



# NUTS POKER

It's the nuts!

## Nuts Poker Guide

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## Texas Hold'em

### How to Play

Texas Hold 'em starts out by dealing out two cards to every player (called pocket cards), followed by a round of betting. Then the dealer takes the top card from the deck and puts it aside. This is called a burn card. After the top card is burned, the dealer places the next three cards face up on the table. This is known as the flop. These cards are community cards, which mean that everyone can use them to make their best possible hand. Then there is another round of betting. The dealer then burns another card and flips the next community card from the deck face up. This card is known as the turn card. Another round of betting. Finally the dealer burns another card, and flips over the last community card. This card is known as the river card. The players have one last round of betting, and the high hand wins it.

### Betting

You can specify just about any kind of betting limits that your group of poker players is comfortable with, but the ultimate version of this game is called no limit. This means that there is no limit on the betting in the game, but you cannot bet more than someone has to match. If someone bets all of their money, this is called going all in, and it becomes the last bet of that game, at which point the players that have called may flip their cards over and the dealer turns up any remaining cards to find out who wins the big pot.

### Blinds

Blinds are a form of betting in Texas Hold 'em. Quite literally, they mean "blind betting", which means that certain players are betting regardless of what cards they hold. These players are always to the left of the dealer. Before the cards are even dealt the player to the left of the dealer will put in his blind. After the cards are dealt, the next player in line will then be forced to call, raise, or fold as if the first player bet the blind. When the action comes back around the table the player who put in the blind has the option of raising his blind if it wasn't raised already. After the flop, betting starts left of the dealer as normal. Obviously, when you are using blinds, it gives certain advantages to the position of each player. That is why it is important that the deal moves around the table, giving each player a chance to be in the blind position. If you are playing at a Casino, they will use a

button to simulate the dealer position. When you are using blinds, there is no ante. The amount of the blind can be anything the players agree on.

#### Double Blind

If you are playing with five or more players, it can be a good idea to use a double blind. In this case the person to the left of the dealer puts up the small blind, and the next player puts up the big blind. The small blind is always half of the big blind.

## **Poker Variations**

### **Draw**

#### Five Card Draw

Deal five cards to each player. Betting Round. Players can discard up to three cards for new ones. Final betting round. This game is open to wild cards (dealers choice).

#### Double Draw

Same as 5 Card Draw, but adding a second draw (and betting round) where each player can discard & draw only one card.

#### Jacks or Better (Trips to Win)

Same as 5 Card Draw, but after the first deal, players must have a pair of Jacks or better to open (which means place a bet). If no bet is placed, the cards are reshuffled, and the game starts over (with another ante). When a player opens and cards are drawn, a player must have at least three of a kind to win the game. If no one has three of a kind, the game is redealt.

#### Spit in the Ocean

Same as 5 Card Draw but with four cards dealt to each player, and a fifth card dealt face up on the table. This card, and cards like it, are wild for everyone (so everyone has at least one wildcard). It proceeds as normal draw poker (players can discard up to three cards).

#### Anaconda (Pass the Trash)

Seven cards are dealt to each player. Each player passes three unwanted cards to the player to their left. Each player discards two cards, and places the remaining cards in any order face down on the table. Players flip one card followed by a betting interval until each player has one remaining card face down. The final bet is placed without seeing the last card of fellow players.

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The object of this game is to get as close to either 7 or 27 without going over. Aces count as either 1 or 11, and all face cards count as ½. Each player is dealt one card down and one card up, followed by a betting round. Then each player has the option of getting another card face up, followed by a betting round. This continues until no players want any cards, at which time the pot is split by the closest to 7 and the closest to 27. This game usually has a lowered maximum bet.

### **Guts**

#### Basic Guts

Two cards are dealt to each player (only pairs and high cards can win the game). Each player holds his cards approximately two inches from the table (face down). The dealer says "1..2..3...Guts!" at which time each player either holds his cards or drops them. The best hand holding wins the pot, and players who held and lost match the pot (a limit can be put on the game). If all the players drop, everyone re-ante's and the game continues. The game ends when only one player stays.

After every round, the players cards are put into a discard pile, and new cards are dealt from the top of the deck. The deck is reshuffled only after it can no longer deal a new game.

