

GLOSSARY OF POKER TERMS

ACTION: A fold, check, call, bet, raise, or showdown.

AGGRESSIVE ACTION: A wager that could enable a player to win a pot without a showdown. A bet or a raise.

ALL-IN: When you have put all of your playable chips into the pot during the course of a hand, you are said to be all-in.

ANTE: A prescribed amount posted before the start of a hand by all players.

BET: The act of placing a wager in turn into the pot on any betting round, or the chips put into the pot.

BICYCLE: The best ace-to-five lowball hand (5-4-3-2-A of any suits). Also called a wheel.

BIG BLIND: The largest blind in the game.

BLIND: A required bet made before any cards are dealt.

BLIND BET OR BLIND RAISE: A wager made prior to looking at any of your cards.

BLIND GAME: A game which utilizes a blind.

BLUFF: To bet an inferior hand, attempting to eliminate all opponents.

BOARD: The board on which a waiting list is kept for players wanting seats in specific games. The five communal cards in Hold'em format games.

BOARD CARDS: The community cards in the center of the table in Hold'em format games.

BOARD PERSON: A cardroom employee who puts names of players who are waiting for a seat on the board.

BOXED CARD: A card that appears face up in the deck where all other cards are face down.

BROKEN GAME: A game no longer in action.

BUG: A slang term for the Joker.

BURN CARD: After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.

BUTTON: A player who is in the designated dealer position. See dealer button.

BUTTON GAMES: Games in which a dealer button is used.

BUY-IN: The minimum amount of money required to enter any game. Usually ten times the minimum bet.

CAGE: A cashiers window located in the cardroom where chip or money transactions take place.

CARDS SPEAK: The face value of a hand in a showdown is the true value of the hand, regardless of a verbal announcement.

CAPPED: Describes the situation in limit poker in which the maximum number of raises on the betting round have been reached.

CHECK: To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates betting.

CHECK AND RAISE: To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.

COLLECTION: The "fee" charged for a seat in a game.

COLOR CHANGE: A request to change the chips from one denomination to another.

COMMON CARD: A card dealt face up to be used by all players at the showdown in the games of Stud Poker whenever there are insufficient cards left in the deck to deal each player a card individually.

COMMUNITY CARDS: The cards dealt face up in the center of the table that can be used by all players to form their best hand in the games of Hold'em and Omaha.

COMPLETE THE BET: To increase an all-in bet or forced bet to a full bet.

CUT: To divide the deck into two sections in such a manner as to change the order of the cards.

CUT CARD: Another term for the bottom or security card.

DEAD CARD: A card that is not legally playable.

DEAD HAND: A hand that is not legally playable.

DEAD MONEY: Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.

DEAL OFF: To take all the blinds and the button before changing seats or leaving the table.

DEALER BUTTON: A flat disc that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Often called the button.

DECK: A collection of playing cards, either 52 or 53, depending on the game.

DISCARD(S): In a Draw game, to throw cards out of your hand to make room for replacements, or the hand(s) thrown away into the muck.

DOWNCARDS: Cards that are dealt face down.

DRAW: The act of taking replacement cards into your hand or the segment of the game at which it is done.

FACE CARD: A king, queen, or jack.

FLASHED CARD: A card that is partially exposed.

FLOOR PERSON: A cardroom employee who seats players, sells chips, and makes decisions.

FLOP: In Hold'em or Omaha, the three community cards that are turned simultaneously after the first round of betting is complete.

FOURTH STREET: The second upcard in 7-Card Stud, or the first boardcard after the flop in Hold'em (also called the turn card).

FOULED HAND: A dead hand.

FLUSH: A poker hand consisting of five cards of the same suit.

FULL BUY: A buy-in equivalent to at least the minimum requirement for a particular game.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HAND: 1. Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand. 2. A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.

HEADS-UP PLAY: Only two players involved in play.

HOLE CARDS: The cards dealt face down to a player.

INSIDE STRAIGHT: A sequence of four cards that need one card to make a straight.

IN TURN: Describing when it is legally a player's turn to act.

JOKER: The joker is a "partially wild card" in high Draw and Lowball. In high, it is used for aces, straights, and flushes. In Lowball, the joker is the lowest unmatched rank in a hand.

