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A standard package of 52 cards is used. Poker Arm Five kind of - This is the biggest possible hand and can only occur when at least one card is wild, like a joker. Examples of five kind would be four 10s and a wild card or two queen and three wild cards. Straight Flush - This is the highest possible hand when only standard packaging is used, and there are no wild cards. Straight flush consists of five cards in a row of the same suit, for example, hearts of 10, 9, 8, 7, 6. Four kind - This is the other top side. The sample is four aces or four 3s. Whole House - This colorful hand is made up of three cards of one rank and two cards in the other rank, such as three 8s and two 4s. Flush - Five cards all of the same color, but not all in a row, are flush. For example, Q, 10, 7, 6 and 2 clubs. Straight - Five cards in a row, but not all suit of the same color are straight. The example is ♠9, 8♣, 7♠, 6♠, 5♥. Three a kind – This combination has three cards of the same rank, and the other two cards for each of the different rank, such as three slots, seven, and four. Two pairs - This hand is a pair of one rank and another pair of other ranks, plus any fifth card of the other rank, such as Q, Q, 7, 7, 4. One pair - This common combination is just one pair with the other three cards is of different rank. The sample is 10, 10, K, 4, 3. There is no pair - This very common hand is nothing. None of the five cards paired, nor all five cards of the same color or consecutive rank. When more than one player does not have a pair, the hands are judged by the highest card, each hand is that ace-high hand beats the king's height hand, and so on. Game object Before and after each card(s) is revealed, players take turns to build. To stay in hand and see another card, all players need to put the same amount of chips in the bank as each other. The best poker hand wins the pot. Deal Each player is dealt two cards in their eyes only. The dealer spreads five cards - three at once, then another, then another - which can be used by all players to make their best possible five-card hand. Play In Hold'em, each player is dealt two private cards (known as hole cards) that belong to them separately. Five common cards are handed out on holiday to form a board. All players in this game use these common community cards along with their hole cards each to make their best possible five-card poker hand. Hold'em, a player can use any combination of seven cards available to make the best possible five-card poker hand using zero, one or two of them private hole cards. Hold'em blinds, a cursor called a button or dealer button, indicates which player is game dealer. Before starting the game, the player immediately clockwise from the message messages on the button small blind, first forced bet. The player is immediately clockwise from small blind posts to the big blind, which is usually twice the size of a small blind, but the blinds may vary depending on the stakes and betting structure is played. In limit games, the big blind is the same as a small bet, and the small blind is usually half the size of a big blind, but can be larger depending on the stakes. For example, the \$2/\$4 limit game for the small blind is \$1 and the big blind is \$2. In the \$15/\$30 Limit game, the small blind is \$10 and the big blind is \$15. Pot Limit and No Limit games, games are indicated the size of their blinds (for example, the \$1/\$2 Hold'em game is a small blind \$1 and a big blind \$2). Depending on the exact structure of the game, each player may also be required to write an ante (another kind of forced bet, usually lower than any blind, posted by all players at the table) to the bank. Now, each player gets his two hole cards. Betting action takes place clockwise around the table, starting with the player under the weapon (immediately clockwise from the great blind). Player betting options Hold'em, as in the case of other forms of poker, possible actions are times, check, bet, call or pose. Exactly what options are available depend on the actions taken by previous players. If no one has yet made a bet, the player can check (refuse to bet but keep their cards) or bet. If a player has a bet, then subsequent players can fold, make calls or pose. The call is to match the amount that the previous player has bet on. The pose is not only in line with the previous bet, but also to increase it. Pre-Flop After seeing their hole cards, each player now has the opportunity to play his hand on the phone or raise a big blind. The action begins to the left of the great blind, which is considered a live bet in this round. This player has the ability to fold, make or pose. For example, if the big blind was \$2, it would cost \$2 to call, or at least a \$4 increase. The action then takes place clockwise around the table. Bets continue in each betting round until all active players (who did not attend) have made the same bets in the bank. Flop now, three cards are dealt attentively on the board. It's called a flop. Hold'em, three cards on the flop are community cards available to all players still in hand. Bets on the flop begin with the active player immediately clockwise from the button. Betting options are similar to a pre-spy, but if no one has stayed before, players can choose to check, pass the action to another active player clockwise. Turn When the betting action ends with a flop, the turn is handed out open on the board. The queue is the fourth hold'em card (and sometimes also called called street). The next round of bets begins, starting with the active player immediately clockwise from the button. River When betting action is completed turn round, river or Fifth Street is dealt to flip on the board. River is the fifth and final community card in Hold'em. Bets again start with the active player immediately clockwise from the button, and the same betting rules apply as flop and turn, as explained above. Showdown If there is more than one remaining player when the final betting round is completed, the last person to bet or raise shows their cards, unless there was no bet in the final round, in which case the player immediately clockwise from the button first shows his cards. A player with the best five card poker hand wins the pot. If the hands are the same, the bank will be equally divided among the players with the best hands. Hold'em rules state that all costumes are equal. After the bank is awarded, a new hold'em hand will be ready to play. The button is now moving clockwise to another player, the blinds and antes are re-announced, and each player is given new hands. Page 2 Standard package of 52 cards is used. Poker Arm Five kind of - This is the biggest possible hand and can only occur when at least one card is wild, like a joker. Examples of five kind would be four 10s and a wild card or two queen and three wild cards. Straight Flush - This is the highest possible hand when only standard packaging is used, and there are no wild cards. Straight flush consists of five cards in a row of the same suit, for example, hearts of 10, 9, 8, 7, 6. Four kind - This is the other top side. The sample is ♠9, 8♣, 7♠, 6♠, 5♥. Three a kind – This combination has three cards of the same rank, and the other two cards for each of the different rank, such as three slots, seven, and four. Two pairs - This hand is a pair of one rank and another pair of other ranks, plus any fifth card of the other rank, such as Q, Q, 7, 7, 4. One pair - This common combination is just one pair with the other three cards is of different rank. The sample is 10, 10, K, 4, 3. 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