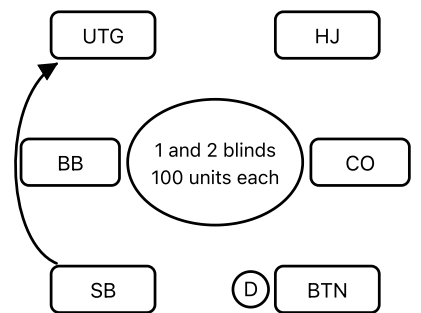


Texas Hold'em: deal and play your first hand

No-limit Texas Hold'em, 1/2 blinds, valueless units.

D marks the button seat



Deal starts at SB, one card at a time, clockwise

SET THE TABLE

- Take the jokers out of the 52-card deck and find something to use as the button.
- Count out 80 chips marked 1 and 140 chips marked 5.
- Give every player ten 1s and eighteen 5s, which is 100 units each.
- Leave the spare 20 1s and 32 5s in the middle as change.
- Write the two values where everyone can see them. Chip colours mean nothing on their own.

DEAL ONE HAND, IN ORDER

- Shuffle, offer the cut and put the button in front of the seat that deals this hand.
- The small blind puts in 1 and the big blind puts in 2, before any card leaves the deck.
- Deal one card at a time face down, from the small blind clockwise, until everyone has two.
- Betting starts before the flop, and the player left of the big blind acts first. The round runs until every player who can still act has acted and matched the largest bet, and the big blind keeps the option to raise even when nobody has raised.
- Burn the top card face down, then turn three face up: the flop. The first live player left of the button acts first from here on.
- Burn again, then turn a fourth card face up beside the flop. Another betting round follows.
- The last burn, then the fifth shared card. The betting round after it is the last one.
- Award the pot, take the cards in and move the button one seat clockwise.

Nobody has bet yet

Nobody has bet yet, so you can check or bet. A fold is also legal, and it gives up the hand.

You are facing a bet

You are facing a bet, so you can fold, call or raise. If the only new money since you last acted was an all-in smaller than a full raise, you can call or fold but not raise.

Heads-up changes the order. The button posts the small blind of 1 and the other player posts the big blind of 2, and the button is dealt last, so the big blind gets the first card. The button acts first before the flop and last on every street after it.

WHAT BEATS WHAT, BEST AT THE TOP

1 Royal flush



6 Straight



2 Straight flush



7 Three of a kind



3 Four of a kind



8 Two pair



4 Full house



9 One pair



5 Flush



10 High card



A hand is always exactly five cards, and the best five of your seven play. When two players make the same pair, the three cards beside it are compared from the highest down, and the first one that differs decides. Those three cards are the kickers. A tie across all five splits the pot, and no sixth card breaks it.

One hand, deal to showdown



Six seats, 100 units each, blinds 1 and 2.

THE POT AFTER EVERY STREET

STREET	WHAT THE PLAYERS DO	POT
Blinds	SB posts 1 and BB posts 2 before any card is dealt.	3
Preflop	UTG and HJ fold. CO calls 2. BTN raises to 6, which sets the street total at 6. SB and BB fold, and CO adds 4 to reach 6.	15
Flop 	CO acts first now and checks. BTN bets 10 into 15 and CO calls 10.	35
Turn 	CO checks and BTN checks behind. Nothing enters the pot.	35
River 	CO bets 12 and BTN calls 12. Both players have acted and the bets match, so the betting is finished.	59
Board	BTN CO	

Both players make a pair of queens. BTN plays $Q\spadesuit Q\heartsuit A\heartsuit 8\heartsuit 7\spadesuit$ and CO plays $Q\spadesuit Q\heartsuit 9\heartsuit 8\heartsuit 7\spadesuit$. BTN's ace outranks CO's nine as the third card, so **BTN takes the 59**.

An all-in smaller than a full raise does not reopen the betting. Blinds 1 and 2: A raises to 6, B calls 6 and C is all in for 8. C's increase of 2 is less than the last full raise of 4, so A faces 2 more and can call or fold.

WHEN A STACK RUNS OUT, THE POT SPLITS

Four players put money in over the hand: A 20, B 50, C 80 and D 10 before folding.

Board		A		B		C	
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THE POT	UNITS	WHO IS ELIGIBLE	WHO WINS IT
Main pot	70	A, B and C	A, with three kings
Side pot	60	B and C	B, with a pair of aces
Handed back	30	Nobody matched it	C takes it back

The main pot is the first 20 from each of A, B and C plus the 10 D left behind by folding: 70. The side pot is the 30 that B and C each put in above 20: 60.

Tournament Directors Association rules

The association published version 1.0 in 2024. The misdeal and all-in rules here come from it, and a tournament floor follows it once the event adopts it.

House rules of the cardroom

A cardroom's own rules govern its cash games and settle conventions such as the odd chip. They bind in that room alone. The PokerStars Live cash game rules are one published example.

Robert's Rules of Poker

Version 11 is the older reference behind home procedures such as replacing one exposed hole card. A room that publishes its own rules follows those instead.



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