## Chapter 1 : How to Bluff like a Pro in No Limit Holdem Poker

*Middle Limit Holdem Poker [Bob Ciaffone, Jim Brier] on calendrierdelascience.com *FREE* shipping on qualifying offers. The book adresses both money play and tournament play. The first part of the book has 63 chapters on the general principles recommended for sucess.*

Anyway, I say all that to let you judge for yourself my playing level, rather than having to take my word for it. Subjectively, it feels awesome to be good at poker. Proficient poker playing actually feels like a low-grade superpower. So today I want to share some parts of this journey. Despite tons of good resources and information out there, I found it difficult to know exactly how to tackle the problem of "getting good at poker". Playing for money makes it a pure game which ensures that everyone is playing at the best of their ability. The only real "move" you have is to add money to the pot. No hitting, standing, or swapping out cards. Yet behind this simplicity are layers of math, psychology, and logic, all woven together. How hard is it to get good at poker? I was sure that everyone was amazing there. A few people were good, but most were pretty bad. After a few months of play, I was usually the best or second best player at the table. At one game I figured I was fourth or fifth best out of ten, and at the other I thought I was one of the top two. Because of the house taking money, you have to be one of the top three or so to win overall. Before you ever start playing, you need to memorize starting hands. Go through meticulously and make all of the settings as hard as possible, including having the AI learn your style. Turn off the animations and sounds to speed up play. You can play fifteen hundred hands per hour. This gives you some context for the game that will increase your comprehension when you read. At these low limits, the rake is proportionally so high that the games are virtually unbeatable. You need better competition to progress, and sometimes you have to pay for it in the form of losing a small amount of money to the rake. Now you can put into practice slightly more advanced tactics like hand-reading, free card plays, and certain bluffs. The idea is that as your opponent makes his moves, you narrow down the range of hands he could possibly have. The second part of this equation is to figure out which play will net the most money based on these assumptions. Because he might try to bluff at it and bet. If he DOES bet, you should call, but not raise. A raise will only be called by hands that beat you like if he made a set on the river. Because these games are finally getting into the realm of stakes played by professionals, you have to tread with a bit of caution. This book is more complex than the first two, and many of the plays it prescribes will only work against decent players. You should continue to work on hand reading and thinking very critically about how each of your possible plays will work against that range. Make sure to track your progress as you go. They want to play crappy pocket pairs early. They want to call one more street to see if they make their miracle straight. As my awareness of the game grew alongside my profits, I was shocked to see just how bad most players are. You can do differently. No pickup update because, honestly, this last week has been useless.

## Chapter 2 : Middle Stakes Fixed Limit Holdem Strategy

*Middle Limit Holdem Poker discusses holdem strategy for the $ through $ levels (the middle limits). The book discusses over hands, nearly all taken from actual play. This extensive use of practical examples has set a standard for poker writing that many subsequent poker books have attempted to emulate.*

Then there is a round of betting where you can Check, Bet or Fold. This stage of the game is known as pre-flop and what you should do is dependent on those hole cards, or starting hand. When all the betting has finished three shared cards are dealt face up in the middle of the table. This is called the flop. The flop The middle After this there is another round of betting, then a fourth shared card â€" called the turn â€" is dealt. The turn There is another round of betting then a final shared card â€" called the river â€" and a final round of betting. The river Your best Texas Holdem hands will be made by using your hole cards and the five cards in the middle to make the best possible five card poker hand. Not sure what the best Texas Holdem poker hands are? You can visit the poker hand rankings page for more information! So, for example, if you have and the shared cards are A you have four-of-a-kind. If the shared cards were J-Q-K you would only have two nines. Sometimes the best texas hold em hand is made by the five shared cards on their own. If they were A and you had your hole cards would not play as there is a four-of-a-kind of higher value already showing. The end There are two ways a hand can end. One is when the players in a hand turn over their hole cards and the player with the best hand wins. This is known as a showdown. The other is that someone will bet enough that everyone else folds. Firstly, you are dealt your hole cards. Then there is a round of betting. Then the players remaining see a flop. Then there is another round of betting. Then you see a turn card. Then another round of betting. Then a final river card. Then one more round of betting. The best five card hand wins. If not, have a read of our Poker Glossary. Comfortable with the rules so far?

