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How to Play Texas Hold'em

Want to enjoy a game of Texas Hold'em poker? Here you will find key details about Texas Hold'em to help you learn the game including the rules, hands, different variants of this game type and more.

What is Texas Hold'em Poker?

Texas Hold'em poker is one of the most popular poker variants in the world. Despite its relative simplicity, Texas Hold'em has the potential to be played with a seemingly infinite variety of strategies and tactics.

The Rules of Texas Hold'em

To start playing Texas Hold'em games, it's important to understand the basic rules: Every player is dealt two cards which only they will see (known as 'hole cards')

The dealer spreads five cards (community cards) - three at once, then another, then another - these can be used by all players to make their best possible five-card hand

Before and after each card(s) is revealed, players take turns to bet. To stay in the hand and see the next card, all players must have put the same amount of chips in the pot as each other (unless one player is already all-in)

The best poker hand wins the pot. A player may use any combination of the seven cards available to make the best possible five-card poker hand, using zero, one or two of their private hole cards

The Blinds

In Hold'em, a marker called 'the button' or 'the dealer button' indicates which player is the dealer for the current game. Before the game begins, the player immediately clockwise from the button posts the "small blind", the first forced bet. The player immediately clockwise from the small blind posts the "big blind", which is typically twice the size of the small blind (blinds can vary depending on the stakes and betting structure being played). In Limit games, the big blind is the same as the small bet, and the small blind is typically half the size of the big blind (but may be larger depending on the stakes). For example, in aR\$2/\$4 Limit game the small blind isR\$1 and the big blind isR\$2. In aR\$15/\$30 Limit game, the small blind isR\$10 and the big blind isR\$15. In Pot Limit and No Limit games, the games are referred to by the size of their blinds (for example, aR\$1/\$2 Hold'em game has a small blind ofR\$1 and a big blind ofR\$2). Depending on the exact

structure of the game, each player may also be required to post an 'ante' (another type of forced bet, usually smaller than either blind, posted by all players at the table) into the pot. Now, each player receives their two hole cards. Betting action proceeds clockwise around the table, starting with the player 'under the gun' (immediately clockwise from the big blind).

Player Betting Options

In Hold'em, as with other forms of poker, the available actions are 'fold', 'check', 'bet', 'call' or 'raise'. Exactly which options are available depends on the action taken by the previous players. If nobody has made a bet, then a player may either check (decline to bet, but keep their cards) or bet. If a player has bet, then subsequent players can fold, call or raise. To call is to match the amount the previous player has bet. To raise is to not only match the previous bet, but to also increase it.

Pre-Flop

After seeing their hole cards, each player now has the option to play his or her hand by calling or raising the big blind. The action begins to the left of the big blind, which is considered a 'live' bet on this round. That player has the option to fold, call or raise. For example, if the big blind was R\$2, it would cost R\$2 to call, or at least R\$4 to raise. Action then proceeds clockwise around the table. Note: The betting structure varies with different variations of the game. Explanations of the betting action in Limit Hold'em, No Limit Hold'em, and Pot Limit Hold'em can be found below. Betting continues on each betting round until all active players (who have not folded) have placed equal bets in the pot.

The Flop

Now, three cards are dealt face-up on the board. This is known as 'the flop'. In Hold'em, the three cards on the flop are community cards, available to all players still in the hand. Betting on the flop begins with the active player immediately clockwise from the button. The betting options are similar to pre-flop, however if nobody has previously bet, players may check, passing the action to the next active player clockwise.

The Turn

When the betting action is completed for the flop round, the 'turn' is dealt face-up on the board. The turn is the fourth community card in Hold'em (and is sometimes also called 'Fourth Street'). Another round of betting ensues, beginning with the active player immediately clockwise from the button.

The River

When betting action is completed for the turn round, the 'river' or 'Fifth Street' is dealt face-up on the board. The river is the fifth and final community card in a Hold'em game. Betting again begins with the active player immediately clockwise from the button, and the same betting rules apply as they do for the flop and turn.

The Showdown

If there is more than one remaining player when the final betting round is complete, the last person to bet or raise shows their cards, unless there was no bet on the final round in which case the player immediately clockwise from the button shows their cards first. The player with the best five-card poker hand wins the pot. In the event of identical hands, the pot will be equally divided between the players with the best hands. Hold'em rules state that all suits are equal. After the pot is awarded, a new hand of Hold'em is ready to be played. The button now moves clockwise to the next player, blinds and antes are once again posted, and new hands are dealt to each player.

