

No Limit Texas Hold-em Tutorial For The Montclair Lions *“Winter Classic”*



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What we will cover

- The Game of Texas Hold-em
- How to Play & Win
 - Ranking of Poker Hands
 - Strength of your starting hand
- Betting
- You're the Dealer
- Tournament Play
- Winter Classic helpful notes

The Game –

- Two players in the “Big Blind” and “Small Blind” contribute their forced bet.
- Each Player receive two “Hole cards” from the Dealer, starting with the player to the left of the Big Blind bets on the strength of their cards.
- Three cards are “Flopped”, a second round of betting is conducted
- The “Turn card” is revealed (turned over), a third round of betting begins
- The River card is revealed, a fourth round of betting is conducted
- If all but one player Folds, the remaining player collects the Pot.
- If more than one player remains the cards are turned over. The winner is declared. If there is a tie the chips are divided among the players with equal hands. Odd chips go to the player closest to the dealer.
- The Dealer, Big Blind and Small blind move clockwise after each hand.
- The Blinds increase according to schedule in the program.

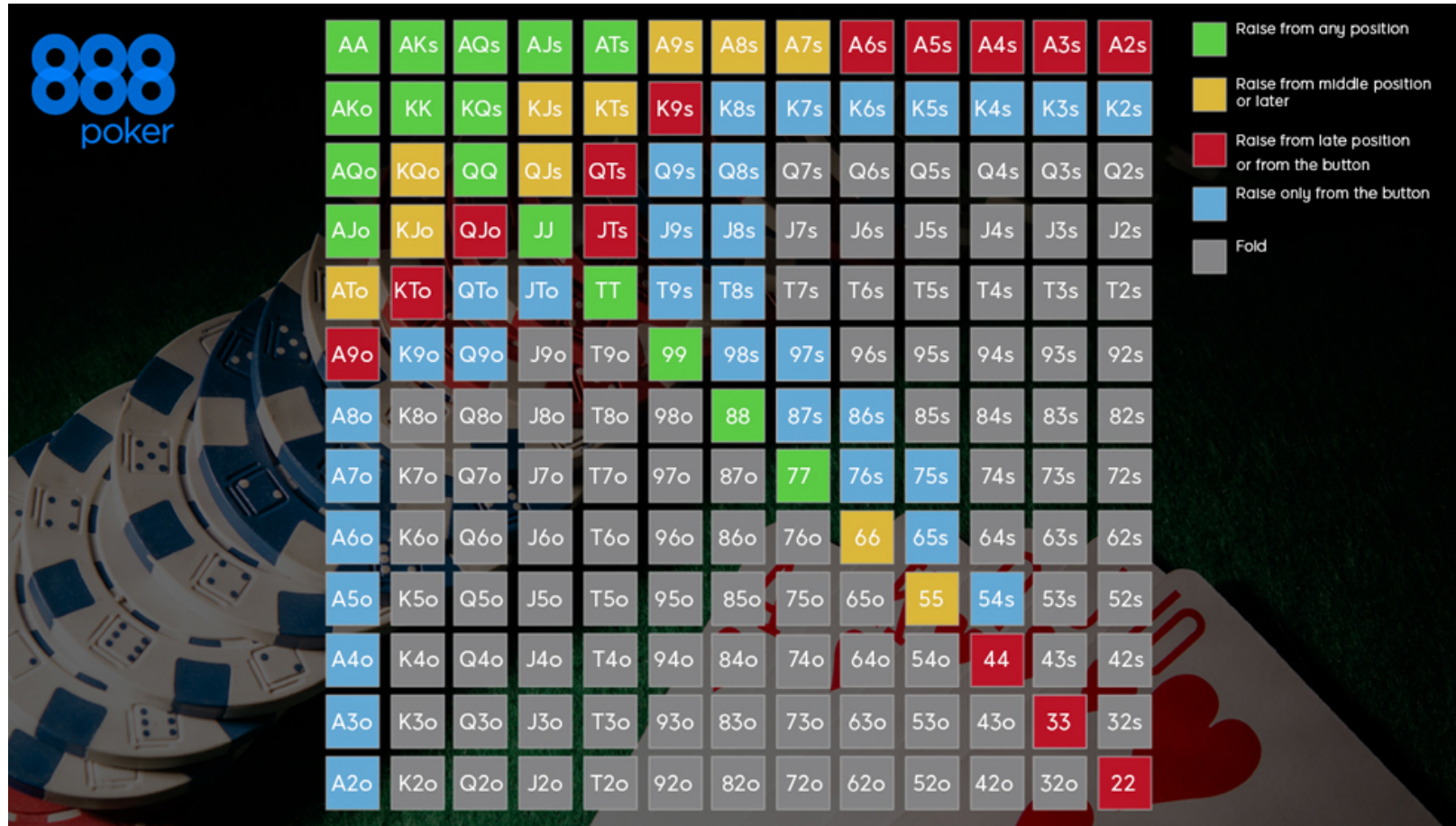
If you are Not Having Fun, you are Frustrated from not playing Correctly.