## Chapter 3 : Middle Stages Tournament Strategy - Playing the Middle of a MTT

*Middle Limit Holdem Poker. It discusses over poker hands, most taken from actual live play, and has plenty of theory as well. Any hold'em player who does not buy it is making a major mistake.*

If you are a chess player and want to improve your game you not only learn the theoretical aspects of the game but also you have to study positions. The same holds true for backgammon. Astonishingly for the game of poker there is a whole host of theory books but no book that puts the emphasis on examples from real playing situations. It is no coincidence that Bob Ciaffone is an excellent chess and backgammon player. The difference is that the theoretical explanations in the book are much more detailed. Nearly all the chapters in the book are divided into two parts: The first part gives you the theoretical background and the second part shows you how to apply this knowledge to examples taken from real play. The structure of the book is conventional: Generally speaking the advice they give you is reliable and logically sound. I will concentrate on two points: Preflop play and playing overcards. Interesting is the part about late position play. The two authors tell you that you should not call with unsuited connectors in late position that are worse than J â€" T offsuit no matter how many players have entered the pot. This advice sounds surprising. I still have to see the player who really makes money playing 9 â€" 7 offsuit or trash hands like that. On the other hand Ciaffone and Brier underestimate the value of being suited. If you have two suited cards there is about a 5 percent chance to make your flush. In a ten handed pot the win rate for an average hand is 10 percent, so the 5 percent advantage for the suited hand against the same hand unsuited is huge. Basically there are two reasons for that. First, you make your flush but you would have won anyway. This happens quite often when you have two big suited cards and hit one or two of your rank. Second, you make your flush but you run into a superior hand higher flush, full house, quads or a straight flush. So the actual advantage of being suited is less than 5 percent. How much it is depends on two factors: Computer simulations show that in a family pot every suited hand is profitable. The authors think you should bet if you have the best hand or if the bet will win the pot for you. Of course these situations only come up in short-handed pots. Both concepts are valid but at least two other concepts come to mind why you want to bet your overcards: To illustrate the former point here is a hand I played in 20 â€" 40 game at the Mirage. I limped in middle position with K-J of hearts. A tight professional raised on the button which was bad news for me. Only the lady in the big blind called so we took the flop three-handed: The lady checked, I checked and the pro bet as expected. The turn was the 10 of clubs. Now the lady bet. What should I do? If it were heads-up it would have been an easy decision, I would have called. I knew the lady; she played in a very straightforward fashion. I was absolutely sure she had a pair of tens nothing more nothing less. To win the pot I had to show her a better hand, no room for fancy plays. But the pro behind me created a problem because his hand killed some of my overcard outs. If he had A-K or A-J two of my outs are dead. If he has pocket aces or pocket kings all of my overcard outs are dead. If I could get him out, this would improve my chances to win the pot. I knew he had a lot of respect for me and I hoped he would read me for a set. The last point that convinced me that raising was the right play was that it actually cost me nothing, because if he had an overpair he would raise himself if I only called. So I raised, the pro pondered and finally threw his hand away. The river was a king. The lady checked, I bet and took the pot after the lady had called. Then the pro started moaning: The funny thing is this: Shortly after the book was on the market, Jim Brier published in the Card Player magazine a hand that was very similar to the hand I described above. Everyone folds to the button, who calls, as does the small blind. The big blind raises and everyone calls. The small blind checks and the big blind bets. The first early-position player folds, but the second early-position player calls. What should you do? Raise [â€¦] In the actual hand, the player raised. Both the button and the small blind folded. The big blind reraised and the other early-position player folded rather than call a double raise back to him. The big blind bet and the player called, having made a pair of kings at the river. Of course this is correct but a second reason is to protect your overcard as seen in the actual hand. Despite my critique about some points all in all the theoretical explanations are very good and well presented. What I like especially is the emphasis the authors put on the number of players in the pot. Every good player knows that