How many Hand Combinations are there in Texas Hold'em?

There are 1,326 possible combinations for your opening hand in Texas Hold'em poker. However, because suits have no value in this poker variant, a lot of these combinations will have the same value before the flop. When we eliminate identical combinations, there are 169 starting hands in Texas Hold'em. Pre-flop, Pocket Aces is the best starting hand. However, if your hand doesn't improve on the board, you will only have one pair. Particularly in multi-way pots, this may not be a strong enough holding for you to continue in later betting rounds, or to win the hand if it gets to showdown. When playing heads up games (vs just one opponent), you typically need to play an extremely wide range of starting hands, especially when on the button. However, in multi-way

games (vs several opponents), you need to be more selective with your starting hands, taking table position and the actions of your opponents into account. Hands with generally strong playability include: Top pairs – AA and KK are the premium starting hands in Texas Hold'em. They can be played extremely confidently and aggressively pre-flop, and you shouldn't be deterred from getting your stack in the middle at this stage if you get the opportunity. QQ and JJ are the next best pairs which can also be played positively, though you need to proceed with caution if facing a lot of pre-flop aggression, or if over cards are dealt on the flop.

– AA and KK are the premium starting hands in Texas Hold'em. They can be played extremely confidently and aggressively pre-flop, and you shouldn't be deterred from getting your stack in the middle at this stage if you get the opportunity. QQ and JJ are the next best pairs which can also be played positively, though you need to proceed with caution if facing a lot of pre-flop aggression, or if over cards are dealt on the flop. Small pairs – small to middle pairs like 44 or 66 are good to play in late position if you can see a flop relatively cheaply, to try and hit a set on the flop. If you do, your hand will be pretty well disguised against opponents playing bigger pairs or higher cards. Folding is recommended against a lot of pre-flop action, or if you face a bet after missing the flop.

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How are hands ranked in Texas Hold'em?

Understanding hand rankings beyond your starting hands is important as you look to play your best possible five-card hand from the seven available cards. Texas Hold'em poker uses traditional high poker hand ranks: Royal Flush – 10-A of the same suit

Straight Flush – Five cards of the same suit, in consecutive order numerically

Four of a Kind – Four cards of the same rank, and one side card/'kicker'

Full House – Three cards of the same rank, and two other cards which also match rank

Flush – Five cards of the same suit

Straight – Five cards in sequence numerically

Three of a Kind – Three cards of the same rank, and two unrelated side cards

Two pair – Two cards of matching ranks, another two cards of matching rank, and one side card

One pair – Two cards of matching rank, and three unrelated side cards

High card – No matching cards and no other hand type More information on hand ranks, including examples of poker hands, is available in our How to Play section.

Limit, No Limit, Pot Limit and Mixed Texas Hold'em

Hold'em rules remain the same for Limit, No Limit and Pot Limit poker games, with a few exceptions

Limit Texas Hold'em

Betting in Limit Hold'em is in pre-determined, structured amounts. Pre-flop and on the flop, all bets

and raises are of the same amount as the big blind. On the turn and the river, the size of all bets and raises doubles. In Limit Hold'em, up to four bets are allowed per player during each betting round. This includes a (1) bet, (2) raise, (3) re-raise, and (4) cap (final raise). No Limit Texas Hold'em

The minimum bet in No Limit Hold'em is the same as the size of the big blind, but players can always bet as much more as they want, up to all of their chips.

Minimum raise: In No Limit Hold'em, the raise amount must be at least as much as the previous bet or raise in the same round. As an example, if the first player to act bets R\$5 then the second player must raise a minimum of R\$5 (total bet of R\$10).

Maximum raise: The size of your stack (your chips on the table).

In No Limit Hold'em, there is no 'cap' on the number of raises allowed. Pot Limit Texas Hold'em
The minimum bet in Pot Limit Hold'em is the same as the size of the big blind, but players can always bet up to the size of the pot.

Minimum raise: The raise amount must be at least as much as the previous bet or raise in the same round. As an example, if the first player to act bets R\$5 then the second player must raise a minimum of R\$5 (total bet of R\$10).

Maximum raise: The size of the pot, which is defined as the total of the active pot plus all bets on the table plus the amount the active player must first call before raising.

Example: If the size of the pot is R\$100, and there is no previous action on a particular betting round, a player may bet a maximum of R\$100. After that bet, the action moves to the next player clockwise. That player can either fold, call R\$100, or raise any amount between the minimum (\$100 more) and the maximum. The maximum bet in this case is R\$400 - the raiser would first call R\$100, bringing the pot size to R\$300, and then raise R\$300 more, making a total bet of R\$400.

