Last night’s tourney

• 178 players entered
• Lasted 3.5 hours
• I did not win a single hand (had one chop)
• Final table, please stand up!
• Winner: Shehrya Haris

• Special note: Qualified in both satellites
  • Freda Zhou, Sam Lebowitz, Claudia Moncaliano
Meta game

• Should you ever show your hand?
  • Simple answer is no
    • You might be providing more information than you think
  • If you show a strong hand when someone folds
    • You eliminate some uncertainty they had about whether you were bluffing
    • They may more correctly label you as TAG
  • If you show that you folded a strong hand
    • Because you are trying to prove how good a player you are
    • First, you shouldn’t let them know if you are a good player
    • Second, now you will get bullied by the good players
    • You don’t want anyone to know that you can make good lay downs
      • you want them to be afraid to bluff you because they think you’re such a moron that you might always call them.

• Advanced move:
  • The “accidental show your cards on purpose”

• Some pros make a living with meta-play
  • Table talk
  • Selectively showing to advance a particular image
There are 2 rules for success in poker

1. Never reveal everything you know
Physical tells

• I’m not a huge fan of using tells
  • Too many books
  • Too many players fake them

• Tells are specific to individuals

• Bet sizing tells
  • Bet strong when weak, and vice versa

• Some commonly known tells
  • Stare hard at someone when weak
  • Hand shakes when strong
    • Be sure hand doesn’t always shake
  • Sit back in chair and cross arms when strong
  • Chit chat a lot and seem comfortable when strong
  • Take sip from water bottle when bluffing
3. Splashes the pot
**Tilt**

- Tilt is real
- Even very good players go on tilt
- Player loses a one outer for half his stack
- On next play, after a 3-bet goes all in
  - Happens all the time
- Ideal situation
  - You lose a hand that should put you on tilt
  - You pick up a monster next hand
  - Act like you are making a tilting large bet
- When you feel yourself tilt in cash game
  - Get up, walk away, take a break
  - Avoid inclination to win it all back
- When you tile in a tournament
  - Try to play tighter for a while
  - Force yourself to be under control
  - Recognize that you might make bad decisions
Poker Etiquette

Live play
Live games

• Moving chips forward is a bet
• Acting in turn, not out of turn
  • Out of turn bets are binding unless action changes
  • One hand penalty in a casino – and one round if repeated
• Pace of play
  • Calling clock
• Revealing hand in order
  • In tournaments All In players must turn over cards when action is complete
  • In cash games you do not need to show if all in before hand is over
• Slow rolling
At the table

• One chip rule
  • One chip is a call
• No string bets
• Announcing bets
  • Oral statement is binding
• Table talk
  • Heads up to get a read
    • Usually not allowed to talk about your hand in tournaments - controversial
    • “Will you show me if I fold”
  • Angling – bad form
    • E.g. getting someone to fold the best hand by misrepresenting your hand
    • Pretending a raise (mixed in big chip) was accidental
• Talking over someone who is making a tough decision
• Telling bad beat stories
  • Nobody cares
• Saying what you folded
  • Nobody cares
More etiquette

- Protect your cards
  - Card protector
  - Use a chip
- Exposed cards
- Don’t splash the pot
- Don’t say what you had
  - Even if action is closed, don’t say what you folded
- Keep cards on the table at all times
- Keep big denomination chips in front or on top
  - Total stack amount should be clear & visible
- Hit & run
  - Know the game you’re in
And more etiquette

- Maintain good hygiene
  - Actually a big deal & often a problem in some casinos
- Tipping in live cash games & at end of tourney
  - How to deal with a newbie who doesn’t know & doesn’t tip
- Checking it down - collusion
  - Playing with friends in cash games
  - In tournaments
- “I raise $50”
  - Does that mean you raise it to $50 total, or $50 on top? Be clear.
- Don’t show your cards to your neighbor when you fold
- “Show one show all” rule
- Rabbit chasing in home games
- In chopped pots, player out of position gets extra chip (if any)
And even more etiquette

- Don’t help the dealer
  - Dealing with disputes
  - Making side pots
  - Instructing players on action
  - Let the dealer do their job
  - Exception: clueless dealers (often found in charity tournaments)
- Don’t “help” in disputes that don’t involve you
- Third man walking
- Calling the floor
- Don’t give lessons
- Don’t tap the glass
- Don’t belittle bad play (encourage it)
- Arrange your chips in stacks of 20
How much money?
Behavior

• Next level:
  • Act the same regardless of the outcome
    • Someone hits a 2 outer against you
    • You hit a 2 outer to double up
    • Same demeaner, same expression
  • You will look like a total pro
  • Don’t jump up and get excited when you win
    • Remember the other player has just lost
Shades and Hoodies?

