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## Bubble poker definition

**Bubble** - A place in a poker tournament just outside the money. Poker tournaments typically pay only about nine or ten percent of the field. The exact number of paid seats is usually a function of the number of participants and is calculated by the tournament director or other member of the tournament staff while the event is in progress. These calculations take place after the registration closes and the rebuy period ends, and the total amount of the prize pool has been determined. The payout schedule is then determined according to the house rules. Please note that different poker rooms will have different rules for the distribution of cash prizes, and these rules should be available to players on request. After calculating the total number of withdrawals and the exact amount of each, the tournament staff will announce them and publish them, usually sometime after the first break. This can be done electronically if there are monitors displaying tournament information or manually on a dry board. Payouts are graded so that the player finishing in first place wins the most money, and the second place finisher wins more than the third place finisher, and so on. At some point, the prize pool is depleted and subsequent finishers do not receive any cash prize. If a player finishes off with money, they lose all their buyin and receive nothing. If they run out of money, they will receive their purchase back, plus an investment bonus. Players who finish just outside the cash positions are called finishing on the banya. As players are eliminated, the remaining field of players approaches cash positions. As money positions approach, there are significant changes in activity, which is a feature of the bubble that is forming. At this point, most of the fish has been eliminated, and the game is often tight and solid. Although it's mostly hard players that remain, blinds are high and threaten stacks of those players with low chips. These players must decide whether they will allow the blinds to weaken their stacks or take a stand and risk eliminating them beyond money. As long as the field is not yet in the money, short stacks tend to play conservatively. They usually avoid taking a position without a premium hand until they become desperate. Their main goal is to survive until they are in money. This makes perfect sense, because at the end of the money collects a return on the money invested in the tournament, while finishing outside the money causes the loss of the entire buy-in. Here's where game theory comes into play. Larger stacks know that short stacks play conservatively and try to hang until they are in money. Most short stacks only have enough chips to play with one hand, and they are more interested in not bubbling it up are about getting pot odds or Chips. Medium stacks are also not likely to engage without premium stakes, especially for larger stacks. They would rather wait for a short stack, taking a minimum amount of risk. The purpose of short and medium stacks is primarily to make money. Large stacks know this and know that the bubble is the perfect time to earn chips from short and medium stacks. They become extremely aggressive with their increased foldable capital. Large stacks especially target short stacks because it is less risky to steal from them for several reasons. First, short stacks do not have enough chips to severely damage large stacks. Secondly, large stacks can create a situation where picking up a medium strong hand can give short stack pool odds to call the underdog. When a short stack becomes desperate because it is facing blinds that it cannot afford, it must expand its range of acceptable risk, which means that it must be willing to commit a weaker hand than under normal circumstances. This allows the big stack to slightly lower the crossbar in terms of raising. Knowing that his opponent may be forced to take a position with a weak hand. It works well for a large stack, he can get action with the best hands through a desperate short stack offer he can't refuse, the ability to get a pot of odds on his money case. The bubble is an important time for large stacks as well because they are jockeying to position each other down the stretch. Tournament payouts are usually at the highest level, so taking one position higher can mean a large amount of additional cash prizes, especially at the final table. In the final stages of tournament play, you can never stop earning chips for a long time if you want to stay among the chip leaders. The bubble is a key moment for everyone. Everyone is in the quick-changer, because one mistake at this point can be devastating. The bubble appears when the player finishes in the last position with the money. In this case, all other players are in money. This causes another change in the action. Withdrawals at the lower end of the money are relatively flat. At this point, you don't earn as many extra cash prizes by inching a few places higher. If you want to earn much more, you need to delve into the tournament. The incentive for short and medium stacks is now to earn chips. It is right to take more risks because there is not much difference between withdrawals at this point. As a result, a wave of gambling broke after the bubble burst. Short piles that hung on until all the money started looking for a party to go with. Many players are eliminated in a short time, and the action becomes unstable. Eventually, the number of short stacks stabilizes to either double or are eliminated. Application: Bubble Boy, Went Out on Bubble, Bubbled Previous Term: Brush Next Poker Term: Buck A list of definitions of terms and terms used in poker To see a list of words related to poker, see the Poker word category in