



FLAWLESS POKER GUIDE SERIES

The Complete Flawless Poker Beginner's Guide

Everything a new player needs, chapter by chapter: rules in depth, reading the board, hand strength, position, every street, bet sizing, odds, opponents, bluffing, 12 sample hands, game formats, bankroll, mindset, a 30-day plan and a final exam

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



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Flawless Poker · The Complete Flawless Poker Beginner's Guide · 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 (exact combinatorics, a 169×169 preflop equity matrix, Monte Carlo and exhaustive board enumeration). **[Approx.]** = a simple rule of thumb. **[Consensus]** = widely accepted advice from experienced players. Charts are simple guidelines, not solver output. Poker mixes skill and luck: you will lose some sessions even when you play well. **Only play with money you can afford to lose, and only where it's legal for your age and location (18+, or 21+ where required).**

Chapter 1. Welcome and how to use this guide

This guide takes you from "what beats what?" to a solid, winning-style plan. It's built in **chapters**; each one ends with **key takeaways** and a **5-question mini-quiz** (answers right below). At the end you'll find a **30-day learning plan**, a **glossary of 60+ terms**, and a **40-question final exam**.

The winning style in one sentence: play **fewer, stronger hands**, play them **aggressively** (bet and raise more than you call), use your **position**, respect the **math**, and protect your **money and mindset**. This style is called **tight-aggressive (TAG)**.

How to study: read one chapter a day, do the quiz, then play a short session at the lowest stakes (or free play) and look out for what you learned. Every **bold** term is defined where it first appears and again in the glossary.

Key takeaways

- Winning poker means making better decisions than your opponents over many hands, not winning every hand.
- Tight-aggressive (TAG) = few hands, played with bets and raises.
- Study away from the table; practise at low stakes.

Mini-quiz

1. What does TAG stand for?
2. Do winning players win most hands?
3. What two things does the guide say to protect?
4. Where are terms defined?
5. Is this guide for use during play?

Answers: 1. Tight-aggressive. · 2. No, they win more money over time. · 3. Your money and your mindset. · 4. Where first used, and in the glossary. · 5. No, study away from the table.



Chapter 2. The rules in depth

2.1 Cards, dealing and the button

- A **standard deck** has 52 cards: 13 **ranks** (2, 3, ... 10, Jack, Queen, King, Ace) in 4 **suits** (♠ ♥ ♦ ♣). Suits are all equal.
- The **dealer button** (a disc marked "D") shows who acts last. Online the software deals, but the button still marks the "dealer" seat.
- Cards are dealt one at a time **clockwise**, starting with the player to the **left of the button** (the small blind), until everyone has two **hole cards**.
- After each hand, the **button moves one seat to the left** (clockwise), so everyone takes turns being in each position and paying the blinds.
- Live dealers **burn** (discard face down) one card before the flop, turn and river to stop cheating.

2.2 Blinds and antes

- **Small blind (SB):** a forced bet by the player directly left of the button, usually half the big blind.
- **Big blind (BB):** a forced bet by the next player; it sets the minimum bet. In a \$0.05/\$0.10 game, SB = \$0.05 and BB = \$0.10.
- **Ante:** a small forced bet that grows the pot, common in tournaments. Many tournaments use a **big-blind ante**: the big blind posts one ante for the whole table.
- **Why forced bets?** Without them, everyone could wait for aces. Blinds and antes give everyone a reason to play.

2.3 The order of play

Preflop, the first player to act is the one **left of the big blind** ("under the gun", **UTG**); the big blind acts last. On the **flop, turn and river**, the first **active player left of the button** acts first, and the button acts last.

2.4 Bets, raises and the minimum raise

- **No-Limit** means you can bet any amount up to your whole stack.
- **Minimum bet** = one big blind.
- **Minimum raise:** a raise must increase the bet by **at least the size of the last bet or raise**. Example (\$1 big blind): Player A raises to \$3 (a raise of \$2). Player B's minimum re-raise is to **\$5** (\$3 + \$2). If B raises to \$8 (a raise of \$5), the next minimum re-raise is to **\$13**.
- **Short all-in rule:** if a player goes all-in for **less than a full raise**, it usually **doesn't re-open** the betting for players who already acted (they can only call or fold). Check your site's rules.



- **String bets** (live): announce "raise" or put all the chips in at once. Online, the slider handles this.

2.5 All-ins and side pots: a worked example

A player can't be forced out of a hand for lack of chips. When you're **all-in**, you can win from each opponent **only as much as you put in**. Extra chips go into a **side pot** that only the players who put them in can win.

Example. Three players go all-in preflop: **Ana** has \$20, **Ben** has \$50, **Cal** has \$100 (ignore blinds).

Pot	How it's built	Size	Who can win it
Main pot	\$20 from each of Ana, Ben, Cal	\$60	Ana, Ben or Cal
Side pot	Ben's and Cal's next \$30 each	\$60	Ben or Cal only
Returned	Cal's last \$50 is uncalled	\$50 back to Cal	—

- If **Ana** has the best hand, she wins the **\$60 main pot**; the better of Ben and Cal wins the **\$60 side pot**.
- If **Ben** has the best hand, he wins **both pots (\$120)** and ends with \$120.
- If **Cal** has the best hand, he wins both pots (\$120) plus his \$50 back: **\$170**.

2.6 Split pots and kickers

You always use your **best five cards** out of seven. If two players' best five cards are equal, they **split** the pot.

- **Kicker example:** board **K♦ 9♣ 6♥ 4♠ 2♣**. You have **K♠ Q♥**, your opponent has **K♥ J♦**. Both have a pair of kings; your **queen kicker** beats the jack. You win.
- **The board plays:** board **A♠ A♦ K♣ K♥ Q♠**. With **J♥ 10♥** or **7♣ 2♦**, both players' best hand is A-A-K-K-Q. **Split pot**.
- **Counterfeit:** your two pair can be "counterfeited" when the board pairs higher. You hold **6♠ 5♠** on **6♦ 5♣ K♥ K♠ Q♦**: your best hand is K-K-6-6-Q, and anyone with a queen has K-K-Q-Q.
- Only **five** cards count: a sixth or seventh card never breaks a tie.

2.7 Showdown order

- If there was a bet on the river, the **last player who bet or raised shows first**.
- If the river was checked through, the **first player left of the button** shows first.
- A player may **muck** (throw away) a losing hand without showing. Online, the software does this for you if you choose.
- **"Cards speak"**: the best hand wins even if its owner misreads it. Live, always table your hand rather than muck it if you're unsure.

Key takeaways

- The button moves one seat left each hand; SB and BB post forced bets.



- Preflop UTG acts first; after the flop, the first active player left of the button acts first.
- A raise must be at least the size of the previous bet or raise.
- All-in players can only win what they matched; extra money forms side pots.
- Best five cards play; equal hands split; showdown starts with the last aggressor.

Mini-quiz

1. With a \$1 BB, A raises to \$3. Minimum re-raise?
2. Who acts first on the flop?
3. Ana \$20, Ben \$50, Cal \$100 all-in: main pot size?
4. Same example, Ben wins: how much does he collect?
5. River bet and call: who shows first?

Answers: **1.** To \$5. · **2.** The first active player left of the button. · **3.** \$60. · **4.** \$120. · **5.** The bettor.

