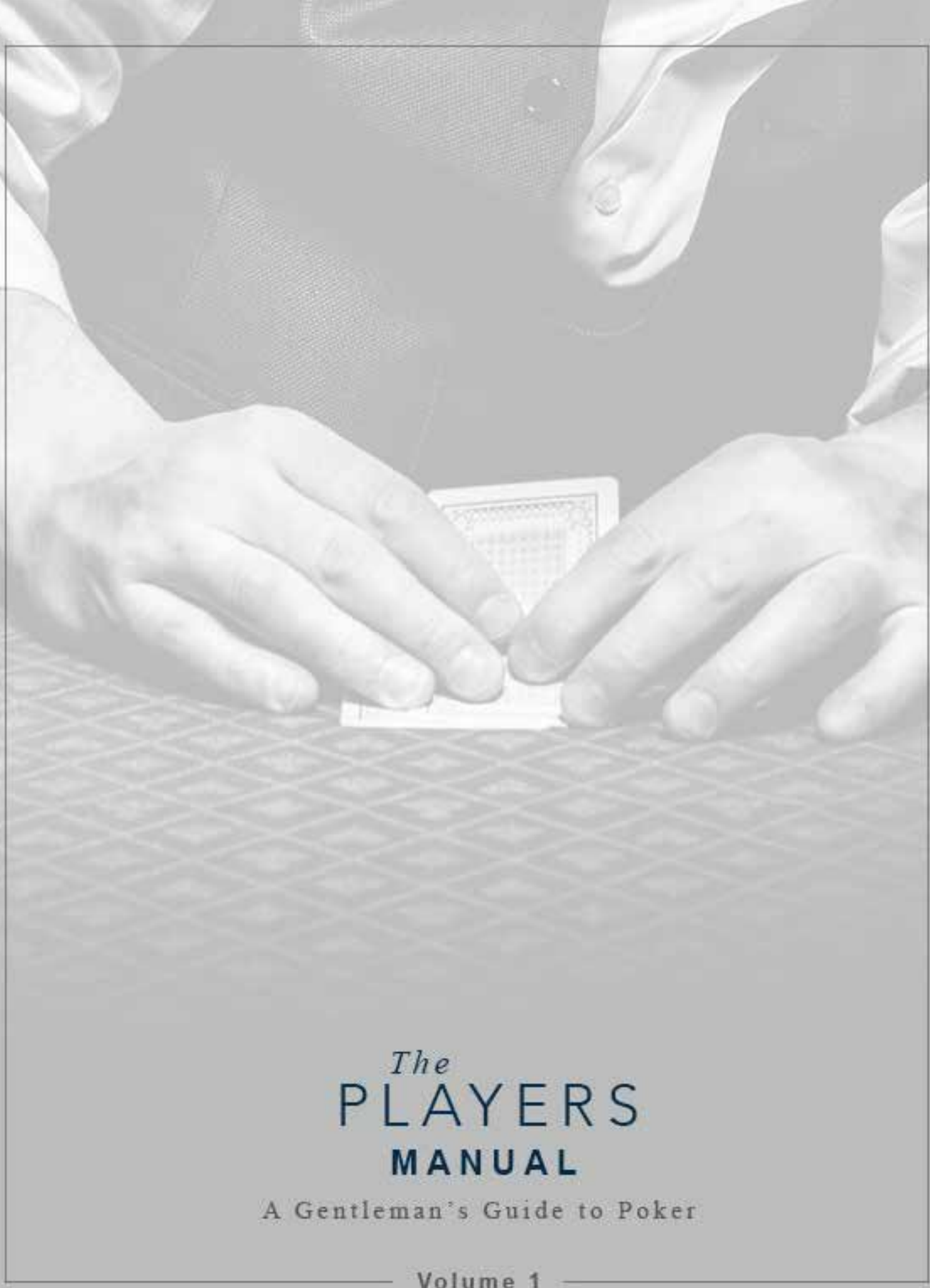


A Gentleman's Guide to Poker

The
PLAYERS
MANUAL





The
PLAYERS
MANUAL
A Gentleman's Guide to Poker

Volume 1

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“

The mark of a top player is not how much he wins when he is winning, but how he handles his losses

”



Bobby Baldwin

former youngest World Series of Poker main event winner
and ARIA Resort & Casino President & CEO.