Wiktionary, a free dictionary. Below is a glossary of poker terms used in a poker card game. Completes the glossary of card game terms. In addition to the terms listed here, there are thousands of common and unusual poker slang terms. This is not supposed to be a formal dictionary; the exact details of use and many closely related senses are overlooked here in favor of concise treatment of the basics. Ace in the low One of the inhalers is an ace[1] ace to five, an ace to six methods for assessing low hands. See lowball, to play (check, bet, call, raise or fold) within the required time, compare in turn. action in turn the player in poker, who either announces his actions or physically plays in front of his queue (checks, folds, etc.). Sometimes players, in turn, act deliberately to get a reading from other players. When this is done intentionally, it is often referred to as angular shooting. See angular shooting. [1] Turn the player's turn to act Ready to Play Bet, along with all the connections of this bet action button Marker similar to the kill button on which the player places an additional forced bet. In a high and low number game with seven cards, the action button is awarded to the winner of the scoop pool above a certain size, which means that in the next pot the player will have to post the amount that completes the placing on the full bet card. only in many cardrooms, with respect to an all-in bet, only the full (or half) bet can be re-placed. Anything less than a full (or half) bet is considered an action only, that is, other players can call the bet but not pick it up. Compare with the full bet rule and the half-bet rule. active players All players still involved in the pot. In the hands of stories often referred to as hero and villain. In side pots, an all-in player can be active in some pots, but not in others. In-game live add-on to buy more chips before the meltdown. In a tournament game, a single rebuy to which all players qualify regardless of their stack size. This is usually allowed only once, at the end of the rebuy period. The supplement often offers more tokens per dollar invested than buy-ins and rebuys. Compare with rebuy, advertising To make an obvious game or reveal cards in such a way as to deliberately give opponents an impression about the style of play of the advertising player. aggressive, aggressive tendency of the player to open bets or calls, not to call or check. See the main article: aggression. Compare with loose, tight, passive. Aggression Factor (AF) Player Aggression Measure, in a given betting round, or in all air bidding rounds A which has a very low value relative to the opponent, such as 9 high. In lowball, giving air is when a player allows an opponent who might otherwise fold to know that they are going to draw one or more cards to get them to call. A dead hand in when a player places all their chips in the current hand. See the main article: all in. angle Allowed, but limit unethical, angle of the game shooting the player using the angle to exploit the opponent, such as blacking out the size of their chip stack or acting in turn. See acting in turn. ante Forced bet required, in some types of poker, all players before the start of the hand. See the main article: ante. Ante off in a tournament game to force an absentee player to continue paying antes, blinds, bring-ins, and other forced bets so that the contest remains fair to other players. Also blindly, any two phrase cards used in Texas hold 'em say that the player's cards do not matter in the decision B child prefix for (one of) the lowest possible rank of each specific made page on a given board. For example, the lowest rank full house possible for a paired board in hold 'em (i.e. one that would be beaten by another possible full house) is a full four-oh card. Draw backdoor requiring two or more rounds to complete a hand made other than the hand that the player intended to perform back to enter the pot by checking and then calling someone else open in the first round of betting. Usually used in games such as jackpots, i.e. entry without openers. Return to to win a pot with a hand that would make to each backraise reraise bet from a player who has previously called in the same round of bad beat bets to lose a hand where one hand is well ahead of a possible winning hand. See the main article: bad beat. Balance Playing very different hands in the same way, in order to make it difficult for the opponent to obtain useful information about the cards that the player has. a bank also called home, the person responsible for distributing chips, tracking buy-ins and paying winners at the end of the game. bankroll The amount of money a player must bet for the duration of their poker career in order to finance someone's participation in the game. Compare with staking, bankroll management Choosing the right stakes and game type to avoid running out of bankroll during downswings for No (currently) having the best money hand on the table but not currently in the pot, which can be placed later in the hands of in-game money, but not visible as chips before the player bet Any money wagered during the game in the hand Bet open betting round in the fixed-limit game. standard betting structure Betting structure A complete set of rules regarding forced betting limits, cap raises and such for a given game. See the main article: betting, large bet The larger of the two amounts in a fixed-limit game. See the main article: large bet. Big bet Game played without limit or betting structure with pot limit Blind The bigger of the two forced bets on some types of poker. See the main article: blind, big blind special Hand won by a big dark player with very weak pocket cards because there was no raise before the flop big full The best possible full house in community