Chapter 3. Hand rankings and the odds [Computed]

From best to worst. "5 cards" = chance of being dealt it in five cards; "By the river" = chance that your best five of seven cards (2 hole + 5 board) is exactly that hand. Exact counts by combinatorics, checked with a 600,000-hand simulation.

Rank	Hand	Example	What it means	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%	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%	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%	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%	2.60% (1 in 38.5)
5	Flush	A♦ J♦ 8♦ 6♦ 2♦	Any five cards of the same suit.	0.1965%	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%	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%	4.83% (1 in 20.7)
8	Two pair	J♥ J♣ 5♦ 5♠ A♣	Two different pairs.	4.75%	23.50% (1 in 4.3)
9	One pair	A♠ A♦ 9♣ 6♥ 2♠	Two cards of the same rank.	42.26%	43.82% (1 in 2.3)



Rank	Hand	Example	What it means	5 cards	By the river (7 cards)
10	High card	A♣ Q♦ 9♠ 6♥ 3♣	None of the above: your highest card plays.	50.12%	17.41% (1 in 5.7)

Quick memory aid: "Flush beats Straight" (fewer flushes are possible), and "Full house beats Flush". By the river, **85%** of hands are two pair or worse, so a pair is often good in heads-up pots, and a big hand is rare.

Key takeaways

- Ten ranks: royal flush down to high card.
- Flush beats straight; full house beats flush.
- Most showdowns are won with one pair or two pair.

Mini-quiz

1. Which is better: three of a kind or two pair?
2. Straight or flush?
3. Chance of making a full house by the river?
4. Can the ace be low in a straight?
5. Do suits break ties?

Answers: 1. Three of a kind. · 2. Flush. · 3. 2.60%. · 4. Yes, 5-4-3-2-A. · 5. No.

Chapter 4. Reading the board: finding the nuts

The **nuts** is the best possible hand on the current board. Learning to spot it, and the next-best hands, stops you from overvaluing a hand that only *looks* strong.

A 4-step method [Consensus]:

1. **Paired board?** If yes, four of a kind and full houses are possible.
2. **Three or more of one suit?** A flush is possible.
3. **Three cards within a five-rank window** (e.g. 9-8-7, J-T-8)? A straight is possible.
4. If none of these, the nuts is usually **three of a kind** (a **set**) using the highest board card.

Ten board-reading exercises [Computed: every possible two-card holding checked]

Try each one before reading the answer.

1. Board K♠ 9♦ 4♣. What's the nuts?

Answer: Three of a kind (a set) with K♣ K♦ (3 two-card combinations make it). Unpaired, rainbow (three suits), no straight possible: top set (K-K) is the nuts.

2. Board A♥ K♥ 7♥. What's the nuts?

Answer: Flush with J♥ Q♥ (1 two-card combination make it). Three hearts: the



nuts is the **ace-high flush**. The A♥ and K♥ are on the board, so Q♥-J♥ makes the best flush; any single heart is not the nuts.

3. Board 9♠ 8♠ 7♦. What's the nuts?

Answer: **Straight** with 10♣ J♣ (16 two-card combinations make it). 9-8-7 connected: J-10 makes the top straight (7 to J). 10-6 or 6-5 make lower straights.

4. Board Q♣ Q♦ 5♥. What's the nuts?

Answer: **Four of a kind** with Q♥ Q♠ (1 two-card combination make it). Paired board: the remaining two queens make four of a kind.

5. Board J♥ 10♦ 3♣ 2♠. What's the nuts?

Answer: **Three of a kind (a set)** with J♣ J♦ (3 two-card combinations make it). No pair, no flush, no straight possible (no three cards within five ranks): top set J-J is the nuts.

6. Board 6♣ 6♦ 6♥ K♣. What's the nuts?

Answer: **Four of a kind** with 6♠ A♣ (4 two-card combinations make it). Three sixes on board: the last six (any second card) makes four of a kind. With the six, an ace kicker gives the best quads hand.

7. Board A♣ 2♦ 3♥ 8♠ 9♠. What's the nuts?

Answer: **Straight** with 4♣ 5♣ (16 two-card combinations make it). A-2-3 on board: 4-5 makes the wheel (A-2-3-4-5); flushes are impossible (only two clubs).

8. Board 10♠ J♠ Q♠ 2♥ 3♦. What's the nuts?

Answer: **Straight flush (royal flush)** with K♠ A♠ (1 two-card combination make it). Three spades with 10-J-Q: A♠-K♠ makes a **royal flush**.

9. Board K♦ K♣ 8♥ 8♠ 2♦. What's the nuts?

Answer: **Four of a kind** with K♥ K♠ (1 two-card combination make it). Two pair on board (K-K-8-8): K-K in hand would mean four kings; the last two kings make quads.

10. Board 5♥ 6♥ 7♣ 8♦ 2♠. What's the nuts?

Answer: **Straight** with 9♣ 10♣ (16 two-card combinations make it). 5-6-7-8 on board: a 9-10 makes the 10-high straight, beating a lone 4 or 9.

Who wins? Ten showdown drills [Computed]

1. Board K♠ 8♦ 4♣ 2♥ 9♠ · Player 1 A♠ K♦ vs Player 2 Q♥ Q♣.

Answer: **Player 1 wins**: Player 1 has pair, Player 2 has pair. Kings beat queens.

2. Board 9♥ 8♣ 2♦ Q♠ 3♥ · Player 1 J♥ 10♥ vs Player 2 A♣ 5♦.

Answer: **Player 1 wins**: Player 1 has straight, Player 2 has high card. J-10 completes the straight 8-9-10-J-Q.

3. Board 7♣ K♠ 2♥ 9♦ 7♥ · Player 1 K♣ K♥ vs Player 2 7♠ 7♦.

Answer: **Player 2 wins**: Player 1 has full house, Player 2 has quads. Four sevens beat kings full.



4. Board **K♦ Q♠ J♣ 9♥ 5♦** · Player 1 **A♦ 2♣** vs Player 2 **A♥ 3♠**.

Answer: Split pot: Player 1 has high card, Player 2 has high card. Both play A-K-Q-J-9: the 2 and 3 are not in the best five.

5. Board **A♥ 9♥ 3♥ K♦ 2♣** · Player 1 **6♥ 5♥** vs Player 2 **A♣ K♣**.

Answer: Player 1 wins: Player 1 has flush, Player 2 has two pair. Three hearts on board plus two in hand: a flush.

6. Board **Q♥ 10♦ 5♣ 2♠ 3♦** · Player 1 **Q♦ J♦** vs Player 2 **Q♠ 9♣**.

Answer: Player 1 wins: Player 1 has pair, Player 2 has pair. Both have a pair of queens; Player 1's best five is Q-Q-J-10-5 and Player 2's is Q-Q-10-9-5, so the jack kicker wins.

7. Board **A♠ K♣ 8♦ 2♣ K♦** · Player 1 **8♠ 8♥** vs Player 2 **A♦ K♥**.

Answer: Player 2 wins: Player 1 has full house, Player 2 has full house. Player 2 has kings full of aces (K-K-K-A-A); Player 1 has eights full of kings.

8. Board **9♠ 8♦ 7♣ 2♥ 2♠** · Player 1 **4♣ 4♦** vs Player 2 **J♥ 10♠**.

Answer: Player 2 wins: Player 1 has two pair, Player 2 has straight. J-10 makes 7-8-9-10-J.