Etiquette DO'S & DON'TS

Do's



Always accurately represent your action and never slow roll



Know verbal declarations are binding



Play at your comfort level - don't play at a higher limit if you are not comfortable



Be polite and always keep your cool – win or loss



Always state your bet clearly



Allow every player to play their own game as long as it is within the house rules

Don'ts



Stall or Delay the game - pay attention when it's your turn



Don't ask another player to see their cards after they muck



Don't reveal your cards to other player at the table



Don't String Bet or Splash the pot



Don't talk about the hand in action, speculate about another player's hand, provide a play-by-play or talk strategy



Don't assume anyone will help you - at the tables, it's one person per hand

What is a **TELL?**

A tell is an unconscious action that is thought to betray an attempted deception

“

Trust everyone,
but always cut the cards

”



Benny Binion

Creator of The World Series of Poker Championship.

Some of THE MOST COMMON TELLS*

Leaning forward or backward.
Suddenly bolting upright can usually indicate a *strong hand*.



Aggression or forceful betting is a classic case of *weak-means-strong, strong-means-weak*.

Impatiently wanting to bet can indicate a *strong hand* and those who are bluffing usually tend to take extra time.



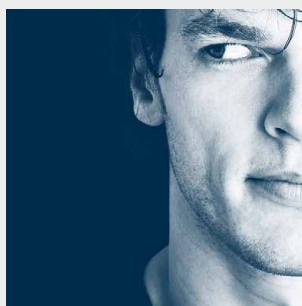
Holding breath or staying very still can often indicate a weak hand as the player is trying to avoid being noticed.

Dilated pupils or eyes suddenly widening can usually indicate the play made a strong connection.



Checking hole cards after flop usually indicates a *weak hand* as the player attempts to make a meaningful connection.

Shaking hands can indicate excitement and often means the player has a *strong hand*.



Looking away or not making eye contact applies mostly to *novice players* are bluffing as to avoid giving away any signs.

Playing with jewelry can indicate nervousness. When this anxiety is genuine, it often means the player has a *monster hand*.



Forcing a smile can indicate an effort to disguise discomfort and usually indicates a *weak hand*.

“
...Bluffing is really tough now,
because there is always someone
who calls me on the off-chance they
read a world champion’s bluff
”



Chris Moneymaker

the first person to win a World Series of Poker Championship
by qualifying on an online poker site.

*These may or may not be tells depending on the individual player. Be keen and stay sharp.

Poker **VARIANTS**

STUD GAMES - 7 Card Stud
DRAW GAMES - 5 Card Draw
COMMUNITY CARD - Texas Hold'em

“If you’re playing a poker game and you look around the table and can’t tell who the sucker is, it’s you”



Paul Newman

Actor from *The Sting*.



STUD GAMES

Depending on the specific game, players will be dealt a specific number of cards, usually 5 or 7, and then must use these cards to make their best hand.

7 CARD STUD

Players are dealt two hole cards, along with a card face up. After these initial cards are dealt, a round of betting takes place based on the lowest showing card, *(in case of 2 players holding lowest card e.g. both players showing a deuce, the lowest card will be determined by suit alphabetical with Spades being highest).*

Players are then dealt three cards face up with a betting round after each. One last card is dealt face down followed by another round of betting. Players then use their best 5 cards for the final showdown.



DRAW GAMES

Depending on the specific game, a player is dealt a complete hand and then may choose to trade in cards.

5 CARD DRAW

Players are dealt 5 cards face down followed by a round of betting before the first draw. Players are then allowed to discard unwanted cards before drawing new ones from the deck. Another round of betting then takes place with the best hand taking the pot.



COMMUNITY CARD

In these types of games, players are dealt what are referred to as hole cards, or cards that are uniquely theirs. They then use a combination of their hole cards and community cards to make their best hand. All other players in the game can also use the community cards as well.

TEXAS HOLD’EM

Every player is dealt two cards face down followed by a round of betting. Three “flop” cards are then dealt as community cards followed by a round of betting. Another round of betting takes place after the fourth community card, or “turn” is dealt.

Lastly, the fifth community card, or “river” is dealt followed by a round of betting. Every player must make their best hand from a combination of hole and community cards to take the pot.

Poker TERMINOLOGY

TERMS • PLAYER TERMS • BASIC HAND TERMS • ADVANCED HAND TERMS

“

You get your chips your way,
I'll get my chips mine

”



Phil Ivey

Won ten World Series of Poker bracelets, one World Poker Tour title and appeared at nine World Poker Tour final tables.