position and the size of the pot are of major importance. Ciaffone and Brier make it clear that the number of players contesting the pot is often of equal importance. The second main part of the book consists of over examples. The examples are grouped according to the structure of the book as far as the subject is concerned. After the theoretical explanations the reader is confronted with a multitude of examples. Of course not only the answer is given but an explanation as well. Just make sure you have taken into consideration all the arguments Ciaffone and Brier use to back their decision. Generally speaking I think the two authors overemphasize the risks in a given situation which may lead to too passive play. Frankly speaking I have never seen a winning player who only bets the nuts. Let me give you just one example. Only the big blind and the early limper call. What do you do? Basically they give two reasons why you should check: You have nothing and the board is highly coordinated which makes it probable that it helps at least one of your opponents. Though I think the arguments are sound, I would bet every time in this spot. There are a couple of reasons for that. The only exception is if the turn brings a jack. If somebody bets the best you can hope for is probably to split the pot. A queen gives you top pair but anyone with a jack has you beat. No decent player would bet Axs because he would correctly fear that you have an ace with a big kicker. So if somebody bets into you it means he has at least two pair. If you succeed more than 12 per cent of the time you show a profit. I just prefer to bet. This leads us to one of the problems I have with the examples. But you should tell the reader if it is a major error, a small error, a toss-up or something like that. The second problem I have with the examples is that Ciaffone and Brier tell you what to do in that specific situation but not how to proceed. You should check and take a free card. But what should you do if a blank falls on the turn and nobody bets? Should you bet or check again? What do you do if a jack comes on the turn and somebody bets into you? Should you call or raise? Maybe this would go beyond the scope of this book but some hints would be welcomed. Obviously Ciaffone and Brier were in a hurry to publish the book because there is some oddness and inconsistency that should be corrected in a future edition. What is better to have 14 or 15 outs? The problem is that the wording is not consistent.

## Chapter 4 : Poker Table Position

*Personally, I'd place Middle Limit Holdem in between Ed Miller and Lee Jones in terms of the type of play it advocates. If you don't know limit, then I recommend learning it as increasing proficiency across the strains of poker can only thicken the bankroll in the long run.*

The only raise you can make is for twice the size of the bet in question. Only three raises in total are allowed during a round of betting unless there are just two players left, in which case the cap is increased to five. What Does the Button Mean in Poker? What are Blinds in Poker? In sharp contrast, the two players to the immediate left of the button are at a distinct disadvantage. To make sure the game flows smoothly, each of these two players is required to put some chips in the pot before every hand. The player to the left of the button is known as the small blind; they will put in a certain amount, then the next player to the left the big blind will put in twice that amount. Added contributions known as antes may also be required from each player at the table before the start of every hand. The first three community cards are typically referred to as the flop, so the set of decisions that players make before those cards are dealt is called the pre-flop action. First, the Dealer will give everyone a single card, face-down, starting with the player in the small blind. Then the second hole card will be dealt in the same fashion. Pre-flop action always begins with the player to the left of the big blind; this position at the table is called under the gun. Pre-Flop Betting 1st Betting Round Once the hole cards are dealt, the player under the gun has three options: In this case, a call will match the size of the big blind, which is considered a bet in poker. Once the player under the gun has taken their turn, the next player to the left can either raise, call or fold. This procedure continues around the table to the big blind, who has the same three options. At this point, if there are two or more players left in the hand, and there is still a raise that has yet to be called, the action continues around the table until the last player left to act closes the betting round by calling or folding. If one of the remaining players has gone all-in, whoever is still in the hand will turn over their hole cards, the Dealer will put all five community cards on the table, and the winning hand will be declared. If this happens, the big blind takes the pot in what is known as a walk. Otherwise, the hand will continue, and the Dealer will put out the first three community cards. A check is essentially a bet of zero chips. In theory, all the players at the table can check, and the next community card will be dealt. If someone eventually makes a bet, the next player can raise, call or fold, just like pre-flop betting. Turn Betting 3rd Betting Round The next community card is known as the turn. Action continues in the same manner as flop betting, until someone wins or the action is closed. If someone is all-in by this point, which often happens on the river, then the players go to showdown. Once the all-in has been called or raised and everyone else either joins in or folds, the players left in the hand turn their cards over, and the winner is declared. If two or more players are tied with the best hand, they split the pot evenly. Some games will allow you to run it twice, meaning a second set of community cards will be dealt, and the pot will be split between whoever wins on the first run-out and whoever wins the second. These will already be familiar to most card players, but not everyone knows these rankings correctly. Any other five consecutive cards of the same suit 5d, 4d, 3d, 2d, Ad Four of a Kind: Five cards of the same suit Ah, Jh, 9h, 4h, 3h Straight: Five consecutive cards of more than one suit Ts, 9h, 8c, 7c, 6s Three of a Kind: Three cards of the same rank 4s, 4d, 4c, As, Kh Two Pair: Two cards of the same rank, and two of another Ac, Ah, 8s, 8h, 4s Pair: Five non-consecutive cards of more than one suit Ah, Qd, 7c, 6h, 2d All these different hands are ranked based on how rarely they occur otherwise known as poker odds. The only exception is High Card, which is 4. If two hands have the same rank, the winner is the hand that contains the highest card involved in making that hand. If the hands are still tied, the kicker will determine who wins; Aces and Eights with a King kicker will beat Aces and Eights with a Jack kicker. The suits themselves have no effect on these rankings.