9. Board **A♠ 9♦ 5♥ 3♠ 2♣** · Player 1 **K♠ Q♦** vs Player 2 **K♥ Q♣**.

Answer: Split pot: Player 1 has high card, Player 2 has high card. Both make A-K-Q-9-5: split.

10. Board **8♥ 7♥ 2♣ J♦ 3♥** · Player 1 **10♥ 9♥** vs Player 2 **A♠ A♦**.

Answer: Player 1 wins: Player 1 has flush, Player 2 has pair. 10-9 of hearts makes a heart flush.

Key takeaways

- The nuts is the best possible hand right now.
- Check: paired? three of a suit? three cards close together?
- Overpairs and top pair are strong on dry boards, weaker on wet ones.

Mini-quiz

1. Board **K♠ 9♦ 4♣**: the nuts?
2. Board **A♥ K♥ 7♥**: the nut flush holding?
3. Board **9♠ 8♠ 7♦**: the nut straight?
4. Which board feature makes a full house possible?
5. Can a flush be made with only two of a suit on board?

Answers: 1. Set of kings. · 2. **Q♥ J♥**. · 3. J-10. · 4. A paired board. · 5. No.

Chapter 5. Hand strength made simple [Computed]

Equity is your share of the pot on average if all the cards were dealt out with no more betting: a 60% favourite wins 60% of the time. Preflop, even a great hand is



rarely a lock.

Hand	vs a random hand	vs a strong range (TT+, AQs+, AKo)	Verdict for beginners
AA	85.5%	81.5%	Raise; re-raise
KK	82.8%	65.0%	Raise; re-raise
QQ	80.3%	53.3%	Raise; re-raise
JJ	77.9%	44.8%	Raise; careful vs re-raises
TT	75.4%	37.3%	Raise
77	66.9%	33.0%	Raise middle/late; set-mine vs raises
22	51.4%	31.4%	Raise late; set-mine vs raises
AKs	67.3%	44.4%	Raise; re-raise
AKo	65.5%	41.3%	Raise; re-raise
AQo	64.6%	30.1%	Raise
AJo	63.6%	26.8%	Raise middle/late
ATo	62.7%	25.5%	Raise middle/late
A5s	59.6%	29.9%	Raise middle/late
A9o	60.6%	24.5%	Raise late
KQs	63.6%	30.8%	Raise
KQo	61.7%	26.8%	Raise middle/late
KJo	60.7%	26.1%	Raise middle/late
QJs	60.5%	31.0%	Raise
JTs	57.7%	29.6%	Raise middle/late
T9s	54.1%	27.8%	Raise middle/late
87s	48.0%	28.9%	Raise late
76s	45.3%	29.3%	Raise late
K7o	55.0%	22.7%	Fold
Q9o	55.4%	24.2%	Fold (late only if folded to you)
J4s	49.0%	25.3%	Fold
J4o	46.1%	21.2%	Fold
72o	34.7%	19.8%	Fold

Lessons from the table: AA is about an **86%** favourite against a random hand but only **82%** against strong hands. Small pairs and suited connectors are **weak against strong ranges (31.4-28.9%)**: they make money by hitting big (sets, straights, flushes), not by winning without improvement. Offsuit "face cards" like **K7o** and **Q9o** look pretty but are dominated: **22.7%** and **24.2%** against strong hands.



Why suited and connected cards matter [Computed]

Hand	Suited	Offsuit	Suited gain
AK	67.3%	65.5%	+1.8 pts
KQ	63.6%	61.7%	+1.9 pts
JT	57.7%	55.4%	+2.3 pts
87	48.0%	45.1%	+2.9 pts
76	45.3%	42.3%	+3.0 pts
J4	49.0%	46.1%	+2.9 pts
72	38.2%	34.7%	+3.5 pts

Across all 78 unpaired hand types, being suited adds on average **+2.8 percentage points** of equity vs a random hand. Helpful, not magic: a suited hand makes a flush by the river only about **6.4%** of the time.

Two-card hand (offsuit)	Gap	Makes a straight by the river [Computed, 200,000 deals each]
87o	connected (no gap)	9.2%
86o	1-gap	7.81%
85o	2-gap	6.52%
84o	3-gap	4.75%
82o	5-gap	3.06%

Connected cards make straights about **three times** as often as cards five ranks apart (9.2% vs 3.06%; the figures include the rare straights the board makes by itself). Suited + connected (like 8♥7♥) gets both bonuses, which is why these hands are playable from late position.

Key takeaways

- Equity = your average share of the pot.
- Big pairs dominate; offsuit 'face' hands are often dominated.
- Suited adds about +2.8 points on average; connected cards make far more straights.
- Small pairs and suited connectors need to hit to win big pots.

Mini-quiz

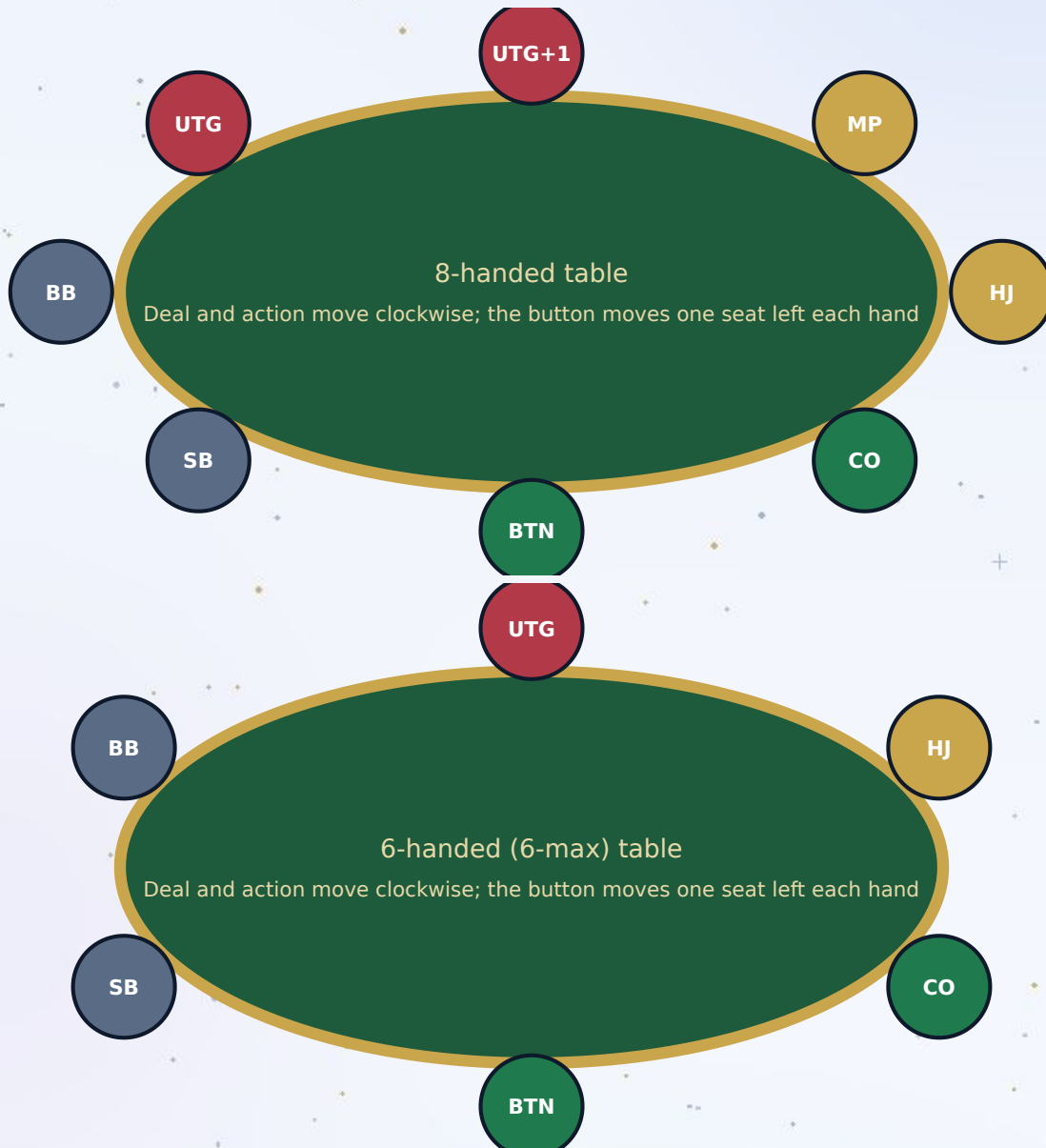
1. AA's equity vs a random hand?
2. AKo vs the strong range?
3. Average equity gain from being suited?
4. 87o straight by the river?
5. Why fold K7o?