ANTE	The minimum amount any player must gamble to get into the action. This helps ensure everyone has a stake in the game and do not fold instantly if dealt weak cards. Common in stud poker.
BLIND	Similar to an ante, except only two players are required to commit to the game before seeing their hand. Typically they are split into a big and small blind and will rotate players. All remaining players must either call or raise to stay in the game.
CALL	When a player chooses to match the previous bet in order to stay in the game.
RAISE	To bet more money than the amount required to call, this forces the other players to bet more to stay in the game. Raising the bet.
CHECK	When no new wager has been made and a player chooses to bet zero. This passes the action on to the next player.
CHECK RAISE	A deceptive strategy where a player checks when it is their turn to bet and after another player bets, then proceeds to raise that player's bet.
HAND	A player's best 5 cards.
FOLD	To discard or throw away your hand, forfeiting claim to the current pot.
MUCK	To fold or discard your hand without revealing your cards, often done after a showdown. This is also a term for a pile of face-down cards near the dealer that are out of play.
POT	The total amount of money in the center the player with the best hand will win.
BLUFF	Raising or better with a weak hand in an effort to get your competition to fold.
LIMIT	A game where the bet amount is fixed, with a predetermined minimum, maximum and number of raises.
NO LIMIT	A game where a player can bet any amount as long as it is on the table.
POT LIMIT	A game where the maximum bet is equal to the total amount in the pot.

ALL-IN	When a player bets all of their chips in the current hand.
SIDE POT	A separate pot for all remaining players after one player has gone all-in.
SHOWDOWN	In a game, if more than one player remains after the last round of betting, all players remaining will show and compare their cards to determine the winner.
FLASH	Term referring to any card which has accidentally been exposed to at least one player must be shown to all players before being discarded to the muck pile.
BOARD	Term that can refer to the set of community cards in a game, or set of face up cards in a stud style game.
FLOP	In community card style games, these are the first three cards, dealt face up after the first round of betting.
TABLE STAKES	The limit on the amount a player can win or lose in the play of a single hand. A player may bet no more than they had on the table at the beginning of that hand and cannot go back to their pocket for more money once a hand is dealt.
TURN	In community card style games, this is the fourth card dealt after the flop.
RIVER	In community card style games, this is the fifth and final card dealt.
HIGH-LOW GAMES	Game where the pot is split equally between the player with the best hand and the player with the low hand.
RAGS	Weak or worthless cards in a hand.
RAKE	The amount of money taken in by the house after a hand.
SPLASH THE POT	A poker faux-paus where a player throws chips into the pot in an aggressive and disruptive way, making it hard for the other players to know how much was bet.
STRING BET	An often illegal move where a player does not verbally declare his intention to raise, pulls out chips to call and reaches back to his stack to grab more chips for a raise.
SLOW ROLL	When a player makes another player believe they have won the hand and then reveals a much stronger hand.

Basic Hand TERMS

ROYAL FLUSH

Generally the highest hand possible. This is made up of the highest 5 denominations of the same suit.
For example: A, K, Q, J, 10 of hearts

♥

♥

♥

♥

♥

A

K

Q

J

10

STRAIGHT FLUSH

This is made up of 5 cards in denomination sequence of the same suit.
For example: 5, 6, 7, 8, 9 of diamonds

♦

♦

♦

♦

♦

5

6

7

8

9

The odds of getting a Royal Flush are 649,740 to 1.

FOUR OF A KIND

This is made up of four cards of the same denomination.
For example: 10 S, 10 H, 10 D, 10 C, K

♥

♣

♠

♦

♦

10

10

10

10

K

FULL HOUSE

This is made up of three cards of one denomination and two cards of another denomination.
For example: K D, K C, K S, 5 H, 5 S

♦

♣

♠

♥

♠

K

K

K

5

5

FLUSH

This is made up of 5 cards in the same suit but not the same denomination.
For example: Q H, 10 H, 7 H, 6 H, 3 H

♥

♥

♥

♥

♥

Q

10

7

6

3

STRAIGHT

This is made up of 5 cards in denomination sequence.
For example: 4, 5, 6, 7, 8

♥

♣

♠

♦

♦

4

5

6

7

8

THREE OF A KIND

This is made up of 3 cards of the same denomination.
For example: 5, 5, 5, Q, 7

♥

♣

♠

♣

♥

5

5

5

Q

7

TWO PAIR

This is made up of 2 cards of one denomination and two cards of another denomination.
For example: Q, Q, 7, 7, 2

♥

♠

♠

♣

♥

Q

Q

7

7

2

ONE PAIR

This is made up of two cards of the same denomination.
For example: Q, Q, A, 3, 4

♦

♠

♠

♣

♦

Q

Q

A

3

4

Player TERMS



DONKEY

A player who clearly doesn't know how to play and appears to be making bad decisions and throwing away money. Previously referred to as a fish.