card games. Stronger hand than sub-let, a large stack of chips that is relatively large for the stakes being played. Also called a deep stack. Also the largest pile at the table. Compare with a short stack, blank card, often a Community card, with no visible value. Compare with rag, brick, bomb, blaze Custom poker hand with five face cards that surpasses flush bleed to consistently lose chips by bad play, probably resulting from tilting blind type forced bet. See the main article: blind. In a dark blind defense to trigger or raise the puncture of the opponent when in the big blind, instead of folding an otherwise weak hand, in order to use too aggressive players. [3] Blind steal a raise from a late position with a weak hand when all the other players fold, with the intention of winning blinds and antes. [3] Blind stud Stud poker game in which all cards are dealt face up. He was popular in California before legal rulings made traditional legal studs there. blind off, blinded To ante off When a player's stack is reduced by paying more and more blinds in social card poker blocker tournaments, holding one of the opponents outs, usually when the board threatens a straight or straight draw. The blocker also has a combination of cards that turn your opponent's outs into your own. Compare with dry ace. Blocking a bet An abnormally small bet made by a player from a position designed to de-indue a larger bet by an opponent to bluff a bet placed with a hand that is mathematically unlikely to be the best hand, either to make money or to hide patterns of play. See the main article: bluff, bluff catching range Number of hands, which do not have any real value left on the river, but can still be good enough to catch the bluff of the opponent[3] bluff call to make an aggressive move with a strong hand to give the impression that there is a bluff, in order to draw a bluff from the opponent's board Set of cards common in the game in the community card set of covered cards given player in the stud game Set of all the shaken cards in the boat stud game Another name for the full house pot bomb hand , in which each player agrees to place a pre-bet amount into the pot before handing out. Both halves of the split pot, often declared by a player who believes he or she will win both low and high bottom hand tricks or scams, in which cards or cards are dealt from the bottom of the deck rather than from the top. See the main article: bottom trade, Bottom end Lowest of several possible simple, especially in the community card game. Also the end of the idiot, bottom pair, bottom set In the game in community, couple (or set) made by matching the lowest rank board card with one single two) in a private hand. Compare the second pair, the top pair. The bounty aspect of some poker tournaments that rewards players for eliminating other players with a cash prize for each player they eliminate, regardless of the structure of tournament payouts. See the main article: bounty. Chip Tray box in front of the home dealer and, consequently, the home seller's position at the card box table card encountered face up in the assembled deck during the transaction, as opposed to the one overturned in the transaction act. Most house rules treat a boxed card as if it did not exist, that is, it is set aside and not used. Different rules include cards exposed during transactions. Break the poker game to draw to discard the cards that make up the made sides in hopes of making it better. In a game of draw jacks or better, a player breaking a high pair must keep the discarded card aside to prove that he has openers. To end the game session During the tournament, break brick Blank, although more often used in the derogant sense of the card, which is undesirable, and not only insignificant. Also known as a bomb. Compare with rags. Brick and mortar brick and mortar casino is a real building based casino as opposed to an online casino. This applies to many real world locations, as opposed to their web counterparts. bridge order Poker is neutral for outfits, but when determining the dealer at the beginning of the game or when determining the player bringin in the stud game, the rules of bridge rank apply: piki beat hearts beat diamonds in clubs. Bring in To open a bet in round A forced bet in stud games. In the first round of betting, the holder of the worst (lowest or highest card, depending on) must place a bring-in bet. A bring-in bet is usually a quarter to a third of a small bet. The importing player can look at their cards and place a full bet if they want to. Broadway A 10 by a straight ace. It can also contain any group of cards from 10 to ace. brush the casino employee, whose job is to greet players entering the poker room, keep a waiting list of people waiting to play, advertise vacancies and various other duties (including brushing tables to prepare them for new games, hence the name). To hire players to bubble up the game The last final position in a poker tournament before entering the payout structure bubble factor force, according to which the odds on chips differ from the odds in dollars. [3] See also main article: expected value. Buck Marker to indicate which player is the dealer (or last running). See button, Bug Limited Wild Card. See the main article: error. Compare with a wild card. A bully player who picks up often to force more cautious players, especially one with a large stack for game size [4] to burn a card that is removed from the trade to prevent See the main article: recording card, busted unfinished hand to lose all your chips button most often marker that indicates the position of the dealer at the table, but other others Buttons. See the main article: button. Also a buck or a hat, buy-in Minimum chip require which must be purchased to get involved in a game or