Answers: **1.** 85.5%. · **2.** 41.3%. · **3.** +2.8 points. · **4.** 9.2%. · **5.** It's dominated by better kings.

Chapter 6. Position, the chart and what to do facing a raise

Position is when you act. Acting **later** means you see everyone else's decisions first, so you make better decisions, win more pots without a showdown, and control the pot size.



Group	8-handed seats	6-max seats	Simple plan
Early	UTG, UTG+1	UTG	Tier 1 only
Middle	MP, HJ	HJ	Tier 1 + 2
Late	CO, BTN	CO, BTN	Tier 1 + 2 + 3
Blinds	SB, BB	SB, BB	SB: Tier 1 + 2 if folded to you; BB: see "facing a raise"

**Chart A: opening (nobody has raised yet) [Consensus]**

	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 any seat (7.5%) **Tier 2** middle + late (+9.8%) **Tier 3** late only (+6.9%)

Chart B: facing a single raise (3-tier system) [Consensus]

	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

Re-raise QQ+, AK (2.6%) **Call** (7.8%), mainly in position or from the BB **Fold** everything else

- **Re-raise (3-bet)** to about **3x the raise** in position, **4x** out of position.
- **Call** with small and medium pairs (hoping to flop a set: **11.8%** of the time) and good suited hands, ideally with stacks of 50bb+.
- **Fold** the rest, especially offsuit hands like KJo, QJo and A9o against early-position raises.
- **Facing a re-raise after you raised:** continue with QQ+ and AK; fold most other hands at low stakes.

Key takeaways

- Later position = more information = more profit.



- Open with Tier 1 early, add Tier 2 in the middle and Tier 3 late.
- Facing a raise: re-raise QQ+/AK, call good pairs and suited hands, fold the rest.
- In 6-max, start from the HJ row for the second seat.

Mini-quiz

1. Best seat after the flop?
2. UTG with KJo, no raise yet?
3. CO with 87s, folded to you?
4. Facing a raise with AKo?
5. Facing a raise with 55 on the button?

Answers: 1. The button. · 2. Fold (Tier 2). · 3. Raise (Tier 3, late). · 4. Re-raise. · 5. Call (set-mine).

Chapter 7. Street by street: preflop, flop, turn, river

Preflop checklist

1. **Has anyone raised?** No → use Chart A by position. Yes → Chart B.
2. **Raise, don't limp:** 2.5–3bb, +1bb per limper.
3. **How many players and how deep?** Small pairs and suited connectors want deep stacks and cheap prices.

Flop checklist

1. **What do I have?** Made hand (pair or better), draw, or nothing?
2. **What could they have?** Did they raise preflop (strong range) or call (medium range)?
3. **How wet is the board?** **Dry** boards (K♠ 7♦ 2♣) change little; **wet** boards (J♥ 10♥ 8♣) give many draws.
4. **Plan:** value-bet strong hands; c-bet (½ pot) dry boards when you raised preflop; check-fold nothing on wet boards against several players.

Turn checklist

1. **Did the card change things?** A third suited card, a fourth straight card, or a pair on the board?
2. **Bet again (double-barrel)** with strong hands and strong draws; **slow down** with one pair against calls.
3. **Pot odds for draws:** now you only see one more card (rule of 2).

River checklist

1. **No more draws.** Your hand is what it is.
2. **Value-bet** if worse hands can call. **Check** medium hands. **Bluff** only with a plan (Chapter 11).



3. Facing a bet: compare the price to how often you're good. At low stakes, big river bets are usually strong: fold one-pair hands more often [Consensus].

Street	Cards seen	Typical beginner mistake	Fix
Preflop	2	Playing too many hands	Use the charts
Flop	5	Calling with nothing "to see the turn"	Fold without a pair or a good draw
Turn	6	Chasing draws at the wrong price	Rule of 2 and pot odds
River	7	Paying off big bets with one pair	Respect big river bets

Key takeaways

- Preflop: chart, raise, don't limp.
- Flop: classify your hand and the board.
- Turn: re-check the board; draws use the rule of 2.
- River: value-bet, check medium hands, bluff rarely and with a plan.

Mini-quiz

1. What makes a board 'wet'?
2. Rule for one card to come?
3. River, medium pair, no bet yet: usual play?
4. Typical flop mistake?
5. Preflop raise size with one limper?

Answers: **1.** Many draws possible (connected or suited cards). · **2.** Rule of 2. · **3.** Check. · **4.** Calling with nothing. · **5.** About 3.5–4bb.

Chapter 8. Bet sizing for beginners

Pot-size examples (pot = \$10 before your bet):

Size	Bet	Opponent needs to call	Their pot odds (equity needed) [Computed]	Use it for
$\frac{1}{3}$ pot	\$3.33	\$3.33 into \$13.33	20.0%	Dry boards, c-bets, thin value
$\frac{1}{2}$ pot	\$5.00	\$5.00 into \$15.00	25.0%	Standard c-bet and value
$\frac{2}{3}$ pot	\$6.67	\$6.67 into \$16.67	28.6%	Strong hands on wet boards
$\frac{3}{4}$ pot	\$7.50	\$7.50 into \$17.50	30.0%	Strong hands, protection
Pot	\$10.00	\$10.00 into \$20.00	33.3%	Very strong hands, big draws
2× pot (overbet)	\$20.00	\$20.00 into \$30.00	40.0%	Rare; advanced



Simple rules [Consensus]: - **Preflop:** open to 2.5–3bb (+1bb per limper); 3-bet to 3× in position, 4× out of position. - **Postflop:** $\frac{1}{2}$ pot is a fine default; go $\frac{2}{3}$ – $\frac{3}{4}$ on wet boards with strong hands; $\frac{1}{3}$ on dry boards. - **Same size for bluffs and value** so your size doesn't give your hand away. - **Think in three streets:** with a very strong hand, plan bets that get your stack in by the river (e.g. $\frac{2}{3}$ pot on each of flop, turn and river grows a 100bb stack's pot quickly).

