

APPENDIX A:

Texas Hold 'Em Fundamentals

A typical Texas Hold 'em poker game usually goes as follows:

1. Games start with the two players to the left of the dealer betting a predetermined amount of money so there is an initial deposit in the pot to get things started. The player with the plastic button in front of him is called the dealer; the actual dealer, a casino employee in a fancy shirt, does not participate in the game. This is called posting the blinds. There are two blinds, one big blind and one small blind. The big blind is usually one bet (i.e., in a \$5/\$10 game, it is \$5). The small blind is one half a bet rounded down to the next lower whole dollar (i.e., in a \$5/\$10 game, it will usually be \$2).

2. The actual dealer shuffles a complete deck of 52 playing cards.

3. Each player is dealt two cards face down. These are called your hole or pocket cards.

4. Before the flop is dealt (that is, before the first three common cards are dealt), there is a round of betting, starting with the player to the left of the two who posted the blinds (this player is referred to as "under the gun").

5. The amount a player can bet in the pre-flop round depends on what kind of game it is: Limit or No Limit. In a \$5/\$10 Limit game, the player under the gun can bet \$5, raise to \$10, or fold.

6. Like other games of poker, subsequent players during the first round can call, raise, or fold.

7. After the pre-flop betting round ends, the actual dealer discards the top card of the deck, called a burn card. This is done to prevent cheating.

8. The dealer then flips the next three cards face up on the table. These three cards are the flop. The flop cards are communal cards, which everyone can use in combination with their two pocket cards to form a five-card poker hand.

9. After the flop, there is another round of betting, starting with the first player still in the hand to the left of the dealer button.

10. After flop betting round concludes, the dealer burns another card and flips one more common card onto the center of the table. This card is called the turn card. Players can use the turn card, combined with any four other cards, to form a five-card poker hand. Sometimes the turn card helps; sometimes it hurts; sometimes it does nothing.

11. The first remaining player to the left of the dealer begins another round of betting (i.e., he can check or bet). In most games, this is where the bet size doubles. In a typical \$5/\$10 game, the minimum bet is now \$10, with each raise being an additional \$10.

12. After the turn round betting is finished, the dealer burns a card and places a final card face up in the center of the table. This card is called the river. Players can now use any combination of the five cards on the table and the two cards in their pocket to form a five-card poker hand.

13. There is one final round of betting, starting with the first remaining player to the left of the dealer.

14. After that, the players still in the game begin to reveal their hands. This begins with the player to the left of the last player to call. This segment of the game is called the showdown. If you are clearly beaten, you are not required to show your hand. You can throw it in

face down. This is called mucking your hand. Be certain you have lost before mucking a hand. Once mucked in it cannot be retrieved.

15. The player who shows the best five-card poker hand wins! In cases where two or more players have equal hands, they divide the pot among them (this happens fairly often).

APPENDIX B: Pocket Scores

	Pocket Combo	Percent Wins Against 1 Random Hands	Percent Wins Against 2 Random Hands	Pocket Score	Number of Hands	
1	AA	85.3	73.4	70.0	6	
2	KK	82.4	68.9	66.0	6	
3	QQ	79.9	64.9	64.0	6	
4	JJ	77.5	61.2	62.0	6	
5	TT	75.1	57.7	60.0	6	
6	99	72.1	53.5	53.0	6	
7	88	69.1	49.9	51.0	6	
8	AKs	67.0	50.7	48.0	4	
9	77	66.2	46.4	49.0	6	
10	AQs	66.1	49.4	47.0	4	
11	AJs	65.4	48.2	46.0	4	
12	AKo	65.4	48.2	48.0	12	
13	ATs	64.7	47.1	45.0	4	
14	AQo	64.5	46.8	47.0	12	
15	AJo	63.6	45.6	46.0	12	
16	KQs	63.4	47.1	45.0	4	
17	KQo	61.4	44.4	45.0	12	
18	A9s	63.0	44.8	44.0	4	
19	ATo	62.9	44.4	45.0	12	
20	KJs	62.6	45.9	44.0	4	
21	KJo	60.6	43.1	44.0	12	