How to Play Texas Hold-Em – Win the Hand

- There are only TWO ways to Win a hand
 - “Show down”, after the betting has concluded turn your cards over and show the best hand of poker using the two cards in your hand and the five cards on the Board.
 - “Bluff”, during the betting rounds induce other players to fold their hand by making them believe your hand is stronger than theirs. You do not have to show your hand unless you are Called.
- Prepare to play each hand by knowing the strength of your two down cards vs. the potential strength of the other seven hands facing you and where you are in the betting order. How many players have yet to act, after you?
- Recognize potential of your hand with a “Coordinated board”.
- Know what “Position” are you in. First to Act, Middle Position, Dealer?
- Never add chips to a pot (Bet or Call) thinking you can’t afford to lose the chips you already contributed. **Only bet to Win.**

Look at the ranking of poker hands in your sample program

Strength of your Starting Hands –



BET! Pair of Aces, High Win Probability – **FOLD!** 2,3 Off Suite, Low Win Probability

Four Rounds of Betting –

- **Round 1**, After the Deal. The player after the Big Blind bets or folds. Bet must be equal to, or greater than the Big Blind. Continuing clockwise each player may “Call” (matches the previous bet), “Raise” (in an amount equal to or greater than the previous bet), or “Fold” cards are mucked. Betting continues until the last active player calls the last raise.
- **Round two**, After the Flop of three cards dealt face up. Betting starts with the player to the left of dealer. Player may check, bet or call the previous bet. The Dealer is the last to act.
- **Round Three**, after the “Turn Card” (the 4th card face up)
- **Round Four**, after the “River Card” (the 5th card face up)

Players may bet up the total chips in their stack, “All In”. You can only Win what you can cover. If the bet is \$2,000 and you have \$1500 then you can win \$1500.

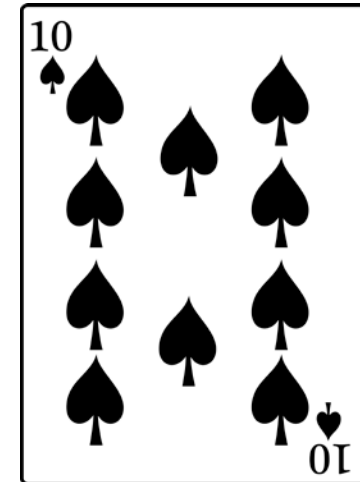
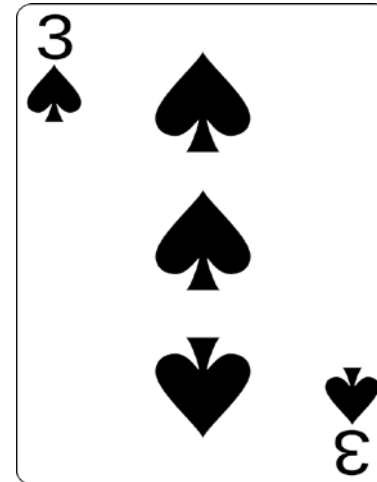
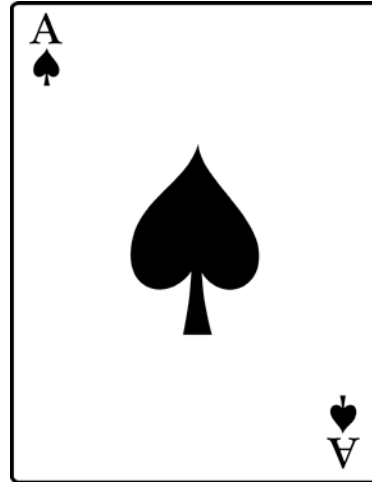
Guidelines to betting –

- The objective of betting is to improve your chances of winning chips.
- You bet to make other players(s) make a difficult decision to either:
 - A. Fold their hand and give you the pot outright, or
 - B. Contribute to the pot thinking your hand is weaker than theirs or they have a high probability of improving their hand to beat yours
- If you have “The Nuts”, the highest possible hand given the cards available, get people to contribute to the pot you expect to Win.
- If your hand looks good now, but could easily be beaten by one more cards, bet to make people get out of the hand.
- Calling shows weakness. Betting 2-3X the big blind shows strength.