Example. Pot \$6 on the flop. $\frac{1}{2}$ pot = \$3, pot becomes \$12 if called. Turn $\frac{1}{2}$ pot = \$6, pot \$24. River $\frac{1}{2}$ pot = \$12, pot \$48: three half-pot bets turn \$6 into \$48.

Key takeaways

- $\frac{1}{2}$ pot is a safe default size.
- Bigger bets for strong hands on wet boards; smaller on dry boards.
- Use similar sizes for bluffs and value.

Mini-quiz

1. $\frac{1}{2}$ -pot bet into \$10?
2. Equity the caller needs vs a pot-sized bet?
3. Three half-pot bets grow a \$6 pot to?
4. Default 3-bet size in position?
5. Why use the same sizes for bluffs and value?

Answers: 1. \$5. · 2. 33.3%. · 3. \$48. · 4. 3× the raise. · 5. So size doesn't reveal your hand.

Chapter 9. Pot odds and outs, step by step

Step 1: Count your outs. Outs are cards that make your hand into a likely winner. Don't count cards that also give your opponent a better hand. **Step 2: Estimate your chance** with the **rule of 4** (flop, seeing both cards if all-in) or **rule of 2** (one card to come) [Approx.]. **Step 3: Work out the price: equity needed = call ÷ (pot after you call).** **Step 4: Compare.** If your chance $\geq$ price, call. If it's a little below, consider **implied odds** (money you'll win later when you hit).

Outs	Draw	Rule of 4	Exact, flop→river	Rule of 2	Exact, one card (turn)
2	Pocket pair hoping for a set	8%	8.4%	4%	4.3%
4	Gutshot (inside) straight draw	16%	16.5%	8%	8.7%
6	Two overcards	24%	24.1%	12%	13.0%
8	Open-ended straight draw	32%	31.5%	16%	17.4%
9	Flush draw	36%	35.0%	18%	19.6%
12	Flush draw + gutshot	48%	45.0%	24%	26.1%
15	Flush draw + open-ended straight draw	60%	54.1%	30%	32.6%



Ten worked examples [Computed]

- 1. Flop flush draw, all-in for \$10 into a \$20 pot.** 9 outs; rule of 4: ~36% (exact **35.0%**). Price: $10 \div (20+10+10) = 25.0\%$. → **Call**.
- 2. Turn flush draw, \$5 bet into \$10.** 9 outs; rule of 2: ~18% (exact **19.6%**). Price: $5 \div (10+5+5) = 25.0\%$. → **Fold** (implied odds may still justify a call).
- 3. Turn flush draw, \$2.50 bet into \$10.** 9 outs; rule of 2: ~18% (exact **19.6%**). Price: $2.5 \div (10+2.5+2.5) = 16.7\%$. → **Call**.
- 4. Turn open-ended straight draw, \$10 into \$10.** 8 outs; rule of 2: ~16% (exact **17.4%**). Price: $10 \div (10+10+10) = 33.3\%$. → **Fold**.
- 5. Turn gutshot, \$3 into \$12.** 4 outs; rule of 2: ~8% (exact **8.7%**). Price: $3 \div (12+3+3) = 16.7\%$. → **Fold**.
- 6. Flop open-ender + flush draw, all-in \$30 into \$30.** 15 outs; rule of 4: ~60% (exact **54.1%**). Price: $30 \div (30+30+30) = 33.3\%$. → **Call**.
- 7. Turn two overcards, \$4 into \$8.** 6 outs; rule of 2: ~12% (exact **13.0%**). Price: $4 \div (8+4+4) = 25.0\%$. → **Fold**.
- 8. Flop gutshot, all-in \$20 into \$10.** 4 outs; rule of 4: ~16% (exact **16.5%**). Price: $20 \div (10+20+20) = 40.0\%$. → **Fold**.
- 9. Turn flush draw, \$1 into \$10 (tiny bet).** 9 outs; rule of 2: ~18% (exact **19.6%**). Price: $1 \div (10+1+1) = 8.3\%$. → **Call**.
- 10. Flop pair needing two-pair/trips (5 outs), all-in \$8 into \$16.** 5 outs; rule of 4: ~20% (exact **20.4%**). Price: $8 \div (16+8+8) = 25.0\%$. → **Fold**.

Key takeaways

- Count outs, estimate with rule of 2/4, compute the price, compare.
- Flush draw $\approx$ 35% by the river, $\approx$ 20% with one card.
- Small bets let you chase; big bets usually don't.

Mini-quiz

- 1.** Outs for an open-ended straight draw?
- 2.** Rule of 2 with 9 outs?
- 3.** Price of calling \$5 into \$10?
- 4.** Turn flush draw vs a pot-size bet, no implied odds?
- 5.** What are implied odds?

Answers: 1. 8. · 2. ~18%. · 3. 25.0%. · 4. Fold. · 5. Extra money you expect to win later when you hit.



Chapter 10. Reading opponents

Player type	How to spot them	How to beat them [Consensus]
Calling station (loose-passive)	Calls a lot, rarely raises	Value-bet more and bigger; don't bluff
Rock / nit (tight-passive)	Plays very few hands	Steal their blinds; fold when they bet big
Maniac (loose-aggressive, extreme)	Bets and raises constantly	Call down lighter with good hands; let them bluff
TAG regular	Few hands, aggressive	Avoid marginal fights; pick better tables
LAG (loose-aggressive)	Many hands, aggressive, skilled	Tighten up, play in position, re-raise strong hands

Online tells (use with care) [Consensus]: - **Bet size:** at low stakes, **big bets on the turn/river usually mean strength**; tiny bets often mean a medium hand or a draw wanting a cheap card. - **Timing:** instant checks often mean weakness; a long pause then a big bet is often strong (but players vary). Instant calls often mean a draw or medium hand (they didn't consider raising). - **Stats:** many sites show how many hands a player plays (VPIP). Someone playing 50%+ of hands is loose; under 15% is tight. - **Chat and avatars** mean little; focus on betting patterns. - **Take notes:** use the site's player-notes feature for showdowns ("called 3 streets with middle pair").

Key takeaways

- Identify the type: station, rock, maniac, regular.
- Value-bet stations, steal from rocks, call down maniacs.
- Big late bets at low stakes are usually strong.

Mini-quiz

1. Best strategy vs a calling station?
2. A player who plays 60% of hands is...?
3. Instant call often means?
4. Vs a rock's big river raise?
5. What should you note about players?

Answers: 1. Value-bet, don't bluff. · 2. Loose. · 3. A draw or medium hand. · 4. Usually fold one pair. · 5. Showdowns and betting patterns.

Chapter 11. Bluffing basics

A **bluff** is a bet with a weak hand that hopes to make better hands fold. A **semi-bluff** is a bet with a draw: it can win now, or improve later.

How often must a bluff work? [Computed] A bluff of size B into pot P breaks even if it works $B \div (P + B)$ of the time:



Bluff size	Must work
1/3 pot	25.0%
1/2 pot	33.3%
3/4 pot	42.9%
Pot	50.0%

When to bluff [Consensus]: against **one or two** opponents; when the board **favours your range** (e.g. you raised preflop and the flop is A-high); when the story makes sense ("I raised preflop and kept betting"); with **semi-bluffs** (draws) rather than pure air; against players who **can fold**.

