

HOW TO PLAY THE RIGHT CARDS AT THE RIGHT TIME.

The basic idea of poker is to play the strongest hands in early position, good hands in mid-position and a few more hands in the late (aka strongest) position. Over time, you'll naturally want to shake things up a bit. For now, stick with this and you'll never find yourself in trouble holding 7-2 off-suit.

STARTING HAND GUIDE

SUITED CONNECTORS

Includes hands like 8-7 suited or Q-J suited. These have the potential to make both straights and flushes, but can get you into trouble. Fold if the flop isn't kind.

HOLE CARDS:	A	A	A	A	A	A	A	K	K	K	K	K	Q	0	Q	0	J	J	10	10	9	7	6	2	
	A	K	Q	J	10	9	2	К	Q	J	10	9	Q	J	10	9	J	10	10	9	9	7	6	2	
LATE				S															\$						
MIDDLE					S					S				S				S		S					
EARLY / BLINDS																									
RE-RAISE You're in a strong position here, so go for it. This is your chance to take control.			RAISE You've got good cards in a good position. See if you can make them count with a solid and confident raise.						e watch out – your opponents' may be							5	SUITED Only play these cards if they're the same suit.					CHECK / FOLD Play these cards, but watch out – your oppo- nents' may be stronger. If people are raising in front of you, you may have to fold.			
EXAMPLE 1 Player A is in an early position and has been dealt A-K suited. Player A should raise to test the resolve of the other players at the table.			EXAMPLE 2 Player A is in a middle position and has been dealt A-5. All other players check, Player A checks also, but a player in the late position, raises. Player A should fold.					Dea sho to c	EXAMPLE 3 Dealt A-A. Player A should raise or re-raise to dictate the terms of the betting pre-flop.									RLY/		those	Piesse play resp gambleawed ally Casino is m aged 18 or over aged 18 or over	embership fr Photo ID re	ee and open quired if you	look 🔁 🗧	