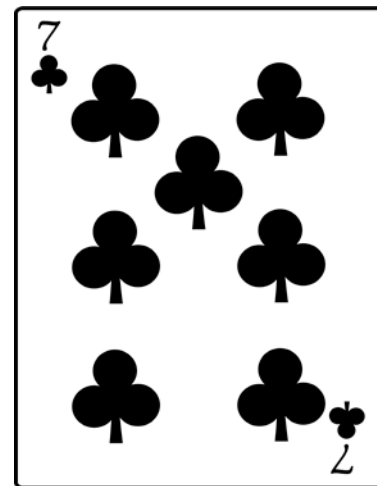
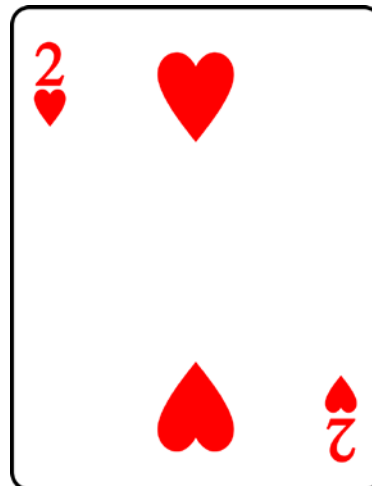
Observe other players – are they betting from strength or Bluffing?

The Flop - Coordinated vs. Uncoordinated Board

Highly Coordinated – Improves Many hands that people might have been dealt – 3 Spades to a flush, Pair Aces, 3 cards to a High/Low straight, Pair of 10



Uncoordinated – Does not improve many hands that players might have been dealt – Best results 3 cards to a Flush, two Jacks, pair of sevens, 3 cards to a straight



Role of the Dealer –

- Deals the Cards, Controls the order of betting, ensures the Pot is correct before proceeding, declares the winner of the hand.
- If, while dealing you expose a card that becomes your “Burn card”. Skip that player and continue dealing. Provide the player missing a card the last card to be dealt. Do not discard/burn a card before dealing the next street.
- In the Winter Classic we use two decks of cards, the “button” (dealer position) rotates, and we shuffle behind to keep the game moving.
- At the end of the hand the Dealer button passes to the next player to the left of the player dealing that hand. While the new dealer deals the next game, the immediate past dealer collects and shuffles the cards offers a cut to the player to their right, ensure the cut card is on the bottom and pass the cards to the next dealer, who is the player in the current Small Blind.

- The Dealer is in charge – Don't be nervous
– Cards speak for themselves

Proper Dealing –

- “Deal”, starting with the player to your left going clockwise give each player one card face down, then deal a second card face down so every player has two. Place the dealer button on the remaining deck.
- “Flop”, when initial betting has ended “Burn a card” by placing one card in the “Muck’ (discard pile). Turn the next three cards in the deck face up.
- “Turn”, when betting on the Flop has ended Burn one card. Turn the next card face up and place it next to the three-card flop.
- “River”, when betting on the Turn has ended Burn one card. Turn the next card in the deck face up and place it next to the turn card.

As soon as the hand is completed collect the cards and shuffle

How is Tournament Play Different? –

- A Player is knocked out of the Tournament when they have gone “All In” and have lost all of their chips. In the “*Winter Classic*” there is one re-buy per player available before the lunch break. \$75 = \$6K in chips.
- You will stay at your starting table until there are five or fewer players. Players will be added to your table, periodically, OR your table may be “Broken”. When a table is Broken (Live or Online) the remaining players will be distributed to tables needing players.
- Prizes are awarded based upon the group you are in when knocked out of the tournament. Prize selection is from a group of prizes designated for your group such as Final Table (top 10), 11-20, ect. Prizes are selected starting with the highest finisher in your group.

If knocked out in the top 30 you will get a numbered chip to cash for a prize.

Winter Classic LIVE Helpful Notes -

- Every table will have a *Winter Classic* Mentor. The Mentors have been selected based on their experience with Texas Hold-em Tournament play and the *Winter Classic*. Mentors are to help new players/dealers play correctly and keep the game going.
- Be sure to buy the offered \$500 chips for \$5 at check-in (max of 2). You will need them as the blinds increase.
- The Gunslinger is a \$5 side pool pot that rewards the player, in the pool, who takes out of the game the most players in the pool.
- While in a hand keep a “Card Mark”/chip on your cards so they are not accidentally mucked.

Have FUN! Call for me if there is a question or a player acts rude

Winter Classic Helpful Notes -

- Be thinking about what you want to do, before it is your turn to act. If you take too long players may call “Clock”. The dealer will then give you one minute more to act (bet, call, raise or fold).
- When an “All In” is declared and is Called all the cards will be turned face up for the dealing of the remaining streets.
- Do not “string bet”. Put all of your chips for the current action (bet, call or raise, into the pot in one motion. A string bet is intended to invoke a reaction from another player and is Not Allowed.
- Prizes will be awarded at the end of each group being knocked out.

Have FUN! Please send us feedback on what you enjoyed or issues