When not to bluff: against **calling stations**; into **several** players; on boards that hit the caller's range (low connected cards); when you've just lost a big pot (**tilt bluffs**); at very low stakes, where people call too much: **bluff less, value-bet more**.

Key takeaways

- A 1/2-pot bluff needs to work about 33% of the time.
- Semi-bluffs (with draws) are the best bluffs.
- Don't bluff calling stations or multiway pots.

Mini-quiz

1. Pot-size bluff must work how often?
2. What's a semi-bluff?
3. Bluff a calling station?
4. Best number of opponents to bluff?
5. At micro stakes: bluff more or less?

Answers: **1.** 50%. · **2.** A bet with a draw. · **3.** No. · **4.** One. · **5.** Less; value-bet more.

Chapter 12. Twelve annotated sample hands

Equities are computed against a realistic range for the opponent (Monte Carlo, 40,000 trials) [Computed]. Stakes: \$0.05/\$0.10, 100bb (\$10) stacks unless noted.

Hand 1. Top pair, top kicker. Seat: UTG+1 (8-handed). You hold ; board .

Preflop: raise to \$0.30; the BTN calls. Flop: you have **top pair, top kicker**. Bet 1/2 pot (\$0.35).

Analysis: Flop equity vs the BTN calling range: **85.3%**. Value-bet flop and turn; on a safe river, bet again for value. Worse kings and 8x will pay you.

Hand 2. Overpair on an ace-high flop. Seat: CO. You hold ; board .

Raise to \$0.30; the BB calls, then check-calls your 1/2-pot c-bet; turn 5♥ checked to



you.

Analysis: QQ has **46.0%** vs the range of hands that called (many aces). **Check behind** the turn for pot control; call one small river bet, fold to a big one.

Hand 3. Strong draw: flush + open-ended straight draw. Seat: BTN. You hold

9♥ 8♥; board **10♥ 7♣ 2♥**.

Raise on the button; BB calls. The flop gives you a flush draw plus an open-ended straight draw (any J or 6): 15 outs.

Analysis: Equity **60.0%** vs the BB range, so you are actually the favourite. **Bet (semi-bluff)** $\frac{1}{2}$ – $\frac{2}{3}$ pot; if raised, getting all-in is fine.

Hand 4. Facing a 4-bet with JJ. Seat: HJ. You hold **J♣ J♠**.

You raise, a tight player re-raises, you make one more raise, and they move all-in.

Analysis: Against a tight all-in range (QQ+, AK) JJ has only **36.0%**. At low stakes, a 4-bet all-in from a tight player is a **fold** unless the price is very good.

Hand 5. AQ vs a tight 3-bet. Seat: UTG. You hold **A♣ Q♦**.

You open, a tight player 3-bets from the CO.

Analysis: Vs TT+/AQs+/AKo, AQo has **31.7%**: a **fold** against a tight 3-bettor; a call vs looser players in position.

Hand 6. Flopping a set. Seat: BTN. You hold **7♦ 7♣**; board **K♠ 7♥ 2♣**.

A player raises, you call with 77 to set-mine; the flop gives you a set.

Analysis: Equity **95.8%** vs the raiser's range. **Raise the c-bet or call and raise the turn**; don't slow-play to the river; build the pot.

Hand 7. Folding a good hand to a big re-raise. Seat: CO. You hold **K♥ Q♥**.

You open, the BB re-raises big; this player only re-raises JJ+ and AK.

Analysis: KQs has only **29.5%** vs that range: **fold**. Good hands still lose to strong ranges.

Hand 8. Nut-flush draw semi-bluff. Seat: BTN. You hold **A♠ 5♠**; board **K♠ 9♠**

4♦.

You raise, BB calls and checks the flop.

Analysis: A♠5♠ has **48.7%** vs a typical calling range. **Bet $\frac{1}{2}$ pot**: you can win now or make the nut flush (9 outs) or an ace.

Hand 9. Missed draw on the turn. Seat: BB. You hold **10♦ 9♦**; board **8♣ 7♠ 2♥**

3♦.

You defend the BB vs a CO raise; you flopped an open-ender; the turn misses; the CO bets pot.

Analysis: Equity **27.3%** with one card to come, but a pot bet asks for 33.3%: **fold** unless implied odds are huge.

Hand 10. Top pair, good kicker on a coordinated turn. Seat: MP. You hold **A♦**

J♣; board **J♥ 6♣ 2♠ 9♥**.



You raise, a loose player calls; you bet the flop, they call; turn 9♥ adds a flush draw. *Analysis:* Equity **63.3%** vs their range. **Bet ⅔ pot** for value and protection; fold to a big raise from a passive player.

Hand 11. Small pair, overcard flop. Seat: BB. You hold 6♠ 6♦; board Q♣ 9♥ 4♠.

You call a raise from the BB; the flop misses your set and has two overcards; the raiser c-bets ½ pot.

Analysis: 66 has **46.2%** vs the raiser's whole range on a Q-high board (many of their hands are unpaired overcards), and a ½-pot bet only asks for 25%. **Call once**, then be ready to fold to a second big bet if an ace, king or queen arrives.

Hand 12. KK on an ace-high flop facing big action. Seat: CO. You hold K♣ K♦; board A♥ 9♣ 3♦.

You 3-bet preflop, a tight player calls; on an ace-high flop they check-raise big.

Analysis: Against a tight range (AA, KK, QQ, AK, AQs, so mostly aces), KK has about **34.3%**. **Fold** to big action from a tight player; one pair, even KK, is not the nuts.

Key takeaways

- Top pair, top kicker and sets: bet for value.
- Strong draws: semi-bluff.
- Good hands can still be folds against strong ranges.

Mini-quiz

1. JJ vs QQ+/AK equity?
2. Set of 7s on K-7-2: slow-play to the river?
3. 9♥8♥ on 10♥7♣2♥: how many outs?
4. Turn draw facing a pot bet: needed equity?
5. KK on an A-high flop vs a tight check-raise?

Answers: **1.** 36.0%. · **2.** No, build the pot. · **3.** 15 (9 flush + 6 non-heart jacks and sixes). · **4.** 33.3%. · **5.** Usually fold.

Chapter 13. Cash games, Sit-and-Gos and tournaments

	Cash game	Sit-and-Go (SNG)	Multi-table tournament (MTT)
Money	Chips = cash, leave any time	Fixed buy-in, 1 table	Fixed buy-in, many tables
Blinds	Fixed	Rise every few minutes	Rise on a schedule
Paid	Whatever you leave with	Usually top 2-3	Usually top ~10-20%
Length	Your choice	30-90 min	Hours
Swings	Medium	Medium	Very large
Key skill	Deep-stack postflop	Short-stack push/fold, ICM	All of them

Tournament basics: chips can't be cashed out; your prize depends on **finishing position**. Near the **bubble** (just before the money), survival matters more: **call all-**



ins tighter than usual, but keep shoving short stacks first-in.

Push/fold starter chart (10bb or less) [Computed, chip EV, no antes, 8-handed]

When your stack is **10 big blinds or less**, stop raising small: either **go all-in (push)** or **fold**. These percentages come from our push/fold model (everyone has the same stack, no antes); shove if your hand is in the top X% of hands.

