Bet sizing for beginners [Consensus]:

- **Preflop open-raise:** 2.5–3 big blinds, plus 1 big blind for every player who limped in before you.
- **After the flop:** bet about **one-half to three-quarters of the pot** with strong hands and good draws. Bigger bets get more value from strong hands; consistent sizes stop opponents reading you.

5. Position: why your seat matters

Position is where you sit relative to the dealer button, and it decides **when you act**. Acting **later** is a big advantage, because you see what everyone else did before you decide. The button (BTN) acts last on every betting round after the flop, so it's the best seat.





Seat group	Seats (8-handed)	How to play [Consensus]
Early position (EP)	UTG ("under the gun"), UTG+1	Act first after the flop for most of the hand: play only strong hands
Middle position (MP)	MP, HJ ("hijack")	Add some medium-strength hands
Late position (LP)	CO ("cutoff"), BTN (button)	Best seats: play the widest range, steal the blinds
Blinds	SB, BB	Act first after the flop (worst position); you already have chips in, but don't defend with junk

At a 6-handed (**6-max**) table, remove UTG and UTG+1; the first player to act is called UTG.

6. A simple starting-hand system (tight-aggressive)

Hands are written with ranks plus **s** (suited, same suit) or **o** (offsuit, different suits): **AKs** = ace-king suited, such as  ; **AKo** = ace-king offsuit, such as  ; **77** = a pair of sevens. In the chart, suited hands sit **above** the diagonal, offsuit hands **below** it, and pairs **on** the diagonal.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Tier 1 Premium: raise from any seat (7.5% of hands) **Tier 2** Strong: middle and late position (+9.8%) **Tier 3** Playable: late position (CO/BTN) only (+6.9%) Fold

How to use it [Consensus/Approx.] (when nobody has raised before you):

Your seat	Raise with	About this share of hands
Early (UTG, UTG+1)	Tier 1	7.5%
Middle (MP, HJ)	Tier 1 + Tier 2	17.3%
Late (CO, BTN)	Tier 1 + 2 + 3	24.3%
Small blind (folded to you)	Tier 1 + 2	17.3%

- **If someone has already raised:** re-raise (3-bet) with **QQ+ and AK**, call with the other Tier 1 hands and pairs **22-JJ** if you're in position and stacks are deep (100bb), and fold the rest.
- **In the big blind facing one raise:** call with Tier 1 and 2 hands; re-raise QQ+ and AK.
- **Always raise when you enter a pot first.** Don't limp: raising lets you win the blinds right away or take the lead in the hand.

Why so tight? Beginners lose most of their money with medium hands like K-7 or Q-9 offsuit, which make second-best hands. Playing strong hands gives you a natural edge while you learn the rest.



7. Pot odds and outs (made easy)

Outs are the unseen cards that improve your hand to the one you think will win. Example: you hold **A♥ 7♥** on a **K♥ 9♥ 2♣** flop. There are 13 hearts and you see 4, so **9 hearts** are left: you have **9 outs** to a flush.

The rule of 2 and 4 [Approx.]: multiply your outs by **4** on the flop to estimate your chance of hitting by the river (if you'll see both cards), or by **2** for one card.

Outs	Typical draw	Rule of 4	Exact, flop→river [Computed]	Rule of 2	Exact, one card (from the flop) [Computed]
2	Pocket pair hoping for a set	8%	8.4%	4%	4.3%
4	Gutshot (inside) straight draw	16%	16.5%	8%	8.5%
6	Two overcards	24%	24.1%	12%	12.8%
8	Open-ended straight draw	32%	31.5%	16%	17.0%
9	Flush draw	36%	35.0%	18%	19.1%
12	Flush draw + gutshot	48%	45.0%	24%	25.5%
15	Flush draw + open-ended straight draw	60%	54.1%	30%	31.9%

The rule overestimates slightly for big draws (15 outs × 4 = 60% vs 54.1% exact).

Pot odds compare the price of a call to the size of the pot. To find the **equity you need**, divide the call by the total pot after you call:

Equity needed = call ÷ (pot before your call + the bet + your call).