tournament to buy short to buy into the game for less than the normal buy-in buy rule button originating from Northern California casinos in blind games in which a new player sits with a button on the right (which normally would have to sit his hand as the button passed and then the post to come) may decide to pay the amount of both blinds for that one hand (the amount of big blind game as blind live, and the amount of small blinds like dead money), play this hand and then get a button on the next page as if they were playing all the time. See public premises policy. The tactics most commonly used by players in the late position: raise to encourage later and button players to fold, thus giving the lifter the last position in subsequent betting rounds, buying the betting pool when no one else is betting to force other players to fold, thus winning the pot without dispute. A specialized version of this is bluffing blinds through a big raise in the first round, forcing all other players to get out of hand. C call To match a bet or raise. See the main article: call. Call clock method to discourage players from taking too long to act. When someone calls the clock, the player has a certain time at which to make a decision; if they do not do so, their hand is immediately declared dead. In a tournament game, any player can call the clock. call station Player, who often calls the bets, but rarely picks them up. The call station is usually a loose passive player. See the main article: phone station. limit A of the number of raises allowed in the betting round. Usually three or four (except for the opening bet). In most casinos, the limit is removed if there are only two players left at the start of the betting round or at that time, which would otherwise be the last raise. In addition, the term for a chip, chip or item placed on the cards to show continued involvement in the game with a baseball cap, similar to the limit above, but refers to a game with no limit or pot limit with a limit on the amount a player can bet during a hand. Once the limit is reached, all players remaining in the hand are considered all-in. Card Protector In games where all player cards are face down, some players use items such as special tokens or glass figurines to place them on cards to protect them from accidental revelation. [5] Standard cards for playing cards are used. In home games, he often has two decks with clear backs and sips unused decks while each hand is in progress. Casinos usually use plastic decks that can cope with additional wear. Casino players often read their hole cards, looking at the corner instead of picking up the card. Due to the cost, home games use to paper cards. It is not unusual that paper cards quickly become bent. The quality of the cards can be maintained for longer if players agree not to bend the cards and appropriate tasing techniques are used. Cards say See the main article: cards say cards case Last available card with a specific description of the cash game Game, in which each hand is played for real money, as opposed to a tournament game. See the main article: table game. Cash plays an announcement, usually made by a dealer, that a player who has asked to buy chips and can bet the cash they have on the table instead of chips until they receive their chips. In many card rooms, it also refers to the policy that \$100 bills can stay on the table and are considered in-game cash rather than converted into chips. Payout A winning portion of the cash prize in a tournament that pays out tokens for cash after leaving the game. Remove money from an online poker site. Catch to get the cards you need for a draw. Often used with adjective to further determine, catch perfect, catch inside, catch smooth. Catch up to successfully complete a draw, thus defeating a player who previously had a better hand to catch a perfect catch with only two possible cards that will replenish your hand and win the pot, often those leading to a simple color. Usually used in Texas hold 'em. Compare with runner. The main pot in a table stake game where one or more players are in pursuit to call the bet to see the next card when you are holding your hand to draw when the pot odds do not deserve to continue the draw in multiple betting rounds, especially one unlikely to succeed to continue playing with a hand that is probably not the best because someone has already invested money in the pot. See the sunken cost error. check to bet anything. See the main article: check. Chip casinos check fold, in turn, even if there is no bet addressed to the player. In some games, this is considered a violation of the rules equivalent to folding in turn. Check-raise Deceptive game in which the player initially checks with the intention of raising should another player bet. See the main article: check-raise. Small drive chip or tablet used instead of money. See the casino token. Currency is difficult to count or operate, so most poker games are played with chips, or coins shaped like chips of uniform size and weight, usually 39mm wide and anywhere from 5 to 16 grams in weight, the value of which depends on their color. Historically, poker chips have been made of dice; however, modern casino tokens are often made of clay or composite clay and are considered the most exclusive variety of poker chips; other high-end chips are made of ceramic. Plastic chips are also available at different quality levels. token declares your intention to play at a high or low level in a game divided with a declaration. See declaration. Chip dumping strategy according to which one player deliberately loses chips to another player. Where players have agreed to it is a form of re-government. Chip Leader The chip currently holding the most chips in a tournament (or occasionally in a live game without