Seat (folded to you)	Push 10bb	Push 7bb	Push 5bb
UTG	top 9.0%	top 11.8%	top 15.2%
UTG+1	top 11.0%	top 15.5%	top 17.9%
MP	top 14.6%	top 17.9%	top 21.0%
HJ	top 17.9%	top 21.6%	top 26.1%
CO	top 22.5%	top 28.5%	top 33.0%
BTN	top 31.8%	top 36.0%	top 40.6%
SB	top 58.7%	top 65.9%	top 71.0%

Push 10bb from the BTN (31.8%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	X	.	.	.	.
Q	X	X	X	X	X	X	X	.	.	.	.	.	.
J	X	X	X	X	X	X	X	.	.	.	.	.	.
T	X	X	X	X	X	X	X	.	.	.	.	.	.
9	X	.	.	.	.	X	X	X	.	.	.	.	.
8	X	.	.	.	.	.	X	X	X	.	.	.	.
7	X	.	.	.	.	.	.	X	X	.	.	.	.
6	X	.	.	.	.	.	.	.	X	X	.	.	.
5	X	.	.	.	.	.	.	.	.	X	.	.	.
4	X	.	.	.	.	.	.	.	.	.	X	.	.
3	X	.	.	.	.	.	.	.	.	.	.	X	.
2	.	.	.	.	.	.	.	.	.	.	.	.	X

BB call vs a BTN 10bb push (23.1%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	.	.	.	.	.	.	.
Q	X	X	X	X	X	.	.	.	.	.	.	.	.
J	X	X	X	X	.	.	.	.	.	.	.	.	.
T	X	X	.	.	X	.	.	.	.	.	.	.	.
9	X	.	.	.	.	X	.	.	.	.	.	.	.
8	X	.	.	.	.	.	X	.	.	.	.	.	.
7	X	.	.	.	.	.	.	X	.	.	.	.	.
6	X	.	.	.	.	.	.	.	X	.	.	.	.
5	X	.	.	.	.	.	.	.	.	X	.	.	.
4	.	.	.	.	.	.	.	.	.	.	X	.	.
3	.	.	.	.	.	.	.	.	.	.	.	X	.
2	.	.	.	.	.	.	.	.	.	.	.	.	X

Simple rule [Approx.]: at 10bb, push pairs, most aces, and good kings from late position; from early position only push about the top 10%.

Key takeaways

- Cash: deep stacks, leave any time. SNG/MTT: rising blinds, position-based payouts.
- At 10bb or less, push or fold.
- Near the bubble, call all-ins tighter.

Mini-quiz

1. Can you cash out tournament chips?
2. BTN push range at 10bb?
3. SB push range at 10bb when folded to?
4. What is the bubble?
5. Stack of 8bb in the CO, folded to you with 66: push or fold?

Answers: 1. No. · 2. About 31.8%. · 3. About 58.7%. · 4. The last place before payouts. · 5. Push.



Chapter 14. Bankroll, tilt, mindset and your session routine

Bankroll plan [Consensus]

Format	Minimum buy-ins	Move down below	Move up above
Cash (No-Limit)	30-40	25 buy-ins	40+ of the next stake
Sit-and-Go	50-100	40	75+ of the next
Large MTTs	150-200+	100	200+ of the next

Example stake ladders:

Cash stake	Buy-in (100bb)	Bankroll needed (30-40 BI)
\$0.01/\$0.02 (NL2)	\$2	\$60-\$80
\$0.02/\$0.05 (NL5)	\$5	\$150-\$200
\$0.05/\$0.10 (NL10)	\$10	\$300-\$400
\$0.10/\$0.25 (NL25)	\$25	\$750-\$1,000
\$0.25/\$0.50 (NL50)	\$50	\$1,500-\$2,000

SNG buy-in	Bankroll (50-100 BI)	MTT buy-in	Bankroll (150-200 BI)
\$1	\$50-\$100	\$1	\$150-\$200
\$3	\$150-\$300	\$3	\$450-\$600
\$5	\$250-\$500	\$5	\$750-\$1,000

Tilt and mindset

- **Tilt** = emotional, worse-than-usual play. Triggers: bad beats, losing streaks, needling opponents, fatigue.
- **Signs:** playing more hands, calling to "keep them honest", raising stakes to get it back.
- **Fixes:** stop-loss (e.g. 3 buy-ins), 5-minute breaks, end the session after a big loss, sleep and exercise.
- **Think in decisions, not results:** a good call that loses is still good; review it later.
- **Variance is normal:** even winning players have losing months.

A simple session routine

1. **Before (5 min):** check your bankroll and stake, set a time limit and stop-loss, review one chapter's takeaways.
2. **During:** play 1-2 tables; mark tough hands; take a short break every hour.
3. **After (10 min):** write down 2-3 hands, the decision, and what the guide says; record the result separately and don't judge by it.

Key takeaways

- Cash 30-40 buy-ins, SNG 50-100, MTT 150-200+.
- Move down without shame; move up only with a cushion.



- Stop-losses and breaks beat tilt.
- Routine: plan, play, review.

Mini-quiz

1. Bankroll for NL10 cash?
2. Bankroll for \$5 SNGs?
3. A common stop-loss?
4. Good call that loses: good or bad decision?
5. How many hands to review after a session?

Answers: **1.** \$300-\$400. · **2.** \$250-\$500. · **3.** 3 buy-ins. · **4.** Still good. · **5.** 2-3.

Chapter 15. Your 30-day beginner learning plan

Days	Focus	Do this
1-2	Rules (Ch. 2)	Play free/play-money hands; practise side pots on paper
3	Hand rankings (Ch. 3)	Name the best hand on 20 random boards
4-5	Reading the board (Ch. 4)	Redo the 10 exercises; find the nuts on 10 new boards
6-7	Hand strength (Ch. 5)	Memorize: pairs and big aces strong; offsuit junk weak
8-10	Position + charts (Ch. 6)	Play 300 hands at NL2 or \$1 SNGs using only Chart A/B
11-12	Streets (Ch. 7)	Use the checklists every hand; note one mistake per street
13	Bet sizing (Ch. 8)	Use ½ pot as default; tag every bet size you used
14-15	Odds (Ch. 9)	Redo the 10 examples; quiz yourself on outs
16-17	Opponents (Ch. 10)	Label 10 players by type with notes
18	Bluffing (Ch. 11)	Only semi-bluff for a day; track results
19-20	Sample hands (Ch. 12)	Replay them; explain each decision aloud
21-22	Formats (Ch. 13)	Play 3 SNGs; use the push/fold chart at 10bb
23	Bankroll (Ch. 14)	Write your bankroll rules and stop-loss
24	Mindset	Plan your tilt-breaker routine
25-28	Volume + review	4 short sessions, 3 hands reviewed after each
29	Final exam	Take the 40-question exam; reread weak chapters
30	Next steps	Choose your format and the next guide in the series

Key takeaways

- One topic a day, practised at the lowest stakes.
- Review hands after every session.
- Finish with the final exam and pick your next guide.

Mini-quiz

1. Which days cover odds?
2. What do you use on days 8-10?
3. How many hands to review per session?



4. Day 29 task?

5. What's the point of day 30?

Answers: **1.** 14-15. · **2.** Only Charts A and B. · **3.** 3. · **4.** The final exam. · **5.** Choosing your format and next guide.

