

ABC Player: A conventional, conservative, moderately tight and aggressive player who is also predictable to a fault.

All-in: Having used all of one's chips to call a bet or a raise. The act of putting in all of one's chips into the pot.

Ante: An amount of money each player must put into the pot to start a hand. In hold'em this is usually done only in the latter stages of a tournament.

Back-door straight or flush draw: Having three of the five cards needed to make a flush or a straight on the flop.

Belly-buster straight draw: An inside straight draw.

Bet: A wager. The act of making a wager.

Big ace: Pocket cards consisting of an ace and a premium card, such as A-K or A-Q.

Blind: A forced bet used to initiate action, starting with the player to the left of the dealer.

Blind, big or large: The forced bet from the player two to the left of the dealer, usually equal to twice that of the small blind.

Blind off: To continue to take the blind of an absent or otherwise inactive tournament player until he loses his entire stack.

Blind raise: A raise, usually to the immediate left of the big blind, made before being dealt cards.

Blind, small: The forced bet to the immediate left of the dealer, usually half that of the large blind.

Blind steal: Winning the blinds with a bluff.

Bluff: A bet designed to get other players to fold by representing a strong hand when the player's hand is actually weak. The act of making such a bet.

Board: The exposed cards in play; also known as community cards.

Brush: A casino employee who directs players to tables.

Burn: To discard the top card of the deck prior to dealing the flop, turn, and river.

Burn card: That card that is burned before the flop, turn, and river.

Button: The player who is designated as the dealer for betting purposes. Also the large disc, usually made of plastic, used to make such a designation.

Call: To place into the pot an amount equal to the bet of the immediately prior bettor. Also the amount placed into the pot when making a call.

Calling station: A player who frequently calls and seldom raises.

Cards speak: A poker rule which declares that the best hand wins, regardless of what a player declares his hand to be. Casino games are always played "cards speak."

Check: A declaration by a player that he chooses not to initiate the betting in any betting round. Also the act of making a check.

Check-raise: To check with the intention of raising after someone else bets. The act of making this check and then the subsequent raise.

Check-raise bluff: A check-raise designed to induce an opponent to fold by representing a weak hand as a strong hand.

Check-raise semi-bluff: A checkraise designed to induce an opponent to fold by representing a strong hand when the player has a weaker hand but could improve to a stronger hand on the next card dealt. The act of making such a check-raise.

Community cards: The exposed cards in the middle of the table that may be used by all players to make the best five-card hand. Also known as the board.

Dealer: Both the person who is dealing the cards and the player who is designated to receive cards last. The player who is designated as dealer also bets last, except on the pre-flop betting round.

Dealer's choice: A type of poker game where each player may declare which poker game is being played, either for his deal or for some predetermined number of hands.

Deep: The amount of chips one has, usually referred to in general terms. Sizing up an opponent, to determine how much an all-in bet might be, a player might ask: "How deep

are you?"

Double-belly buster: A straight draw that consists of two ways to hit an inside straight draw. Having the 7♥-9♦ with a board of 5♦-8♥-J♠ is an example of a double belly-buster.

Down card: A card dealt to a player that remains unexposed until the showdown.

Drawing dead: To be so far behind another player that, even if you catch the hand you are drawing for, you will still be behind. For example, if your opponent has a full house on the turn and you are drawing for a flush, you are drawing dead.

Drop: A rake taken from the pot, usually at the beginning of the betting, instead of at the end.

Early position: Early position means those who must act sooner rather than later in any round of poker.

Effective stack: The amount of money or chips that can still be bet in a hand. For example, if only two players are remain in the pot and one player has \$100 remaining and the other \$50 then the effective stack is \$50.

Fast: Game conditions with a lot of aggressive play. Similarly, a type of player who tends to frequently raise and re-raise.

Fixed-limit: Stakes which are limited to a specific amount on each betting round. For example, a fixed-limit \$10/\$20 game would allow for only \$10 bets or raises initially and on the flop, and only \$20 bets on the turn and river.

Floor person: A casino employee who helps settle disputes and otherwise keeps the game running smoothly.

Flop: The first three exposed cards in hold'em, dealt at the same time. Also the second round of betting in hold'em.

Fold: To decline to participate further in the hand, typically done when faced with a bet which a player declines to call. The act of making a fold.

Forced bet: A mandatory bet. The small and large blinds are forced bets.

Gutshot: An inside straight draw. Also known as a “belly buster.”

Hold'em, Texas hold'em: A popular casino poker game where each player gets two down cards, with five community cards dealt face up. The player's hand is the best combination of the community cards and the down cards.

Implied odds: The odds that the pot will eventually offer you if you make all of the expected bets and your opponents make all of their expected bets.

Juice: The rake, or time charge that the house takes from the players or out of the pot. The vigorish.