In Pot Limit Hold'em, there is no 'cap' on the number of raises allowed. Mixed Texas Hold'em
In Mixed Hold'em, the game switches between rounds of Limit Hold'em and No Limit Hold'em. The blinds are typically increased when the game switches from No Limit to Limit, to ensure some consistency in the average pot size in each game. The betting rules on each round follow the rules for that game, as described above.

In the PokerStars software, it's not possible to bet less than the minimum or more than the maximum. The bet slider and bet window will only allow you to bet amounts within the allowed thresholds.

Learn How to Play Texas Hold'em for Free

If you want to learn how to play Hold'em, then download the PokerStars software and join any of the free poker games where you can play online against other players. Unlike our real money poker games, since there is nothing at stake, you can be comfortable learning the ropes of the game and all the rules of Hold'em. As well as Texas Hold'em, we also offer many other poker variants. See our Poker Games page to learn more.

Additional information

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Entenda o Papel de um Patrocinador: Guia para Clubes e Teatros no Brasil

No Brasil, patrocinadores desempenham um papel essencial no sucesso de clubes esportivos, bandas de música e instituições artísticas. Mas o que exatamente um patrocinador faz e por que é tão importante? Neste artigo, vamos esclarecer essas dúvidas e explicar como hc bets instituição pode atrair e aproveitar ao máximo o apoio de patrocinadores.

O que é um Patrocinador?

Em geral, um patrocinador é alguém que encoraja, ajuda ou promove um clube, causa ou corpo de trabalho. Eles prestam apoio, proteção e promoção, e, por meio disso, permitem que os clubes e instituições criem experiências memoráveis para seus seguidores.

- No mundo dos esportes, patrocinadores geralmente apoiam clubes envolvendo-se em hc bets parcerias de marketing e fornecendo recursos financeiros.
- No teatro, um patrocinador típico é um apreciador regular das artes cênicas que demonstra seu apoio financeiro a um teatro ou companhia de produção específica.

Por Que é Importante para Clubes e Instituições Artísticas no Brasil?

Patrocinadores desempenham um papel crucial no financiamento e promoção de clubes e instituições artísticas. Especificamente, eles podem ajudar a:

1. Cobrir despesas operacionais, como manutenção de instalações e pagamento de funcionários.
2. Fornecer recursos para realizar eventos e promover a instituição.
3. Atrair mais seguidores e espectadores para eventos e apresentações.

Como Atrair Patrocinadores no Brasil?

Ao seguir esses passos, suas chances de atrair patrocinadores aumentam consideravelmente:

1. Desenvolver uma proposta de patrocínio atraente e profissional.
2. Identificar patrocinadores-alvo que se alinham com hc bets missão e valores.
3. Manter uma sólida presença online e fora de linha, incluindo mídias sociais.
4. Oferecer pacotes de patrocínio flexíveis que se ajustem a diferentes orçamentos.

Maximizando a Parceria de Patrocínio

Uma vez que você tenha atraído patrocinadores, é vital buscar ativamente maneiras de fortalecer e manter essas parcerias. Alguns métodos para fazer isso incluem:

- Expressar agradecimento e reconhecimento em hc bets diferentes meios de comunicação, incluindo redes sociais, sites e eventos ao vivo.
- Fornecer atualizações regulares sobre os progressos e conquistas da instituição.
- Oferecer oportunidades de engajamento, como reuniões pessoais ou eventos de networking.

````typescript Neste artigo, cobrimos os seguintes assuntos: - Definição de patrocinador no Brasil - A diferença entre patrocinadores em hc bets clubes esportivos e teatros - Por que é importante atrair patrocinadores no Brasil - Como atra ````

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## **Uma das maiores revoluções da indústria de jogos de {sp} moderna ocorreu quase à vista do jogador de console médio**

A ascensão do jogo de {sp} gratuito gacha, hc bets que você paga dinheiro real ou virtual por pacotes aleatórios de personagens e armas, tem sido meteórica no mercado chinês, dominado

por editores como miHoYo, NetEase e Yostar. Os jogos mais bem-sucedidos do gênero, incluindo Genshin Impact, Arknights e Another Eden, têm dezenas de milhões de jogadores, principalmente em smartphones, e geram vastas receitas de aqueles dispostos a pagar para completar suas coleções de itens do jogo.

## **Zenless Zone Zero: a última novidade do gênero**

Recentemente, o gênero está se expandindo além do móvel, e o Zenless Zone Zero é o mais recente exemplo. Criado pela HoYoverse, este é um vasto mundo de ação de RPG anime estilo com ação em uma distopia científica caótica. A Terra foi invadida por alienígenas de outras dimensões, e acima dos escombros da antiga civilização vive uma comunidade de sobreviventes humanos em uma nova cidade chamada New Eridu. Você pode jogar como Wise ou Belle, um duo de irmãos e irmãs hackers que possuem uma loja de aluguel de flats, mas também atuam como agentes intermediários, enviando equipes de guerreiras para cumprir missões para clientes.

## **Jogo de RPG com elementos de história, batalha e simulação de vida**

Assim como a popular série de RPGs Persona, o jogo é parte história, parte batalha de beat-'em-up, parte simulação de vida. Através de uma confusa variedade de menus, horários e quadros de avisos, os jogadores vivem cada dia, equilibrando batalhas com alienígenas com o reabastecimento de prateleiras de itens, fazendo pequenos trabalhos para vizinhos, jogando jogos de arcade e tirando fotos de gatos locais. Tudo o que você faz ganha alguma forma de moeda, que você então usa para comprar atualizações para suas armas e novos personagens para suas incursões.

## **Batalhas intuitivas e variadas**

As batalhas são intuitivas e aparentemente simples - um botão para atacar e um para esquivar. As habilidades pessoais e as armas dos personagens fornecem a variedade. O Deadpool-like Billy Kid gira duas pistolas e piadas bobas, enquanto a governanta Ellen Joe bate inimigos com um chicote de tubarão e o tímido Corin Wickes apresenta uma serra gigante com desculpas. Todos têm movimentos especiais e finais que desencadeiam um orgasmo de lasers, balas e lâminas. Trocar personagens no meio da batalha torna tudo muito convincente, complementado por efeitos gráficos vistosos e muitas explosões sonoras.

## **Visuais cyberpunk anime e elementos de gacha**

Visualmente, é puro cyberpunk anime. New Eridu é um gueto desleixado de barracas de macarrão, arcades e estacionamentos multicarros fechados, mas além da arquitetura coxa, há tecnologia avançada em todos os lugares. Bandidos lutam por unidades de disco rígido e caixas de segurança, IAs avançadas assaltam sistemas de computador e robôs sentientes adoráveis correm supermercados e acompanham agentes em incursões. É Ghost in the Shell misturado com Studio Ghibli, a sombra distópica adoçada por momentos e conversas adoráveis. Quando não está matando alienígenas, seu personagem percorre as ruas, ajudando os locais a encontrar amor, empregos ou apenas bons flats para assistir.

Como é um jogo gacha, nomeado para as máquinas de venda japonesas que entregam brinquedos em cápsulas, você está constantemente sendo incentivado a raros e exóticos itens e personagens que estão disponíveis apenas por um tempo limitado. Esses itens podem ser ganhos de uma maneira que se parece muito com as caixas de saque infames de jogos como FIFA Ultimate Team: você compra a chance de obter algo bom. A moeda pode ser ganhada

in-game, lentamente, mas você pode pagar dinheiro real por mais rolos da sorte - o que, é claro, é como esses jogos grátis ganham receita.

## Um jogo divertido e sedutor

A invasividade desse sistema depende de quanto determinado você está hc bets obter esses personagens e itens raros. Para ser honesto, hc bets minhas 30 horas de jogo, havia tantos sistemas, oportunidades, missões e personagens disponíveis que eu nem podia pensar hc bets desejar mais coisas. Como jogador casual, é fácil se envolver, lutando contra alienígenas, jogando Snake no palácio de moedas de jogos local ou ajudando cidadãos ao seu próprio ritmo gentil. Às vezes, o Zenless Zone Zero me lembrou do Shenmue, com seus ambientes urbanos sedentos e pequenas missões bobas e, assim como no épico encantador de Yu Suzuki, estava feliz hc bets levar meu tempo passeando por ele.

O gênero gacha é controverso e explora os truques psicológicos humanos com eficiência inerrante. Horas desapareceram como minutos enquanto eu jogava, tão encantado estava com minha turma magra de agentes de nível baixo, lutando, sendo estranhos e indo quase nenhum lugar espetacularmente rápido. O Zenless Zone Zero é elegante, bobo e emocionante, e promete anos de histórias frescas e uma esteira interminável de brinquedos reluzentes para seduzir você. Você paga por isso de alguma forma, seja com seu tempo ou seu dinheiro, mas para mim, pelo menos, se sente como uma troca justa.

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