a limit) is a tournament poker event chip race in which chips with a value lower than the required minimum are removed from the game. See the main article: chip race. chip for exchanging chips with lower denominations for tokens with higher denominations. In a tournament game, this term means removing all small chips from the game by rounding odd small chips to the nearest large denomination instead of using a chip race. To constantly accumulate chips in a tournament game, usually winning small pots with minimal risk. Sichuhy split the pot due to a draw, split-pot game, or player contract to play the game for a short time and withdraw. Also hit and run. Player's request for a change By all players remaining in the tournament to split the remaining money in the prize pool according to the agreed formula instead of playing the tournament to the end. He usually performs at the final table of a major tournament. Blinds Ending hand when all players folded blinds and blinds were returned to those who paid them. See the main article: sowing blinds. Click raise making a minimum raise. Refers to online poker where players click the raise button without specifying the amount to raise. Closed See main article: Closed coffee case Talking in an attempt to mislead other players about the power of the hand. This is also called speech playback, coin toss A situation in which two players have invested all their money in a pot and have roughly equal chances of winning. Also race, cold call to call an amount that represents the sum of bets or raise by more than one player without first setting up or placing a bet in the same round. Compare with flat connection, overall. Cold Deck Stacked Deck (deck arranged in a fixed order to get a specific score after a hand), which is deceptively switched with the original deck of cards in the game, for the benefit of the player or dealer. co-operation A form of fraud involving the cooperation of two or more entities. See poker scam, color change, color to swap small denomination chips for larger comores, casino table combination game where multiple forms of poker are played in rotation, to come bet or raise from drawing hand, holding a pot in anticipation of completing a social card See main article: social card in poker complete hand See completed hand finish To raise a small bet to the height of this, which would be a normal-sized bet. See table rates. Connectors Two or more cards in a row or similar to subsequent continuation bets bet after flop by the player who took the lead in pre-flop betting (Texas hold 'em and Omaha hold 'em). Also called c-bet, with the probe plant. Cooler A situation in which a player has the second best hand, hand, given the circumstances that they are able to lose the maximum with it no matter how they play this countdown act of counting cards that remain in the stub after all the cards have been dealt, made by the dealer to ensure that the complete deck is used fakes See the main article: fakes. Also duplicate. Cow Player with whom someone shares a buy-in, with the intention of splitting the result after playing. To go cow is to such an arrangement. Crippled In some social games to paralyze the dad means to have a hand that is virtually impossible for anyone else to catch up with. Crying call Ringing when the player thinks there is no best hand out See the main article: cut the card cutting characteristic card, usually rigid uniform color of plastic, held at the bottom of the waist during the transaction to prevent the observation of the bottom card. While rarely used in home games, the cutting card is universal in the casino game. [6] Cut off the seat immediately to the right of the dealer button. In home games where the player on the button actually tases and hands out cards, the player at the cut-off point cuts the waist (hence the name). D dark Action taken before receiving information to which the player would normally be entitled. Compare with blinds. Dead Blind blind who is not alive, including the player who publishes it, there is no way to raise of other players just call. It usually involves a small dark one posted by a player entering or returning to the game (in a position other than the big dark one) that is published in addition to a living dark one equal to the big blind. dead button See dead button rule dead hand of a player who for some reason is not eligible to participate in a trade, for example, was louted by touching another player's cards, it turns out that it contains the wrong number of cards, given out to a player who has not made the right forced bets, etc. Dead hand of dead money See main article: dead money offer Distribution of cards to players according to the rules of the game played Single instance of poker, started by drawing cards and ending with the award of the pot. Also called hand (although both terms are ambiguous). The tournament prize-sharing agreement differs from the announced payouts twice in a cash game, when two players participate in a large pot and one is all-in, they can agree to double the remaining cards. If one player wins both times, they win the entire pot, but if both players win by one hand, they will split the pot. In addition, play twice, run it twice. Seller Person hands out cards the person who takes over the role in order to order bets in the game, even if someone else may physically deal. Also a button. Compare with the buck. dealer's choice Poker version, in which the trade passes each game, and each dealer can choose or come up with a new poker game in each hand or on See the main article: choosing a dealer. declare to declare indicate the action or intention. See declaration, a deep stack of chips that is relatively large for the stakes you play. Also called a large stack. Compare with a short stack. Defense Making a