Opponent bets	Example (pot \$10 before the bet)	You need to win at least [Computed]
¼ pot	bet \$2.50, call \$2.50 into \$15	16.7%
½ pot	bet \$5, call \$5 into \$20	25.0%
¾ pot	bet \$7.50, call \$7.50 into \$25	30.0%
Pot	bet \$10, call \$10 into \$30	33.3%
2× pot	bet \$20, call \$20 into \$50	40.0%

Worked example. Flush draw on the turn (9 outs, one card to come): rule of 2 gives about 18% (exact 19.6%). Facing a **half-pot** bet you need 25.0%, so it's a **fold** unless you expect to win a lot more on the river when you hit. That extra future money is called **implied odds**. Facing a **¼-pot** bet you need 16.7%: a **call**.

8. Simple postflop rules

Postflop means after the flop. Keep it simple:

1. **Bet your strong hands.** Top pair with a good kicker or better: bet for **value** (to get called by worse hands). Don't slow-play; beginners lose more by giving free cards than by scaring people away.
2. **Fold your weak hands.** No pair and no draw, facing a bet? Fold. "But I might be ahead" costs beginners a fortune.
3. **Don't chase without the odds.** Draws are fine when the pot odds (Section 7) or a cheap price say so.



4. **Continue betting when you raised preflop.** On a dry board such as **K♣ 7♦ 2♠**, a **continuation bet (c-bet)** of about $\frac{1}{3}$ – $\frac{1}{2}$ pot often wins right away. Against several players, c-bet less.
5. **Be careful against big aggression on later streets.** At low stakes, a big raise on the turn or river usually means a very strong hand. Fold one-pair hands to it more often than feels comfortable [Consensus].
6. **Watch the board.** Four cards to a straight or flush on the board? Your two pair is much weaker than it looks.
7. **Pot control.** With a medium hand (middle pair, weak top pair), check sometimes to keep the pot small.

Your hand on the flop	Usual plan
Two pair or better, sets, straights, flushes	Bet and raise for value
Top pair, good kicker	Bet; call most single bets; be careful against big raises
Middle/bottom pair, weak top pair	Check and call small bets; fold to big pressure
Strong draw (8–15 outs)	Bet or call if the price is right
Nothing	Check and fold (or one c-bet if you raised preflop)

9. Cash games vs Sit-and-Gos vs tournaments

	Cash game	Sit-and-Go (SNG)	Multi-table tournament (MTT)
What it is	Chips = real money; sit down and leave any time	Small one-off tournament that starts when the seats fill (often 6–10 players)	Big scheduled tournament; hundreds or thousands of players
Buy-in	Buy in for any amount between the table's min and max	Fixed entry fee	Fixed entry fee
Blinds	Stay the same	Rise every few minutes	Rise on a schedule
How you get paid	Keep whatever you have when you leave	Top 2–3 places are usually paid	Usually the top ~10–20%; the biggest prizes go to the final table
Time	Your choice	~30–90 minutes	Several hours
Swings	Medium	Medium	Very large: deep runs are rare
Good for beginners?	Yes, at the lowest stakes	Yes: short, structured, cheap	Fun, but results take a long time to judge

Tournament prizes depend on **finishing position**, not chips, so surviving matters near the money (the **bubble** is the last place before payouts). Our SNG and MTT guides cover this in depth.

10. Online play basics and etiquette

- **Choose a licensed, legal site** where you live, and check the age rules (**18+**, or **21+** where required).
- **Start with free play or the lowest stakes** (for example \$0.01/\$0.02 cash or \$1 SNGs) to learn the software.
- **Use the time bank wisely** and act in turn. Don't stall to annoy people.
- **One table first.** Add a second table only when one feels easy.



- **Use the site's tools:** hand history, notes on players, deposit and time limits.
- **Etiquette:** be polite in chat, don't criticize how other people play (it teaches them!), never discuss a hand that's still in progress, and don't share your hole cards with others while playing.
- **Play fair:** collusion, sharing accounts, bots and real-time assistance tools are against site rules. Study away from the table instead.
- **Security:** use a strong, unique password and two-factor authentication.

11. Bankroll management for beginners

Your **bankroll** is money set aside only for poker, separate from bills and savings. **Bankroll management** means only playing stakes your bankroll can survive. Even good players have long losing streaks.