#### Monte Carlo

Same as Guts, but with three cards. Straights and Flushes can be played, Trips beat both, and a Straight Flush beats Trips. Some people play this game with a "Granny". The winning player has to beat an imaginary player, taking three cards off the top of the deck. If the "Granny" wins, the player has to match the pot and the game continues.

#### Screw Your Neighbor

Same as Monte Carlo, but after the cards are dealt, each player passes an unwanted card to the left. Game play continues as normal.

### **Stud**

#### 5/7 Card Stud

Deal two cards face down, and one card face up to each player. Betting round. Deal the next four cards (or two in five card stud) face up followed by a betting round for each one. Deal the last card face down followed by a final betting round

#### Low in the Hole

Same as 5/7 card stud. but with the lowest card face down in each players hand wild. Players can pay to have the last card placed face up so it cannot change their wild card (dealers choice).

#### Baseball

Same as 7 card stud but with 3's and 9's wild. If you get a 4, you can buy an extra card face down (the dealer calls the purchase price). Some dealers call the 4's progressive, meaning the extra card for each 4 gets more expensive as the game goes on. Some dealers also play variations where you have to buy your wild cards or be forced to fold.

#### Midnight Baseball

Same as Baseball, but all seven cards are dealt face down. Players DO NOT look at their cards, and place them in any order in front of them. The player to the left of the dealer starts by turning over his top card and betting (or calling). The next player in line then has to turn over his cards one at a time until they beat the previous player's card(s), followed by a betting round. Play continues like this until there is a winner. If a player turns over all of his cards and cannot beat the previous player's cards, they are out of the game, and the betting for that round reverts to the previous player.

#### Roll Your Own (Mexican Stud)

Deal three cards to each player. Each player places one of the three cards face up on the table (this is called the roll), followed by a betting round. Deal one card to each player, and repeat the roll, until all seven cards are dealt. Some dealers call this game that you do not roll your last card.

#### Shifting Sands

Same as Roll Your own. but the low card in the hole is wild.

#### Follow the Queen

Same as 7 Card Stud, but every time a queen is dealt face up, the card that follows it is wild. If after one card is declared wild and another queen comes up, the wildcard changes, and the previous card is no longer wild. The last card can be dealt face up if a player desires it. Some people play that all queens are wild

as well, and some play only queens in the hole are wild. Other people play that the queen of spades is the 'Black Mariah", and if she is dealt face tip the game starts over, reshuffling the deck, with another ante.

444

All 4's are wild. Four cards are dealt face down to each player, followed by a round of betting. One card is then dealt face up to each player with a round of betting, an continues until four cars are dealt face up.

### **Hold'em**

Omaha

Same as Texas Hold 'em, but players are dealt four cards. Each player must use only two of their pocket cards to make the best possible five card hand.

Cincinnati

Each player is dealt five cards down. Then five community cards are placed face down in the centre of the table. These cards are turned up one at a time, followed by betting intervals for each card.

Southern Cross

Each player is dealt either two, four, or five cards (dealers choice) and ten community cards are formed in a cross shape in the centre of the table (see diagram). These cards are turned over in a clockwise pattern (you can turn them one at a time, or together outside to inside) followed by a betting round. Each player can use the cards from only one of the rows of community cards.

Stupid Louie

Each player is dealt five cards. Ten cards are then put in two equal rows of five each on the centre of the table. The first card in the top row is turned over. If any player has a matching card, they must discard it to the table. Then the first card on the bottom row is turned over, which is a community card. There is a betting round. This continues until all the cards are turned over.

### **Hi-Lo**

Hi-Lo poker is a variation that can be added to most games. In it, the highest hand splits the pot with the lowest hand. The lowest possible hand you can get would be: 2 3 4 5 7 (no flush). Stud games, Anaconda, and Omaha are traditionally good games to play Hi-Lo, though just about any game can be played this way.

## Tactics

### Position

Your place on the table in relation to other players is a big factor when determining how to bet. If you are under the gull, which means that you are the first player to bet, your position is the weakest. The later you are in the round of betting the better, because you are learning about the other player's cards before it's your turn to bet (see Tells).

### "20 or 21"

These are the magic numbers. If your cards add up to 20 or 21 you have a pretty good hand before the flop. Aces count as 11 and face cards count as 10.