• My opinion only
  • This opinion may be wrong & unpopular
  • Shades will not hide whether you are bluffing
  • They actually convey immaturity and insecurity
  • Some people use them as a crutch
  • You might actually be at a disadvantage
    • Don’t see the board and the other players as well
    • Might miss out on a visual cue of another player

• Silly tell: some people wear sunglasses on their head
  • And bring them down to their eyes when they have a strong hand
  • I’ve seen this!

• Don’t wear shades at the table, please!
Busted
Play after the turn
Considerations on the turn

• On the turn
  • 4 of 5 community cards already dealt
  • Only 1 card left to come
• How many players remain in the hand
  • And types of players
• Your position relative to other players
• Who has the betting lead
• Pot size and remaining effective stacks
• Dry or wet board
• Ranges considering pre- and post- flop action
• If you are ahead on the turn, you will likely stay ahead
  • E.g. player behind is ½ as likely to make their hand than on the flop
Comparing Flop odds to Turn odds

<table>
<thead>
<tr>
<th></th>
<th>After the Flop</th>
<th>After the Turn</th>
</tr>
</thead>
<tbody>
<tr>
<td>Low pair versus high pair</td>
<td>10%</td>
<td>5%</td>
</tr>
<tr>
<td>Two overcards versus underpair</td>
<td>24%</td>
<td>13%</td>
</tr>
<tr>
<td>Two low cards versus two high cards</td>
<td>26%</td>
<td>14%</td>
</tr>
<tr>
<td>Flush draw versus high pair</td>
<td>38%</td>
<td>20%</td>
</tr>
<tr>
<td>Open-ended straight draw versus high pair</td>
<td>34%</td>
<td>18%</td>
</tr>
</tbody>
</table>

- Hard to get pot odds to draw
- Any significant bet should price out draws
  - Unless implied odds are huge
Implied odds and board texture

- Certain draws are more likely to get paid off than others.
- Compare two hands:
  - Hand A:  
    - Board:  
  - Hand B:  
    - Board:  

- In hand A, if you hit your nut flush draw, will you get paid?
- In hand B, if you hit your straight will you get paid?
  - What if it is the ten of spades? (compare to the ten or five of clubs)

- Lesson: be more inclined to draw to disguised hands on the turn
More implied odds on turn

• The order that flush draws arrive is important
• Say that flop is $\spadesuit A \heartsuit 2 \spadesuit 6 \spadesuit$ and turn is $\spadesuit 2$

• You will be given less credit for a flush if ten of spades comes on river

• But if flop came $\spadesuit A \heartsuit 2 \spadesuit 6 \spadesuit$ and then turn is $\spadesuit 6$

• Opponent is likely to believe you hit your flush if spade on river

• The reason: Players call the flop more often with a flush draw!
  • Always ask yourself about your opponent’s holdings on each street
Reasons to bet the turn

• You have a hand, and you checked the flop
  • You checked flop for deception, and now time to get some value
  • Or you had nothing on the flop, but improved on the turn
• You don’t have a hand and you checked the flop
  • Two checks is very weak – sometimes you have to stab at the pot
• Double-barreled continuation bet
  • You continuation bet on the flop and were called
    • Now put another bet in to try to take it down
    • Many players “Float” on the flop, so double barrel sometimes
• You want to charge the draw
  • Deny them the pot odds to call
  • Have them make a mistake by calling
  • Get your money in while ahead
Reasons to bet the turn

• Before the cooler comes
  • You don’t want river to scare them
  • River can complete draws bigger than your actual hand

• Set up the all-in on the river
  • You have a monster and need to build a pot
  • Or, you’re building up a pot to set up the all in bluff
    • (don’t do this often and not against calling stations)
Hand example

Turn Decision
Your hand: [5♣ 2♦]

• Setup:
  • Blinds $10 - $20
  • You’re in the big blind
  • You are LAG, and table knows it
  • Other players are mix of loose and tight
  • You are very deep stacked, at $6,200
  • Player C, in third position is a fine player, mostly TAG, $3,400 stack
  • Small blind seems a little whacky
Action

• First two players fold
• Player C limps for $20
• Everyone folds to SB who calls $10
• Pot is $60
• You check (only reasonable play)
• Flop is 

• You flop a straight! Second best possible hand right now
  • Well disguised
• Small blind bets $60
• What do you do? Call or raise?