## Chapter 5 : D&B Poker | Book | eBook | Professional Middle Limit Hold'em

*4 Responses to "Review: Middle Limit Holdem Poker" deadmoneywalking Says: February 1st, at am. I agree that the book is reasoned and the advice is mostly solid, but dated.*

The problem with these hands is that we know they should usually win the pot, but they are difficult to play. High cards often show up on the board and we have a tough time figuring out whether we are ahead or not. You can make life a lot easier by playing these pairs correctly before you even get to the flop. Remember, you get to choose when and where you play middle pairs. If you want to make consistent money with your pairs, play them on your own terms. When choosing when and where to play your middle pairs, consider the following factors: Position Position is the most important aspect of preflop play. Unless there has been major preflop betting action, you can always play your middle pairs in late position. If several people have limped in, your best bet is to limp in behind them and try to hit a set in a big pot. With the upper end of the range TT and JJ , you can raise the weak limpers and try to play your hand against only one or two opponents. If the pot has been raised in front of you, you can play your middle pair as long as the raiser has a large stack. The correct action will depend upon what the preflop action has been like so far. If you are the first person in, you should come in with a raise. Open limping is a weak play and it will allow more aggressive opponents to control the hand. Additionally, open limping teleports to your opponents exactly what kind of hand you have: If one or more person has already limped in before you, you can limp in behind those players also. If it was just a single opponent, you can consider putting in a raise to kick everyone else out of the pot. Against raises, you should fold in middle position. With TT and JJ, you can either call or re-raise, depending on the playing style of the original raiser. If the original raiser is fairly tight, you can just call and reevaluate after the flop. If the original raiser is loose, you can 3-bet him and get the pot heads up against him. Early Position In early position, you should almost always open with a raise if you have TT or better. Sometimes you will want to fold your middle pairs in early position and other times you will want to come in with a raise. What you should never do is open the pot with a limp. You can come in with a raise if the table is generally tight and straightforward. Your opponents at those tables will know that for you to be raising from early position, you probably have a strong hand. Against a smart, aggressive table, you should fold the pairs before the flop unless you are confident in your ability to outplay your opponents after the flop. Smart, aggressive opponents make it very difficult for you to win pots from early position without strong hands. Playing Style of the Table You should always note the playing style of the table when choosing whether or not to play your middle pair. Generally, you can play your pair from all positions at an easy, passive, or tight table. At tough tables, you should generally only play your middle pairs in late position, with the exception of the occasional early-mid play to mix it up. When you call a preflop raise with a pair, you are generally playing to hit a set and crack whatever that opponent has. For this to be a profitable move, your opponent needs to have a large stack. Against those opponents, you should either take the pot by force or fold. To Raise or Not to Raise? The easiest way to decide whether or not to raise is to base the decision on the action before you. If you are the first person in the pot, you should come in with a raise. If several people have already entered the pot, you should limp in behind them and play your hand cheaply. When you raise in that situation, your goal is to take an easy pot after the flop. Your final decision will affect the way you play after the flop as well. If you come in with a raise, you will usually want to continue that aggression after the flop so you can take the pot. As a limper, you will generally play a tight game, hoping to hit a set before putting more money in the pot. Now that you know how to play middle pocket pairs preflop, learn how to play middle pocket pairs postflop.

