



## How the Game Works

Each player gets 2 private hole cards. Five community cards are shared in the middle.

You make the best 5-card hand from any mix of the two - use 2, 1, or even 0 hole cards.

There are 4 betting rounds: preflop, flop, turn, river. Best hand at showdown wins the pot, or you win earlier if everyone else folds.

## Hand Rankings strongest at the top

HAND	EXAMPLE	WHAT IT MEANS
1 <b>Royal Flush</b>	A K Q J 10 ♠	Best possible hand
2 <b>Straight Flush</b>	9 8 7 6 5 ♥	5 in a row, one suit
3 <b>Four of a Kind</b>	Q Q Q Q	Four of the same rank
4 <b>Full House</b>	K K K 7 7	Three of a kind + a pair
5 <b>Flush</b>	A J 8 5 2 ♦	5 same suit, any order
6 <b>Straight</b>	10 9 8 7 6	5 in a row, mixed suits
7 <b>Three of a Kind</b>	8 8 8	Trips, also called a set
8 <b>Two Pair</b>	A A 9 9	Two different pairs
9 <b>One Pair</b>	J J	One matching pair
10 <b>High Card</b>	A K 7 4 2	No combination made

Tie-breaker: same hand type? Compare the highest cards. Identical 5 cards split the pot.

## The Four Betting Rounds

PREFLOP	FLOP	TURN	RIVER
<b>0 cards</b> Act on your 2 hole cards	<b>3 cards</b> First shared cards appear	<b>+1 card</b> Fourth community card	<b>+1 card</b> Fifth and final card

Showdown: if two or more players remain after the river, the best 5-card hand wins the pot.



## Who Acts First?

**Preflop:** first player left of the big blind acts first.

**After flop:** first player left of the dealer button (button acts last).

**Memory trick:** before the flop -> left of BB. After the flop -> left of the button.

## Betting Actions the only four things you can do

**Fold** Give up the hand.

**Check** Pass with no bet live.

**Call** Match the current bet.

**Bet / Raise** Add chips or increase the bet.

## Strong Starting Hands play these with confidence

AA KK QQ JJ — AK AQ — TT-77 — suited broadways (KQs, QJs, JTs)

## Simple Home-Game Chip Setup 200 value = 100 big blinds at 1/2

CHIP	VALUE	PER PLAYER	TOTAL
White	1	20	20
Red	5	16	80
Blue	25	4	100

## Common Beginner Mistakes

- Thinking you must use both hole cards - the best 5 cards win, period.
- Forgetting the action order changes after the flop.
- Playing any ace; weak aces make second-best pairs.
- Chasing every draw - continue only when the price is right.

**Tip:** print one copy per player and keep it beside the table for your first few sessions.