You: LAG, $6,200
Player C: TAG, $3,400
SB: Whacky
Your hand: visas
Considerations

• Pot is $60 and $60 to call
• SB representing strength, Player C called pre-flop in early position
  • A raise might get called
• You are a LAG, so your raise might not be taken seriously
• There is a flush draw on board
  • Against 2 opponents need to charge them if one of them is drawing to flush

• Based on these considerations:
  • You raise to $200
• Pot is now $320
• Player C calls; SB folds
  • Pot is now $520
Action

• Apparently SB was stabbing at the pot or had small value

• Player C must be strong here
  • He is a TAG and called $200 raise
  • He limped in early position

• C’s possible holdings:
  • An overpair: Possible, but not likely given that he only limped pre-flop
  • A set: Extremely unlikely – would have raised on the flop for the same reasons we raised
  • Two pair: Possible, but not likely – would have had to limp with very weak hand in early position.
  • Top pair: Not likely. Means early position limp with A6, 67 or 86, followed by a call of a bet and a raise. 56 might make sense – pair and straight draw.
Action

• C’s possible holdings (cont.):
  • A flush draw: possible. E.g. AJs or KQs in spades.
    • Strong flush draw and overcards justifies calling raise
  • A straight draw: possible. He could have limped with A5s, 56, 54 and then called after hitting an open ended straight draw with a pair, or even just draw
  • A made straight: if he has 57, we are going to lose a lot of money

• Most likely are straight and flush draws, perhaps with a pair as well
• Two pair and overpair hands are less likely
• Turn card is
• What do you do?
Considerations

• You probably have the best hand
• He is most likely drawing
• The turn is a safe card
• If a spade comes on the river
  • You will check, and he will most often bet if he has it and check back if he doesn’t
  • You might get bluffed, although he might fear you have the flush
  • So you won’t get paid on the river – thus need to make money on the turn
• If a spade does not come on the river
  • You will value bet but probably won’t get called
• You bet $600, slightly over Pot
• Player C calls. Pot becomes $1,720
Action

• River card is 7♣.

• Worst possible card in the deck.
• Hits flush draw
• Hits straight for chop if he has a 5
• A classic "cooler" card
• You check. He checks.
  • Both are scared the other has a flush
• He turns over 4♣ 5♦ for two pair
• You win
• The cooler cost you money on the river
Lesson from this hand

• If you are strong on the flop
  • And turn card is safe
  • Bet!

• Beware the cooler
Leverage on the turn

• Concept introduced by “The Professor” Howard Lederer
  • Brother of Annie Duke
• The idea is that when facing bet on the turn
  • You don’t know how big a bet you will face on the river
• You don’t really know the pot odds you’re getting
• You might be willing to call turn bet for X, but not X+Y with unknown river bet, Y
• Facing a bet of X on the river after checked turn, you know the full amount you are risking
Example hand

Demonstrating concept of Leverage on the Turn
Hand example – leverage

• A $5-$10 game
• Players: tight, smart, aggressive
• Your stack: $660
• You are 4\(^{\text{th}}\) to act, and three players fold
• Your hand in middle position: \(\spadesuit\text{K} \spadesuit\text{Q}\)
• You raise to $30
• Player in 6\(^{\text{th}}\) position calls
• Big blind calls $20
• Pot is $95, and you’ll be in middle position after the flop
Hand example – leverage

• Flop comes: 
• Not a bad flop for you
• Big blind checks, you bet $80
• Player in 6th position folds
• Big blind calls
• Pot is $255, you have $550 left. Big blind has you covered.
• Turn card is: 
• Big blind bets $150
• What do you do???
Hand example – leverage

• Considerations:
  • If he has a A, you are in bad shape
  • If he does not have an A, you are probably way ahead
• Problem:
  • Big blind knows if he’s bluffing or not
  • You don’t know if he’s bluffing or not
  • He knows that if you call his bluff, he does not have to bet on the river
  • But you don’t know if he’s going to bet on the river
• I repeat: You don’t know if he will bet on the river
  • And he does know
• You cannot risk calling the turn and him shoving the river
• He has leverage on the turn – the unknown action on the river
Reasons to check the turn

• After continuation bet on the flop
  • Your flop bet was called, now you may give up on the hand

• As a trap
  • You must mix up bets and check on the flop
  • Checking turn sometimes when strong adds deception to your game
  • Only betting turn after checking flop when you hit turn gives away your hand

• As a de-leveraging play
  • You have a hand, and if you bet, opponent will call due to leverage
  • He might call river bet but not turn bet

• You have modest hand, and no draws are on the board
  • Small hand – small pot

• You have a bluff catching hand
  • Strong enough to beat a bluff, but not strong enough to bet for value
  • Pick the right opponents for this one
Example hand

Turn strategy
• Setup:
• High stakes game: $25 - $50
• Player E
  • Loose pre-flop aggressive post-flop
• Your image
  • Good player who likes to trap
• Your hand: 

Players A-D fold, Player E raises to $200
• Do you fold, call, raise?
• Player E raises to $200
• Do you fold, call, raise?