Kicker: A high card that distinguishes between two players with the same pair, same two pair, same trips, or same four of a kind.

Late position: Late in the betting order of a hand.

Live blind: A blind that retains the ability to raise if other players merely call and don't raise his blind. The small blind and big blind are live blinds.

Loose: A style of play typified by a lot of calling.

Maniac: A loose player who also plays very aggressively.

Maximum rake: The most the house may rake from a pot. Typically, this is expressed after the percentage of the pot that the house takes. For example, a 10% \$4 maximum rake means that the house takes 10% of the pot up to a maximum of \$4 a hand.

Middle position: Not early or late betting position.

Mississippi Straddle: A straddle that may be made from any position except the natural blinds, with preference given to the player on the button.

No-limit: A game other than fixed-limit or pot-limit. A no-limit game, played table stakes, would allow each player to bet all of the money he has in front of him at any time.

Online: On the Internet.

Over-the-top: A re-raise.

Pocket, as in “pocket aces”: Concealed cards. The two starting cards in hold'em.

Pot: The amount of money in the center of a poker table which is awarded to the winning hand.

Pot-limit: A type of poker in which bets and raises may not exceed the size of the pot.

Pot odds: The odds the pot is offering you for calling a bet.

Pre-flop: The first betting round, before the flop has been dealt.

Protected pot: A pot with more than two remaining players, especially on the last round of betting.

Raise: An action by a player that increases the size of the bet. The amount of money used in this action.

Rake: The amount taken out of the pot by the house. Also the act of taking this amount out of the pot.

Re-raise: A raise after another player has already raised. The act of making a raise of a raise.

River: The final betting round in hold'em, when the fifth and final community card is exposed.

Rock: A very tight player.

Round: Each betting interval, after which another card is dealt or the final showdown of the hand takes place.

Semi-bluff: A bluff which has some expectation of improving into the best hand on the next card dealt.

Semi-demi-bluff: A bet which may be representing the strongest hand, may win the pot as a bluff, and which may improve into the best hand on the next card dealt.

Showdown: That moment after the last bet is called when players expose their cards and see who has the best hand to win the pot.

Side pot: The pot established after a player is all-in. The side pot will be won by one of

the players remaining in the betting, and not by the all-in player.

Sit and go: A type of one-table tournament that begins when there is a table full of players ready to play. It is characterized by quickly rising blinds and a relatively short stack to begin, favoring aggressive play.

Slowplay: To deliberately not bet or raise in order to represent a weaker hand than one actually has.

Steaming: To be on tilt. To play aggressively and erratically, giving in to emotions rather than using logic while playing.

Stack (or stack size): The amount of money or chips a player has on the table.

Straddle: A voluntary blind bet usually made to the immediate left of the large blind that is usually twice as large as the large blind. It is live.

String bet: A bet where someone moves chips into the pot in more than one motion. String bets are not allowed in a casino.

String raise: A raise made in two motions, where someone moves chips in to the pot to call the bet and then returns to his stack and makes a second motion to raise the pot. String raises are not allowed in a casino.

Stud: A type of poker where some of the cards dealt to each player are dealt face up. The typical casino stud game is 7-card stud. Other variations include 5-card stud and razz, which is 7-card stud low.

Sweat: To watch the play of another player, while not actually involved in the hand.

Table stakes: Limiting the stakes which may be bet to those that are in front of the player when the betting round begins.

Tells: Actions, usually unintentional, made by players that may reveal to other players the true strength or weakness of a hand.

Three-bet: A pre-flop re-raise of the player who initially raises the blinds.

Tight: A style of play typified by a lot of folding.

Tilt: A condition whereby a player's betting action is out of control, often typified by a lot of loose calls and inexplicable raises.

Time: An amount paid to the house by every active player in a game every half hour or hour. This is done instead of the house taking a rake, especially in large games.

Tip: An amount of money voluntarily given to a casino employee, generally the dealer, usually when winning a pot.

Token: A tip.

Trap: To seduce an opponent into betting or raising when you slowplay a hand you think is very strong. A action of making this play.

Turn: The third round of betting, when the fourth up card is exposed.

Up: Two pair. "Aces up" means two pair, with the Aces as the higher pair. Similarly "Jacks up" means two pair with Jacks as the higher pair.

Up card: A card intentionally dealt face up.

Variance: Essentially the effect of luck on the game of poker. Variance recognizes that a player can play well and lose because luck will "vary".

Weak ace: Pocket cards consisting of an ace and a weak second card, for example A-4 or A-3.

Wild man: A maniac.

X, as in A-x: An unspecified card is denoted by x. For example, A-x means an ace and another card.

7-Card Stud: A game played with each player receiving seven cards, four of which are dealt face up. The hands consist of the best poker hand among five of the seven cards.