Game	Suggested minimum bankroll [Consensus]	Example
Cash games (No-Limit)	30-40 buy-ins for that stake	\$0.05/\$0.10 with \$10 buy-ins → \$300-\$400
Sit-and-Gos	50-100 buy-ins	\$1 SNGs → \$50-\$100
Large tournaments (MTTs)	150-200+ buy-ins	\$1 MTTs → \$150-\$200+

- **Move down** when your bankroll drops below the minimum; move up only when you're comfortably above the next level's minimum.
- **Set limits** for each session: a stop-loss (for example 3 buy-ins in cash games) and a time limit.
- **Never deposit money you need** for rent, food or bills, and never chase losses with a bigger deposit.

12. Tilt and mindset

Tilt is when emotions (anger, frustration, overconfidence) make you play worse. It's the most expensive leak in poker.

- **Know your triggers:** bad beats (losing a hand you were a big favourite to win), long card droughts, or annoying opponents.
- **Warning signs:** playing more hands than usual, calling "to see," wanting to "get it back."
- **Fixes:** take a five-minute break, use a stop-loss, end the session after a big loss, sleep, eat and exercise.
- **Focus on decisions, not results.** A good fold that would have won still saved money on average; a bad call that got lucky is still a bad call.
- **Think long term.** Results over 1,000 hands mean little. Judge yourself over **tens of thousands of hands**, or hundreds of tournaments.
- **Keep a small notebook:** write down 2-3 tough hands each session and review them later with our study guides.

13. Glossary of key terms

Term	Meaning
All-in	Betting all your chips
Bankroll	Money set aside only for poker



Term	Meaning
bb (big blind)	Larger forced bet; also used to measure stack size
Blinds	Forced bets posted by the two players left of the button
Board	The community cards in the middle
Bubble	In a tournament, the last place before players get paid
Button (BTN)	The dealer position; acts last after the flop
Buy-in	The cost to enter a game or tournament
C-bet (continuation bet)	A bet on the flop by the player who raised preflop
Call / Check / Fold / Raise	Basic actions (Section 4)
Community cards	Shared cards everyone can use: the flop, turn and river
Cutoff (CO)	Seat to the right of the button
Draw	A hand that needs more cards to become strong (e.g. a flush draw)
Equity	Your share of the pot on average: your chance of winning
Flop / Turn / River	The 3rd, 4th and 5th community-card betting rounds (first 3 cards, then 1, then 1)
Hole cards	Your two private cards
Implied odds	Extra money you expect to win later if you hit your draw
Kicker	Side card that breaks ties between equal hands
Limp	Just calling the big blind preflop
Nuts	The best possible hand on that board
Offsuit (o) / Suited (s)	Hole cards of different suits / the same suit
Outs	Cards that improve your hand to the likely winner
Pot odds	The price of a call compared with the pot
Position	Where you sit relative to the button, i.e. when you act
Preflop / Postflop	Before / after the flop is dealt
Range	All the hands a player could have in a spot
Set	Three of a kind made with a pocket pair
Showdown	Revealing hands at the end to decide the winner
Side pot	A separate pot when one player is all-in for less
Slow-play	Playing a strong hand weakly to trap
Stack	The chips a player has
TAG (tight-aggressive)	Playing few hands, but betting and raising with them
Tilt	Emotional, worse-than-usual play
UTG (under the gun)	First seat to act preflop
Value bet	Betting a strong hand to get called by worse hands

14. Ten common beginner mistakes

- 1. Playing too many hands.** Any two cards "can win," but most lose money. Stick to the chart.
- 2. Limping instead of raising.** Raise or fold when you enter a pot first.
- 3. Ignoring position.** The same hand is worth much more on the button than under the gun.
- 4. Chasing draws without the odds.** Do the pot-odds check (Section 7).
- 5. Calling too much, especially big river bets.** At low stakes, big bets are usually strong.
- 6. Slow-playing big hands.** Bet them; people at low stakes love to call.



7. **Bluffing calling stations.** If someone calls everything, value-bet them instead.
8. **Overvaluing suited and "connected" junk** (e.g. ,). Suited adds only a few percent of equity.
9. **Playing above your bankroll** or chasing losses.
0. **Playing on tilt, tired or distracted.** Quit and come back fresh.