CALLING STATION

A person who often calls and rarely raises. This person is usually seen as weak and passive.



TILT

An emotional player with no discipline making highly aggressive and less than optimal moves in order to win.



SHARK

A professional player.

Advanced Hand TERMS

BULLETS/POCKET ROCKETS

Term for holding a pair of aces.

♥

♠

A

A

TRIPS

This occurs when two cards of the same rank appear on the board, while you hold another one of them in your hole cards.

♥

♣

♦

7

7

7

BIG SLICK

Term for two card holding of an ace and a king.

♦

♠

A

K

QUADS

Another term for four of a kind.

♥

♣

♠

♦

9

9

9

9

POCKET PAIR

When two of a player's hole cards make a pair.

♦

♠

J

J

BOAT

Another way of referring to a full house.

♥

♣

♦

♠

♦

3

3

3

8

8

SET

When holding a pocket pair, a set is created by having another card of the same rank appear on the board.

♣

♥

♦

5

5

5

Facts & INFORMATION

There are a total of 2,598,960 possible hands of poker with a 52 card deck



Poker, as we know it, is said to have originated in New Orleans and was originally played with only 20 cards and 4 players. The players would each be dealt 5 cards and bet on who they thought had the best hand.

Poker chips were fashioned by saloons and gambling houses in the 1800's as a way to standardize trading tokens.

The chips were made from ivory, wood, clay and bones and decorated.

In 1937 playing card companies tried, and failed, to add a fifth suit to a standard deck of cards.



There are over 70 million poker players in the United States alone, with the majority of them playing online poker.



The first game of Texas hold'em was played sometime in the 1900's in Robstown, Texas.

Doyle Brunson, one of the first people to bring the game of Texas hold'em to Las Vegas in 1967.

The first televised poker event was The World Series of Poker on CBS in 1973 for a GRAND PRIZE OF \$130,000.



The World Series of Poker has been won twice, back to back, with 10-2. Interestingly enough, both times it was won by Doyle Brunson.



The World Record for longest poker game was set in 2010 by Phil Laak, who played for over 115 hours.

Playing **CERTAIN CARDS**

There are very few hands you should consider betting on

“

I guess if there weren't luck involved, I'd win every time

”



Phil Hellmuth

Winner of 14 World Series of Poker bracelets, the most in history.

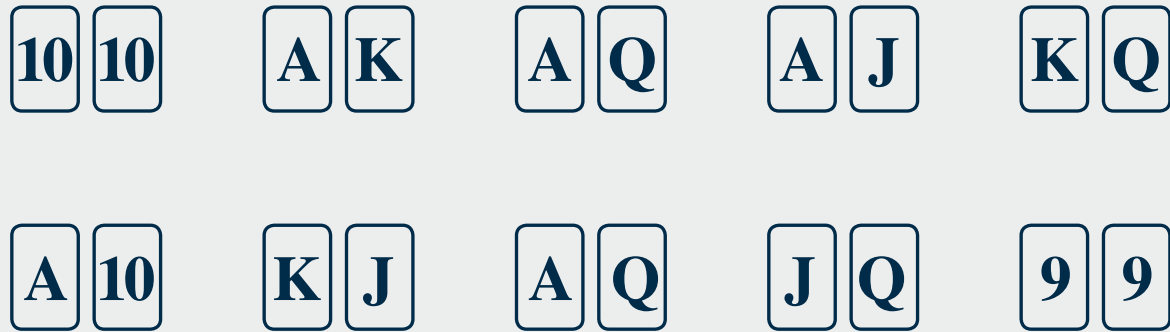
Playing Certain CARDS

A good rule of thumb to remember when playing poker, especially as a beginner, is that not every hand is worth playing. In fact, there are very few hands you should consider betting on.

Texas Hold'em, there are 5 Hands which are considered premium and *worth playing almost every time*.



In addition to these 5, there are 10 more quality hands to play as a beginner. Once you become more comfortable with the game, you can consider adding more to your list.



It is important to remember when playing poker, especially Texas hold'em, a lot can change with the addition of the community cards. Knowing when to play certain cards is where the true skill in poker comes from.



For example, pocket aces are widely considered the best hole cards to have. While this is true, they are more valuable early on because a lot can happen on the flop.

SOURCES

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