## Chapter 6 : Playing Middle Pairs Preflop - How to Play JJ Preflop

*Middle Limit Holdem Poker continues with sections about the various decision points in a Hold'em hand. Sections cover preflop, flop, turn, and river play in considerable detail. Sections cover preflop, flop, turn, and river play in considerable detail.*

The book begins by discussing some basic concepts regarding Holdem poker. The authors assume that the reader is not only familiar with the game, but also with a significant amount of poker strategy. This is not a book for beginners. Sections cover preflop, flop, turn, and river play in considerable detail. Following this are two sections titled "Special Topics", which deals with issues like bluffing, slow playing, free cards, etc. Each section begins by providing some basic strategic concepts before moving on to extensive quizzes concerning the topic in question. The book concludes with tables presenting the mathematical expected outcomes of some common confrontations and a glossary. The book is thick for a poker book, and densely written. Certainly, in terms of concepts per dollar, the reader is getting an excellent value. Fortunately, this book is also clearly written. There is never any ambiguity about each lesson the authors are trying to impart. While I consider Bob Ciaffone to be among the very top echelon of poker writers, I found myself disagreeing with a larger share of the information the authors provide in this book than in others he has written. The authors do state that if circumstances are changed even a little, then the right way to play a particular hand might change significantly. Despite this, the distinctions between some of the situations described in the book is often pretty fine. I would have liked to have seen some sort of rating system to explain which plays the authors think are a "slam dunk", and about which plays they might be less certain. After some of these questions and answers the authors relate what was the final result of the hand in question. While this is fine for educational purposes, I found this level of certainty to be tiresome after a while. Just once I would like to have seen the authors write something like: In my opinion the book has some significant flaws. I definitely recommend this book for advanced middle-limit Holdem players, but I caution the reader to take their time with this book, to examine it with a critical eye, and once finished to read it carefully again. This book is not light reading. It should take an advanced student quite a bit of time to absorb all the material it contains, and this information should not be accepted uncritically. Those folks who are not sophisticated poker players or who confine their play to low-limit games can probably pass on Middle Limit Holdem Poker.

## Chapter 7 : Texas Hold'em - Wizard of Odds

*Middle Limit Holdem Poker discusses holdem strategy for the $ through $ levels (the middle limits). The book discusses over hands, nearly all taken Free shipping over $*