15. Quiz: 20 questions

1. How many hole cards does each player get in Texas Hold'em?
2. What are the three community-card stages called, in order?
3. Which wins: a flush or a straight?
4. Which wins: a full house or a flush?
5. Roughly how often are you dealt a pocket pair?
6. Chance a pocket pair flops three of a kind or better?
7. What does 'position' decide?
8. Which seat acts last after the flop?
9. UTG, with nobody in: raise or fold A9o?
10. Button, folded to you: raise or fold KTo?
11. Middle position: raise or fold 55?
12. What does 'AKs' mean?
13. How many outs does a flush draw have?
14. Rule of 4: flush draw on the flop, chance to hit by the river?
15. Equity needed to call a half-pot bet?
16. Equity needed to call a pot-sized bet?
17. Turn flush draw facing a pot-sized bet, no implied odds: call or fold?
18. What is a c-bet?
19. Minimum suggested bankroll for \$0.05/\$0.10 cash with \$10 buy-ins?
20. What is tilt, and one fix?

Answers

1. 2. · 2. Flop, turn, river. · 3. Flush. · 4. Full house. · 5. About 5.9% (1 in 17). · 6. About 11.8%. · 7. When you act; later is better. · 8. The button. · 9. Fold (not in Tier 1). · 10. Raise (Tier 3, late position). · 11. Raise (Tier 2). · 12. Ace-king of the same suit. · 13. 9. · 14. About 36% (exact 35.0%). · 15. 25.0%. · 16. 33.3%. · 17. Fold (19.6% < 33.3%). · 18. A flop bet by the preflop raiser. · 19. \$300-\$400 (30-40 buy-ins). · 20. Emotional bad play; take a break or stop the session.

16. Next steps: the Flawless Poker Guide Series

Ready for more? Each guide in the series builds on what you learned here:

If you want to...	Read next
Learn tournaments from the ground up	NLHE Tournament Study Guide
Play single-table Sit-and-Gos	8-Player Tournament / Sit-and-Go Study Guide · 3-Max No-Limit Hold'em Sit-and-Go Guide
Go deeper on 8-handed SNGs	8-Handed No-Limit Hold'em Sit-and-Go: In-Depth Guide · 8-Handed SNG Early-Stage Guide: Cutting Early Busts · 8-Handed SNG Early Stage, Volume 2: Hand-by-Hand Odds & Options · 8-Handed SNG Middle Stage & Bubble Guide · 8-Handed SNG Late Stage & Final Table Guide



If you want to...	Read next
Win heads-up battles	Heads-Up No-Limit Hold'em Guide
Play cash games	6-Max No-Limit Hold'em Cash Game Study Guide · NL50 6-Max Profit-Protection Study Guide
Master 6-max cash	6-Max Cash: Advanced Hands, Odds & Positions Guide · 6-Max Cash Volume 2: Postflop Mastery · 6-Max Cash Volume 3: GTO Concepts, Pool Exploits & Advanced Preflop
Take on big tournaments	Large-Field MTT Guide (200+ Entrants, 8-Handed)

A simple study routine: play a short session, note 2–3 hands, review them with the matching guide, and repeat. Small, steady improvements add up.

This guide is for study away from the table, not for real-time use during play. Charts are simple guidelines, not solver output. Poker involves risk: only play with money you can afford to lose, and play within the law and age rules where you live (18+, or 21+ where required).



A brighter game ahead

PLAY • TRACK • IMPROVE • WIN

ABOUT FLAWLESS POKER

Flawless Poker publishes study guides for online No-Limit Hold'em players: cash games, sit-and-gos and multi-table tournaments. Every guide pairs practical ranges and plans with numbers computed from equity, ICM and simulation models, so you can understand why a play works, not just what to do.

Play responsibly. Real-money poker is for adults only: 18+ (21+ where required by local law). Check that online poker is legal where you live. Play within your means, only with money you can afford to lose, and never chase losses. Set time and deposit limits before you play.

If gambling stops being fun, help is available. In the US, call or text 1-800-GAMBLER (1-800-426-2537). Elsewhere, contact your local problem-gambling helpline.

Study material, not a live aid. These guides are for study away from the table, not for real-time use during play. Charts and ranges are approximate guidelines, not solver output.