• Considerations:
  • 4 BB is on the large size
  • You have position on player E
  • A medium pair is too strong to fold
  • Stacks are very deep > 240 BB
  • Implied odds are great if you hit a monster

• Action: You call $200, Button & blinds fold
• Heads up: Pot is $475
• Flop: 

• Player E bets $350. Pot is now $825. What do you do?
• Player E bets to $350
• Do you call or raise?

• Considerations:
  • Dry board – no need to deny draws
  • Two scenarios:
    • He has something
      • Overpair, QQ, JJ, TT or A9
    • He has nothing
      • Pair below nines, squadoosh
  • Ignore the possibility of 99
    • If he has that - "That’s poker" and you go broke
• 2 possible hand types
  • He has nothing or something

• 2 possible plays: call or raise

• He has nothing and we raise:
  • He will fold & we win pot
  • Hand ends here

• He has nothing and we call:
  • We may win more money
  • He could hit one of his overcards on the turn
  • He could hit a lower set
  • Say, 10% of the time he improves on turn and can call another bet
  • If we call $350 that creates a pot of $1,175
  • Say we bet $700 on the turn, on average we pick up another $70

• He has something and we raise
  • He has JJ type hand
  • Say we raise $1,100, calling his $350 and adding another $750
  • Say he calls 1/3 of the time, then pot is $2,675
  • Blank on the turn, will he call $1,200 bet?
    • Maybe 1/3 of the time. We win extra 750 on flop & $400 on turn, so extra $1,150
• He has something and we call
  • Our call makes pot $1,175
  • No draws on board, our range:
    • Top pair or middle pair like 88
    • Made hand but not too strong
• Say turn is blank
  • If he bets, we raise and win pot
  • If he checks, we bet, and he calls
  • But he won’t call river bet without improving
  • Either way we win another bet, say $700
• Breaking down the scenarios

<table>
<thead>
<tr>
<th>He Has Nothing</th>
<th>We Call</th>
<th>We Raise</th>
</tr>
</thead>
<tbody>
<tr>
<td>He Has Nothing</td>
<td>+$70</td>
<td>$0</td>
</tr>
</tbody>
</table>

Your hand:  
Flop:  
Pot: $825
Even if "nothing" is more likely
  - Amount we win if "something"
    - Greatly favors raising to calling

You raise to $1,100
He calls the extra $750
Pot is now $2,675, his stack is $10,900
You have him covered
Turn: 

He checks. What do you do?
• Considerations
  • Re-evaluate his range
  • He called raise on the flop
    • But checked the turn
  • Possibilities
    • Overpair
    • A9, K9, Q9
      • 99 seems a little more likely now
      • Also, T8 and 86 are possible, semi-bluff and calling with open ender
  • You are ahead of all these except KK and 99
  • Goal is to get his whole stack
  • Half pot bet gives draws wrong price to call
    • Might get called by some of his holdings

• You bet $1,400

• He raises to $5,500, Pot is now $9,575, and $4,100 to call.

• He has $5,400 left. What do you do?
• Considerations
  • Folding is not an option
  • Don’t fold sets on dry boards!
  • If you call:
    • Pot will be $13,675
    • Would you call a river shove?
    • If so, pot would be $19,000
    • It would be $5,400 to call
    • So, pot odds of almost 4-1 with middle set
  • If you can’t fold river, and pot is larger than stacks
    • Then shove on the turn
      • Charge him the maximum to hit his river card
      • Avoids a scare card that might freeze your action

• You push all in & he folds
  • Looks like he was bluffing all along
  • Surprising, but you won the maximum
• Lessons:
  • Always evaluated ranges
  • Base decisions on:
    • What you think he has
    • Pot sizes & stack sizes
    • Most profitable scenario
      • E.g. raising vs. calling & expected action
  • Don’t fold sets when board does not:
    • Have straight, flush
    • Have a pair on board
  • Think about how to win the maximum when you have a monster