KICKER: The highest unpaired card which helps determine the value of a five-card poker hand.

KILL: 1. A blind doubled in amount in some games required after you win a pot of a minimum amount. 2. An oversized blind increasing the stakes of a hand. 3. A voluntary blind doubled in amount used to increase the stakes in a game.

KILL BUTTON: A button used in games to indicate a player who is required to kill the pot.

KILL POT: A pot with a forced kill by the winner of the previous pot.

LIVE BLIND: A blind bet giving a player the option of raising and last action.

LOCK-UP: A chip that holds a seat for a player.

LOWBALL: A game where the lowest hand wins.

MISCALL: An incorrect verbal declaration of the ranking of a hand.

MISDEAL: A mistake on the dealing of a hand which causes the cards to be reshuffled and a new hand to be dealt.

MISSED BLIND: A required bet that is not posted when it is your turn to do so.

MUCK: 1. Cards that players have discarded. 2. The unused portion of the deck and cards that players have discarded, gathered face down on the table by the dealer.

MUST-MOVE: In order to protect the main game, a situation where the players of a second game must move into the first game as openings occur.

OPEN END: A sequence of four cards, "open" at both "ends", that needs either of two ranks to fill a straight.

OPENER: The player who makes the first voluntary bet.

OPTION: The choice to raise a bet given to a player with a blind.

PASS: 1. Decline to bet. 2. Decline to call a bet, at which point you must throw your cards away and have no further interest in the pot.

PAT: Not drawing any cards in a Draw game.

PAT HAND: A complete five-card hand.

PICTURE CARD: A king, queen, or jack. Also called a face-card or paint.

PLAYING THE BOARD: Using all five community cards for your hand in Hold'em.

POSITION: The distance from the blinds or the button for any hand. The order in which you act in a particular hand.

PROTECTED HAND: A hand of cards that the player is physically holding or has topped with a chip or some other object.

PUSH: When a new dealer replaces an existing dealer at a particular table.

RABBIT HUNTING: Looking for or asking to see cards that are out of play in order to ascertain what hand you might have made.

RACK: 1. Container in which chips are stored while being transported. 2. A tray in front of the dealer, used to hold chips and cards.

RAISE: To call a previous bet while making an additional bet simultaneously.

RERAISE: An increase in a wager at least the size of the previous bet which occurs after a raise.

RIVER CARD: The final card in any poker game.

SCOOPER: A player who wins both the high and low portions of a pot in a split-pot game.

SCRAMBLE: A face down mixing of the cards.

SECURITY CARD: A card used to cover the bottom of the deck, also called a cut card.

SET: Three of a kind, also called trips.

SETUP: Two suited decks, each with different colored backs. Calling for a set-up is to replace the current decks in a game.

SIDE POT: A separate pot formed when one or more players are all-in.

SHORT BUY: A buy-in that is less than the required minimum buy-in.

SHOWDOWN: The final act of determining the winner of the pot after all betting has been completed.

SHUFFLE: The act of randomly mixing the cards before a hand.

SMALL BLIND: In a game with multiple blind bets, the smallest blind.

SPLIT POT: A pot that is divided among players because of a tie for the best hand.

STACK: The amount of chips in front of a player.

STRADDLE: An additional blind bet placed after the forced blinds, usually double the big blind in size.

STRAIGHT: Five consecutive ranks of any suit.

STRAIGHT FLUSH: Five consecutive ranks of the same suit.

STRING BET or STRING RAISE: A bet made in more than one motion, without the declaration of a raise.

STUB: The portion of the deck which has not been dealt.

TABLE STAKES: 1. The amount of money you have on the table. This is the maximum amount that you can lose or that anyone can win from you in any one hand.
2. The requirement that players can wager only the money in front of them at the start of a hand and can only buy more chips between hands.

“TIME”: An expression used to stop the action on a hand.

TOURNAMENT: A competition for players to determine who is the best player.

TURN CARD: The fourth board card in Hold'em or Omaha.

TRIPS: Three of a kind. Also called a set.

UP CARDS: Cards that are dealt face up for opponents to see in stud-format games.

WAGER: A bet or raise.

WHEEL: Best ace-to-five Lowball hand (5-4-3-2-A of any suit). Also called a bicycle.