game that defends the player from bluff, forcing the suspected floater to fold or invest a further two-A two-point card. Also called duck, syctic or swan. Each of the different related uses number two, such as the \$2 game limit, \$2 chip, etc. deuce-to-seven method of assessing low hands. See the main article: two to seven lows. Dirty stack of chips apparently with one denomination, but with one or more chips of another. Usually the result of inattention when stacking the pot, but it can also be a deliberate scam. discard to remove a previously dealt card from the game. The set of all discards to the transaction is called mud or deadwood. Dominated hand Hand, which is very unlikely to win with another particular hand, even if there may be a weak hand in itself. Most commonly used in Texas hold 'em. See also domination, donk bet Bet placed at the beginning by a player who did not take the initiative in the previous betting round. Ass weak player, also known as fish or donk door card in stud game, player first covered in Texas hold 'em, door card is the first visible flop card. In dory poker, you sometimes see a card at the bottom of a player's hand. Players sometimes intentionally issue this card. double-ace flush According to unconventional rules, flush with one or more wild cards in which they play as aces, even if the ace is already present double belly buster straight draw a combination of cards face down and exposed cards in hold 'em or stud games that do not include four combined cards, but where there are two different ranks of cards that fill a simple double-board, double-flop each of several variants of social games (usually Texas hold 'em) , in which two separate tables of community cards are dealt simultaneously and the pot is split between the winning hands using each board. double-draw Any of the few poker games in which the draw phase and the next betting round are repeated twice double raise Minimum raise in the game without limit or pot, raising only the amount of the current bet, to bet all chips on one side against one opponent (which has an equal or larger stack) and win, thereby doubling the downbet stack of Bets smaller than the previous round of Downcard A, which is dealt a downswing covered period in which the player loses more than expected. See also revival, drag the light to pull the chips away from the pot to indicate that the player does not have enough money to cover the bet. If their hand wins, the amount is ignored. If not, they need to cover the amount out of pocket. This is not a at any casino. draw, drawing, hand in hand See main article: draw Drawing hand is when a player has a chance to improve his hand to something much stronger, usually simple or colorful, by drawing the required cards on the flop, on the turn or on the river. [7] Drawing dead Playing a hand that loses, even if you manage to play a hand that can never improve beyond drawing your opponent's hand live Does not draw dead, that is, drawing to the hand that will win if a successful drawing thin not drawing completely dead, but chasing a draw in the face of a weak drop in the odds of fold money charged by the casino for providing services, often falls through the gap in the table in a strong field. See rake. To drop your cards into felt to indicate that one is in or out of playing dry ace in Omaha hold 'em or Texas hold 'em, ace in hand without another card of the same suit. Used specifically to determine a situation in which the board creates the possibility of flushing when the player does not actually have a color, but holding an ace creates some possibility of bluffing or half bluffing and redrawing in case the color selection occurs at the bend or in the river. Compare with blocker, dry board A measure of the texture of the community cards. The board is considered dry when the cards on the table mean that it is unlikely or impossible that any player has made a strong hand like a straight or a color. Compare with wet plate. Dry pot Side pool with no money created when a player enters the whole and is called by more than one opponent, but not raised. If there are more bets, the

money will go into the dry pot. Duplicate Forgery, especially when the forgery card matches the one that is already present in hand E's early position see position, eight or better common qualifiers in high and low division games with an ace-5 ranking. Only hands where the highest card is eight or fewer can win a low portion of the pot. Equity One is the mathematical value expected from the current trade, calculated by multiplying the amount of money in the pot by the probability of winning. If a split is possible, the capital also includes the probability of winning a split times the size of that division. wait, expected value, EV See main article: expected value. Used in poker means profitability in the long run. An exposed A card whose face has been intentionally or accidentally disclosed to players who are not normally entitled to this information while playing. Different games have different rules on how to deal with this irregularity. Compare with the box card. F F family pool trades in which each (or almost every) sitting player calls the first opening bet. Fast aggressive game. Compare with speeding, a favorite hand that, when faced with another, has an advantage over the other. The hand can be called a small or large favorite depending on how much it dominates Second. Contrast the weaker one, where situations are reversed. Favorite Favorites usually used to compare how two face-down cards do against two other pre-flop cards. Feeder In the casino, the second or third table plays the same game as the main table from which players move to the main game because players are eliminated. Also called a mandatory table. Felt the fabric covering the poker