This article will teach you what is position, how to recognize it, where to apply it and how to incorporate position into your game. Not knowing position is an easy way to lose lots of money in internet poker, so pay attention and take notes. What is table position? Specifically, position is the concept of where you are in relation to the button the small disc that goes around the poker table determining who posts the small and big blinds. In this regard there are three areas of position: Early Position EP for short At a full game with ten players, being in early position means that you are one of the first players to act when the action starts. The means that before the flop, the players immediately to the left of the big blind are considered to be in early position. This connotation is given, because the UTG is forced to start the action. In the majority of situations in poker, having early position is often a disadvantage. The reason is that you will always be one of the first to act, which means that your opponents will always be able to react to what you do only after you have taken an action. This is an advantage, because good opponents can usually come up with ways of disrupting or exploiting your play when they are able to simple wait to see what you do first. Middle Position MP for short The players to the left of the early position players usually starting at the 4th player to the left of the button are called the middle position players. Like early position, being in MP has few advantages and quite a few drawbacks. The reason that when in MP, you are still one leg up on players in EP, because you are able to see their moves before the action comes to you, but you still have players in late position acting behind you. In addition, while not frequently the case, being in middle position leaves you open to what is called the "squeeze" play. The squeeze is when you get trapped in a difficult situation, when you are trying to call a bet by a player in EP, but are getting raised or have a very real threat of being raised by another opponent in late position. This is dangerous because you may be wanting to slow down the action when you are holding a marginal hand or are wary of your opponent acting behind you in LP, but the EP player is either too aggressive or has a good hand himself and is forcing you to commit more chips to the hand. Late Position LP for short The last few players to act in the round are considered the late position players. Late position has two different terms for the last two people to end the action. First is the cut-off or CO for short , who is the second to last person to act. Second is simply "the button", who is the player on the button and the last person to act. When in late position, you are often in situations where the hand has been checked around to you nobody has bet at the pot and have an opportunity to make a steal bluff at the pot to win it right there. When you are in LP and can see nothing but checks ahead of you however, this does give a good indication that your opponents are likely holding nothing of value and makes the bluff a much safer play. Another unique situation to being in late position, is the semi-bluff. The semi-bluff is raising a player who bet out in early or mid position when you are drawing to a better hand, such as a straight or flush. This play works on two different fronts: This turn check gives you the option to bet out again for another semi-bluff attempt or simply check behind your opponent to draw to another card. The semi-bluff that ends with a check on the turn is known as the "free card" play, since you are seeing the river card for "free", although in reality, you paid one additional small bet on the flop with the raise in order to see the river card by checking the turn. For starters, you always need to be constantly aware of your position when playing poker. You are UTG under the gun, first to act and wonder if you should play this hand or not. Most beginner players look at a starting hand chart and see whether or not they should play, but the real answer is that you need to incorporate a starting hand chart along with position. For this reason, T9s is a hand that plays well in late position, because you can safely play this hand or toss it away because you can see all the action before it comes to you. However, since you are UTG and in early position, you should now realize that this hand is unsafe to play in EP and thus needs to be folded pre-flop. As a general rule of thumb, just remember that early position requires you to play stronger hands, while late position gives you the option of playing drawing hands. Maximize your knowledge of position by playing at PokerStars.

*Middle-Limit Texas Hold'em (Defined at 10/20 and up, Big Bet Poker): Guidelines For Success I. Starting Hands Hand Selection is the foundation for playing Winning Poker!*