22	QJs	60.3	44.1	43.0	4	
23	A8s	62.1	43.7	43.0	4	
24	KTs	61.9	44.9	43.0	4	
				24.0	160	12.1%
18	KTo	59.9	42.0	43.0	12	
19	QJo	58.2	41.4	43.0	12	
17	A7s	61.1	42.6	42.0	4	
23	66	63.3	43.2	42.0	6	
24	K9s	60.0	42.4	42.0	4	
25	QTs	59.5	43.1	42.0	4	
26	QTo	57.4	40.2	42.0	12	
27	A6s	60.0	41.3	41.0	4	
28	K8s	58.5	40.2	41.0	4	
29	Q9s	57.9	40.7	41.0	4	
30	JTs	57.5	41.9	41.0	4	
31	JTo	55.4	39.0	41.0	12	
32	55	60.3	40.1	40.0	6	
33	A5s	59.9	41.4	40.0	4	
34	K7s	57.8	39.4	40.0	4	
35	Q8s	56.2	38.6	40.0	4	
36	J9s	55.8	39.6	40.0	4	
37	A9o	60.9	41.8	39.0	12	
				18.0	116	8.7%
38	A4s	58.9	40.4	39.0	4	
39	K6s	56.8	38.4	39.0	4	
40	Q7s	54.5	36.7	39.0	4	
41	T9s	54.3	38.9	39.0	4	
42	J8s	54.2	37.5	39.0	4	
43	A8o	60.1	40.8	38.0	12	
44	A3s	58.0	39.4	38.0	4	
45	44	57.0	36.8	38.0	6	

46	K5s	55.8	37.4	38.0	4	
47	Q6s	53.8	35.8	38.0	4	
48	T8s	52.6	36.9	38.0	4	
49	J7s	52.4	35.4	38.0	4	
50	A7o	59.1	39.4	37.0	12	
51	K9o	58.0	39.5	37.0	12	
52	A2s	57.0	38.5	37.0	4	
53	K4s	54.7	36.4	37.0	4	
54	Q5s	52.9	34.9	37.0	4	
55	98s	51.1	36.0	37.0	4	
56	T7s	51.0	34.9	37.0	4	
57	A6o	57.8	38.0	36.0	12	
58	K8o	56.3	37.2	36.0	12	
59	Q9o	55.5	37.6	36.0	12	
60	K3s	53.8	35.5	36.0	4	
61	97s	49.5	34.2	36.0	4	
62	A5o	57.7	38.2	35.0	12	
63	K7o	55.4	36.1	35.0	12	
64	Q8o	53.8	35.4	35.0	12	
65	J9o	53.4	36.5	35.0	12	
66	K2s	52.9	34.6	35.0	4	
67	87s	48.2	33.9	35.0	4	
68	76s	46.0	32.0	33.0	4	
69	65s	45.9	30.2	31.0	4	
				32.0	210	15.8%

APPENDIX C: The Thirty-Six Stratagems

TACTICS BASED ON STRENGTH

1. Beat the grass to startle the snakes (Snake in the Grass Tactic).
2. Use a loan to rob the bank (Other People's Money Tactic).
3. Remove the head and the body falls (Guillotine Tactic).
4. Fight a tired enemy (Play Hide and Seek Tactic).
5. If the head is protected, attack the feet (Achilles Heel Tactic).
6. Desperate people fight to the death (False Hope Tactic).
7. Confusion catches fish (Rattle the Cage Tactic).

TACTICS BASED ON WEAKNESS

8. Lure a tiger from his stronghold (Big Cat Tactic).
9. Keep strong friends over there and weak enemies close by (Weak Neighbor Tactic).
10. Arouse darker emotions to further your own schemes (Sin, Seduction, and Anger Tactic).
11. Arouse empathy with self-inflicted losses (Poor Puppy Tactic).
12. Hide weakness behind illogical actions (Stand Back Tactic).
13. Know when to run away (Hyena Tactic).

TACTICS BASED ON OPPORTUNITY

14. Steal a couple of sheep while the shepherd is busy elsewhere (Carpe Diem Tactic).
15. If you cannot attack your opponent directly, then steal his firewood (Short Supply Tactic).
16. Lock the doors while the thieves are still inside (Locked Door Tactic).
17. Watch a firefight from the other side of the river (Hands Off Tactic).
18. Lure your opponent onto the roof before removing his ladder (Up a Creek Tactic).
19. Loot a burning house (Hot Hand Tactic).
20. Replace solid beams with rotten timbers (House of Cards Tactic).

TACTICS BASED ON REPLACEMENT

21. Leave behind a golden shell (Shell Game Tactic).
22. Turn the guest into the host (Grab the Reins Tactic).
23. Aim right; shoot left (Innuendo Tactic).
24. Even false flowers look real from a distance (False Flower Tactic).
25. Breathe life into a corpse (CPR Tactic).
26. Keep a scapegoat handy (Scapegoat Tactic).
27. Use the sizzle to sell the steak (Sizzle Tactic).

TACTICS BASED ON DISGUISE

28. Knock on the front door, but enter through the back (False Focus Tactic).
29. Routine degrades awareness (Familiarity Tactic).
30. Misinform through double agents (Spy Tactic).
31. Signal right, but turn left (Feint Tactic).

- 32. Borrow the hand that does the job (Hired Hand Tactic).
- 33. Donkey ears; shark eyes (Play Dumb Tactic).
- 34. Bright smiles mask dark purposes (Iago Tactic).
- 35. Turn perception to reality (Golem Tactic).

THE THIRTY-SIXTH TACTIC

- 36. Combine and evolve (Spider's Web Tactic).