table, regardless of the actual material. Metonymically, the table itself. Showing the hand during all-in (so in front of the player is only felt); or all-in betting, as well as calling or calling all-in. Field All players as a collective in a major tournament. fifth street The last card dealt to the board in social games. See also the river. The fifth card dealt to each stud player. fill, to successfully draw to a hand that needs one card to complete it, getting the last straight, color or full home card. Final table Last table in a multi-table poker tournament. The final table is set when a sufficient number of players have been eliminated from the tournament, leaving the exact number of players occupying one table (usually no more than ten players). first position Position game on the left side of the blinds in Texas hold'em and Omaha hold'em, also known as under the gun. The player in the first position must act in the first round of betting. Fish Weak Player. See also donkey. To chase draws holding a weak hand. Especially in the face of aggressive play by another player. Five hand of its kind is only possible in wild-card games or in games with more than one deck, defeating all other hands, consisting of five cards of equal rank, fixed limit, flat limit See main article: fixed limits. Flash Each card that is briefly issued by chance to at least one player must be shown to all players by the dealer during the hand. It is said that the card flashed all players before being discarded into a pile of mud. See also exposed. Inadvertently shows the bottom of the waist if it does not use a cutting card. To view one or more downwards from your hand. flat connection Connection, in a situation where you can expect an elevation. Also a smooth connection. Compare with cold call, overcall. See slow playback. float Call a bet with the intention of bluffing in a late betting round. floorman, floorperson Casino employee whose responsibilities include setting player disputes, keeping games filled and balanced, and managing dealers and other employees. Players can shout up the floor to call the pot to resolve the dispute, ask for a change of table or venue, or request another casino service. flop To deal the first three cards you have discovered on the board also applies to those three cards. See also turn and river. Flop game Community Card Game. flush a hand consisting of five cards of the same suit. See the list of hands to reject your hand and lose interest in the current pot. See the main article: fold. make capital Part of the pot expects it to win on average by the bet urges enemies to fold instead of seeing a clash. See also equity, forced bet See main article: forced bets. forced move In a casino where more than one table plays the same game with the same betting structure, one of the tables can be marked as the main table and will be full, requiring the player to move from one of the tray tables to fill vacancies. Players will usually be informed that their table is a forced move table that is to be used in this way before they agree to play there. Also must-move. Move Forward The house rule of some casinos states that if a player in turn picks up chips from his stack and moves his hand towards the pot (moving forward with chips in hand), this is a commitment to bet (or call) and the player cannot withdraw his hand to check or fold. Such a player still has a choice whether to call or pick up. Compare with stringed bet. Compare with a dead hand, four cards of the same suit. Custom poker hand in some games, incomplete draw hand for the most part. See the main article: four flush, four of type A a hand containing four cards of equal rank. Also quads. See the list of poker hands, four straight Four cards in rank order, open or single-man. Custom poker hand in some games, incomplete draw hand for the most part. Sometimes four to the straight. fourth street Fourth card dealt to the board in social games. Also turn. The fourth card dealt to each player in the stud. free Card A card dealt to your hand (or to an array of community cards) after a betting round in which no player has opened. This gives you the chance to improve your hand without having to pay anything, freeroll See the main article: freeroll. freezeout The most common form of the tournament. There are no rebuys and the game continues until one player has all the chips, full house, full boat, full hand, full A hand with three cards of one rank and two of the other rank. Also boat or tight. See the list of poker hands, full bet In some casinos, the rule is that a player must bet the full amount required for their action to be a raise. Compare with the rule of half a bet. See the rules of the public card and everything in betting. Full Ring Full Ring Game is a cash game involving more than six players, usually from nine to eleven. The term is usually used in the context of online poker. Compare with short-handed. G gap hand with short-handed. G gap hand Texas hold'em, slot hand is a starting hand with at least one rank separating two cards. Usually referred to in the context of one gap and two hand slots. Escape to fold a strong hand against the supposedly betterkind. Compare with laydown, going north Sneak extra chips on the table to effectively buy above the table limit south to smuggle some chips from the table while the game is in progress. Usually prohibited in rooms with public cards. Also rattling. Grinder Player who earns a living by earning small profits for a long period of consistent, conservative game. Compare to rock. Guts, the courage to open the game without the requirement to open the site each with several variants of poker, where pots accumulate for several hands until one player wins, gut shot, gutshot, gutter See inside straight draw gypsy to enter the pot cheaply