Glossary (80 terms)

Term	Meaning	Term	Meaning
All-in	Betting all your chips	Muck	Discard without showing
Ante	Small forced bet that grows the pot (often in tournaments)	Multiway	Pot with three or more players
Backdoor draw	A draw needing both the turn and river	Nit / Rock	Very tight player
Bad beat	Losing when you were a big favourite	No-Limit	Any bet size up to your stack
Bankroll	Money set aside only for poker	Nuts	Best possible hand on the board
Big blind (BB)	Larger forced bet; also a unit for stack size	Offsuit (o)	Hole cards of different suits
Blinds	Forced bets left of the button	Open-ended straight draw	Four in a row, two ends (8 outs)
Bluff	Betting a weak hand to make better hands fold	Outs	Cards that improve you to the likely winner
Board	The community cards	Overpair	Pocket pair higher than every board card
Bubble	Last place before the money in a tournament	Pocket pair	Two hole cards of the same rank
Burn card	Card discarded before each street	Position	When you act relative to others
Button (BTN)	Dealer seat; acts last postflop	Pot	All chips bet in the hand
Buy-in	Cost to enter a game or tournament	Pot control	Keeping the pot small with a medium hand
C-bet	Flop bet by the preflop raiser	Pot odds	Price of a call vs the pot
Call	Match the current bet	Preflop	Before the flop
Calling station	Player who calls too often	Push/fold	Short-stack play: all-in or fold
Check	Pass without betting	Raise	Increase the bet
Check-raise	Check, then raise after someone bets	Range	All hands a player could have
Chip EV	Expected value measured in chips	Re-raise / 3-bet	Raise after a raise



Term	Meaning	Term	Meaning
Community cards	Shared cards (flop, turn, river)	River	Fifth community card
Counterfeit	When the board makes your hand less valuable	Rule of 2 and 4	$\text{Outs} \times 2$ (one card) or $\times 4$ (two cards) $\approx$ % to hit
Cutoff (CO)	Seat right of the button	Semi-bluff	Bet with a draw
Dominated	A hand that shares a card with a better hand (e.g. AJ vs AK)	Set	Three of a kind with a pocket pair
Draw	A hand needing more cards to be strong	Showdown	Revealing hands at the end
Dry board	Board with few draws	Side pot	Extra pot when a player is all-in for less
Equity	Your average share of the pot	Slow-play	Playing a strong hand weakly
Fold	Give up your hand	Small blind (SB)	Smaller forced bet left of the button
Flop	First three community cards	Split pot	Equal hands share the pot
Flush	Five cards of one suit	Stack	Your chips
Gutshot	Inside straight draw (4 outs)	Stop-loss	Limit on how much you'll lose in a session
Hijack (HJ)	Seat two right of the button	Suited (s)	Hole cards of the same suit
Hole cards	Your private cards	TAG	Tight-aggressive player
ICM	Model turning tournament chips into prize value	Tell	Clue about a player's hand
Implied odds	Money you expect to win later if you hit	Tilt	Emotional, worse-than-usual play
Kicker	Side card that breaks ties	Turn	Fourth community card
LAG	Loose-aggressive player	UTG	First to act preflop
Limp	Call the big blind preflop	Value bet	Bet to get called by worse hands
Main pot	Pot everyone can win when someone is all-in	Variance	Short-term swings from luck
Maniac	Very loose, very aggressive player	VPIP	% of hands a player voluntarily plays
Min-raise	Smallest legal raise	Wet board	Board with many draws

Final exam: 40 questions

1. How many hole cards in Hold'em?
2. Which way does the button move?
3. Who acts first preflop?
4. Who acts first on the turn?



5. BB \$1, raise to \$4. Minimum re-raise?
6. All-ins: A \$10, B \$30, C \$30. Main pot?
7. Same: side pot?
8. Board $A\spadesuit A\heartsuit K\clubsuit K\heartsuit Q\spadesuit$; you $J\heartsuit 10\heartsuit$, villain $7\clubsuit 2\heartsuit$?
9. River checked through: who shows first?
10. Rank: flush, full house, straight?
11. Chance of a flush by the river (any 7 cards)?
12. Pocket pair dealt how often?
13. Pocket pair flops a set or better?
14. Board $A\heartsuit K\heartsuit 7\heartsuit$: nut flush hand?
15. Board $9\spadesuit 8\spadesuit 7\heartsuit$: nut straight?
16. Board $K\spadesuit 9\heartsuit 4\clubsuit$: the nuts?
17. AA vs a random hand?
18. KQo vs a strong range?
19. Average suited bonus?
20. Better straight potential: 87o or 82o?
21. UTG with ATo (no raise)?
22. BTN with K9s, folded to you?
23. Facing a raise with QQ?
24. Facing a UTG raise with KJo?
25. Default c-bet size?
26. Equity needed vs a $\frac{1}{2}$ -pot bet?
27. Equity needed vs a pot bet?
28. Flush draw, two cards to come, exact?
29. Turn open-ender, one card, exact?
30. Gutshot outs?
31. How often must a $\frac{1}{2}$ -pot bluff work?
32. Bluff a calling station?
33. Best target for a steal?
34. Big river bet at micro stakes usually means?
35. What's a semi-bluff?
36. At 10bb, raise small or push/fold?
37. BTN push range at 10bb?
38. Bankroll for NL5?
39. Bankroll for \$3 MTTs?
40. One tilt fix?

Answers

1. 2 · 2. One seat left (clockwise) · 3. UTG, left of the big blind · 4. First active player left of the button · 5. To \$7 · 6. \$30 · 7. \$40 (B and C) · 8. Split pot · 9. First player



left of the button · **10.** Full house > flush > straight · **11.** 3.03% · **12.** 5.9% · **13.** 11.8% · **14.** Q♥J♥ · **15.** J-10 · **16.** Set of kings · **17.** 85.5% · **18.** 26.8% · **19.** +2.8 pts · **20.** 87o · **21.** Fold (Tier 2) · **22.** Raise (Tier 3) · **23.** Re-raise · **24.** Fold · **25.** About ½ pot · **26.** 25.0% · **27.** 33.3% · **28.** 35.0% · **29.** 17.4% · **30.** 4 · **31.** 33.3% · **32.** No · **33.** A tight player (rock) in the blinds · **34.** Strength · **35.** A bet with a draw · **36.** Push/fold · **37.** About 31.8% · **38.** \$150-\$200 · **39.** \$450-\$600 · **40.** Take a break / stop-loss

Scoring: 36+ excellent: move on to a specialist guide; 28-35 good: review the chapters you missed; under 28: repeat the 30-day plan's weak days.

Next steps: the Flawless Poker Guide Series

Your next goal	Read next
A shorter refresher	The Flawless Poker Beginner's Guide to Texas Hold'em
Tournaments from the ground up	NLHE Tournament Study Guide
Single-table Sit-and-Gos	8-Player Tournament / Sit-and-Go Study Guide · 3-Max No-Limit Hold'em Sit-and-Go Guide
8-handed SNGs in depth	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
Heads-up	Heads-Up No-Limit Hold'em Guide
Cash games	6-Max No-Limit Hold'em Cash Game Study Guide · NL50 6-Max Profit-Protection Study Guide · 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
Big tournaments	Large-Field MTT Guide (200+ Entrants, 8-Handed)

Study material for use away from the table, not for real-time use during play. Charts are simple guidelines, not solver output. Only play with money you can afford to lose, and only where it's legal for your age and location (18+, or 21+ where required).



A brighter game ahead

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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.

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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.