### Playing the Ace

The chances of getting an ace down is 1 in 6, which is probably higher than you thought. So if you get an ace, there is a decent chance someone else did, which means only play an ace that is paired with a relatively high card, depending on how many players are in your game.

### Playing the Pair

One of the biggest mistakes new players make is thinking that holding a pair is automatically a good hand. Yes, a pair of Ace's is the best hand you can hold. But what about a pair of 6's? After the flop, if no 6's showed, the probability of someone pairing a higher card is good, and suddenly your 6's don't look so hot anymore.

### Stealing the Blinds

This is when you bet big right off the bat in order to get a quick easy pot. It is best played in late position after everyone checks. It is also a good idea to play it with decent pocket cards, just in case most people call your bet.

### Outs

An out is a card that will help your poker hand. For example, if you have two queens, and one queen on the flop, you only have one out left. However, you may be holding a possible flush/straight draw, which can give you many more possible outs. A simple way to use this knowledge is to calculate the odds of picking up a card that will help you. Once you have an idea of how many outs you have, multiply that number by 4, and you will have a rough percentage of your chances of getting that card on the flop. Multiply it by two for the turn and river cards.

### Pot Odds

The amount of money in the pot versus the amount of money you have to put into it to stay in the game is called the pot odds. If the pot has £12, and the bet is £3, then the pot odds are 4:1. If you compare this with your hand, your betting decision can become quite clear. For example, if you are looking to make a flush on the river, using the outs method (see above) you deduce that your odds are around 18%, or 1:5, and if the call on the pot is, say 4:1, you probably should fold. This also comes in handy when deciding whether or not to bluff. If you feel you have a one in four chance of pulling off the bluff, the pot odds must be greater than 4:1.

### Bluffing

Bluffing takes on even more of an art in Texas Hold 'em than in any other game, especially when you are playing no limit. The first thing to consider is position. Late position is best. Second, consider the pot. Is it worth the risk? Third, consider how much money you have. Bluffing is harder when you don't have much money. Lastly, feel it. Do the other players give you the credibility you need at this moment?

## **Lingo**

### **Bicycle**

A five high straight (A 2 3 4 5). Also known as a Wheel.

### **Case Card**

The last card of a particular rank that has not been seen during a hand and is believed to be in the deck.

### **Chop Chop**

Splitting the pot when equal hands are drawn.

### **Drawing Dead**

Trying to make a particular hand that, even if it is made, cannot possibly win.

### **Free Roll**

When you have the nuts with more cards to come.

### **Gut Shot**

An inside straight draw. (ie: you hold A K J 10 7)

### **Kicker**

The highest card in your hand that does not make a pair or trips.

### **Limp In**

To call another players bet with a weak hand.

### **Muck**

To fold and throw your hand into the discard pile; the discard pile itself.

### **Nuts**

The best possible hand that can be made in any given situation of a game.

### **Playing the Overs**

An agreement among the players left in a game who want to play a higher limit.

### **Rock**

A poker player who has a reputation for playing consistently low risk poker.

### **Rounder**

A poker player who plays a game nearly every night.

### **Rush**

Winning several poker games close together in a short period of time.

### **Slow Play**

To play your hand in a much weaker manner than it would normally call for in order to disguise its strength for a future betting round.

### **Under the Gun**

Playing in the first position to the left of the dealer.

## **Casino Etiquette**

**If Unsure, Ask other Players to Read Your Hand**

After all the betting is over, flip your cards and let the more knowledgeable players help you.

**Bet in Turn**

Not only is it respectful, but it maintains the balance of the game.

**Don't Show Your Fold Cards**

When you fold, do not flip your cards over for others to see.

**No Rabbit Hunting**

Do not flip over other people's cards, or cards from the deck at the end of the game.

**Don't Splash the Pot**

Place your chips in the pot respectfully, like everyone else.

**Don't Take Forever to Make a Bet**

It's ok to take a little time to make a decision, but be reasonable about it.

**Tipping the Dealer (Optional)**

In a casino, tip the dealer if you felt they gave you an exceptional hand, or if you're playing home poker leave in the ante for a player who just gave you a good run for your money!

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