just calling dark rather than lifting. Also limp. H half-bet rule In some casinos, the rule that placing chips equal to or greater than half of the normal bet amount exceeds the amount required to combine constitutes an obligation to increase the normal amount. Compare with the full rule of the bet. See also in betting layout See main article: hand-to-hand In a tournament game, the act of equalizing the number of hands played on two or more tables, waiting for slower tables to finish each hand before the next hand starts on each table. This is usually done to ensure an accurate final order for the distribution of cash prizes. story of the hand The story of the hand being played. Hanger When the bottom deck card protrudes beyond the other, unwanted to say that the dealer has to do with the bottom of the deck. Heads up poker Game against one opponent heater See the hero of the peak In the history of the hand of the player from which the perspective is played hand, as opposed to the villain. [2] The hero is called Calling when the player has a relatively weak hand, but suspects that his opponent can bluff a high hand, a high best hand using the traditional values of poker hands, as opposed to lowball. Used especially in high and low level split games. A no pair hand high card, ranked according to its highest cards, to defeat another player with high-rank cards, especially kickers Randomly select a player for some purpose, choosing each card from which the highest is selected (for example, to decide who takes the first place). high-low, high-low split See main article: high-low split hijacking seat seats on the right side of the cut-off seat, or second to the right of the button. This is generally considered the easiest position to steal blinds in tournaments, hence the name. Hit and run Earning from a ring game soon after winning a large pot. Considered a weak label by most players, the ban on mitigating circumstances, face-down cards, face-down cards; Also pocket cards; Seat often preceded by a number relative to the button. Camera hole cam, which displays the player's face-down cards (cards) to TV viewers. Also pocket camera or lipstick Hollywood To Hollywood (used as a verb) refers to acting or speaking in exaggerated to encourage a specific reaction from your opponent during a hand. Home game Game played in a private place (usually at the home of one of the players), as opposed to a casino or public cardroom. Horse A Player Player by someone else. Compare with bankroll and H.O.R.S.E. See main article: H.O.R.S.E. ICM ICM stands for independent chip model and is defined as an act of assigning monetary value to a stack of chips in tournaments or sit n' gos. This value dictates the decision-making process, especially in push/fold situations. ignorant end, idiot end In flop games, the player drawing to, and even flopping, straight from undercards to flop has the end of the idiot it. A player with 8-9 bets on the A-10-J flop puts himself at great risk because many of the cards that complement them straight give credible opponents higher, implied pot odds, implied odds See main article: implied pot odds improve to achieve a better hand than currently held by adding or exchanging cards provided for in the rules of the game. Position A is said to be the player's position if the player is last to act on flop, turn and river betting rounds. Compare with the lack of position in the middle of the game with multiple blinds, the incoming player can sometimes be allowed to book blinds in the middle (that is, with their normal order) rather than having to wait for them to pass. In money to finish high enough in a poker tournament to win cash prizes in turn, the player is said to turn that in turn if the player is to act further according to the rules. inside a straight line See inside a simple drawing. Also belly buster, gutshot. Compare with external insurance for a straight Draw A contract in which players agree to split or reduce the pot (roughly in proportion to each player's chances of winning) with more cards, rather than playing a hand, or a transaction in which one player places a side bet against each other and a third party hedgies against a big loss. incorrect declaration of action taken by the player in turn, which is not a simple declaration of intent, but is reasonably interpreted as the action of other players, such as pointing the thumbs up to mark a raise. The rules of the house or the discretion of the dealer may determine when such actions are significant and binding. Irregularity Each of the many unusual conditions in the game, such as unexpectedly exposed cards, which may require corrective action. See public cardroom rules for isolation See the main article: ITM Isolation In Money, see above. J jackpot Poker jackpot or jackpots game, which is a variant of five ante cards from each player, without blinds and the requirement to open a pair of rolls or better. A large pool of money raised by the house and awarded for a rare occurrence, usually a bad rhythm. Joker 53: card used mainly in games of random play. The Joker can usually be used as an ace or a straight or color card in high-level games, and as the lowest card is not yet present in a low hand. See the juice of bugs Money collected by the house. Also vig, vigorish: See rake hand with a small expected value K kicker See the main article: kicker kill button In the game kill, the button that which player has the action to kill. See the main article: kill the game kill, kill pot See the main article: kill the game to kill hand with different rolls of betting in the game kill. See the main article: kill the kitten game Money Pool built by collecting small amounts from some pots, often used to buy drinks, cards, and so on. 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