Guidelines For Success I. Starting with wrong hands is a prescription for a losing session. Your choice to raise, call or fold how and when , are always critical elements. Of course, your post-flop play will determine consistent results, but if you enter pots with marginal holdings, your post-flop play may not be able to salvage much. Playing weak hands out of position. Choosing to play dominated drawing hands against one or two opponents. In a tight game, playing too many hands. How Should You Play Preflop? Raise with powerful hands, they play well in both short-handed games and in multi-way pots big pairs will not always have to improve to win. Against fewer opponents or less , play far more aggressively. Against more opponents, revert back to solid poker, no tricks, and play premium cards. Be aware of position and play tighter in early position slightly looser in late position. You must have a bigger hand to call a raise, than to make an initial raise first in , or to reraise if the pot has already been raised. Stick to playing the more credible off suit holdings. Play hands where you can dominate, and not be dominated. Take advantage of mistakes by others, be aware of sloppy play and capitalize on it. Remember that speculative hands play better against lots of opponents. With late position you have the opportunity to see what your opponents have done before you act. Likewise, they do not know what you are going to do from your position. With the exception of bluffing when you would want to bet first , having position will garner you the most money following the flop. Late Position LP - The cutoff seat and the button. Know your opponents, know your position, have quality cards to better assess your chances of entering any pots. Pre-flop raisers can effectively change position so be aware of your relative position following a pre-flop raise most opponents check to the raiser. Tight players are susceptible to more bluffs. Quality of hands against tight players giving you action must be better. Tougher players will be the ones playing more aggressively at the table. A premium will be on playing very high cards with top kickers. Early Position Unraised Pots Open with a raise or raise limpers holding: If the game is extremely tight, a raise with TT or 99, you may take down the blinds. These cards play better against one or two opponents. AJos and KQos seem to be trouble hands in EP, and you might want to limp in behind other limpers with these hands, if you decide to play them at all. When a solid player has made a raise, these hands will get you into trouble know your opponent. In a particularly tight game, give more consideration to folding. There is an old axiom: When you hold a pair and someone raises, you should reraise or fold. Make sure if you reraise and get the pot Heads-Up, your pair is strong enough to hold up, otherwise, let the raise go uncontested. Middle Position Unraised Pots All the hands mentioned for early position are raiseable from middle position as well, even with limpers in front of you. If there were no limpers, you can widen your range of raising hands and include hands like: Raised Pots When faced with an early position raise, consider the player and their position and that in most cases they are very strong. You will need a big hand to call or reraise here, be very selective as there are still many players to act following your decision. Late Position Unraised Pots If no one has entered the pot, of course make a strong play to pick up the blinds. Your raise will also provide you an opportunity to play heads-up for a pot. If there was a limper or two ahead of you, your raise will not be enough to win the blind money and pot, so only raise with superior hands in this position. In addition, if you have more than 4 or 5 limpers, you can limp with smaller pocket pairs, but with less than 3 limpers, fold them and save a few chips. Laying down a small pair here is a sign of experience, not weak play. Suited connectors above 76 and moderately high suited one-gappers J-9 can be played in this position again, with a good number of limpers committed to the pot. Hands that also play here are:? Raised Pots Follow the standards as if you were in middle position. The only exception is when the first bettor is the cut-off seat, consider re-raising a possible steal bet , with hands like: This will force the blinds to face a double bet and should isolate you on the original raiser. Small Blind Play You should raise with those premium hands against any amount of limpers top of Group 1 hands. Against a lot of players, limp with hands like QQ and JJ, unless your raise can eliminate the big blind, as they are more susceptible to overcards on the flop. Unraised Pots Most pairs, suited connectors

and higher one-gappers J-9 T-8 can be played for a bet with enough callers. The biggest mistake is to think you should play ANY hand, just because there are enough callers. Eliminate throwing in a bet with bad cards. Raised Pots Be more selective, calling 2 bets requires your hand to be much stronger, you should play multi-way pots with top cards, and heads-up only when your cards can dominate your opponent. Big Blind Play When raised, it is essential you consider the position from which the raise came from and if you have a read on that player. Respect UTG raises from a solid player, especially in a tight game. Conversely, if the raise comes late from the cutoff seat or the button, consider devaluing the strength of the potential holding blind stealing is prevalent. However, if you want to vary your play, you can occasionally raise with these hands, the key being seldom. Against what you imagine a steal raise, reraise with mid pocket pairs on up and hands like AJ and even AT.

## Chapter 9 : Review of Middle Limit Holdem Poker

*Middle Limit Holdem Poker discusses holdem strategy for the through levels (the middle limits). To ensure our subscribers are treated with respect, we do not provide any free trial tips under any circumstances.*

All cards count as its poker value. Aces may be high or low. One player is designated as the dealer, usually with a laminated marker. This person does not have to physically deal the game. However it is important that a symbolic dealer position rotate around the table. The player to the left of the small blind must make a "big blind" bet. The amounts of both blinds should be specified in advance. The purpose of the blinds is to get the ball rolling with some money in the pot. The player to the left of the big blind must either call or raise the big blind bet. The play in turn will go around the table according to normal poker rules, which I assume the reader already knows. Table rules will specify any limits on the size or number of allowed raises. The small blind may also raise the big blind. If nobody raises the big blind the player making the big blind has the option to raise his own bet. The term for this is the "big blind option. This is called the "flop. A fourth community card will be dealt face up in the center of the table. This card is called the "turn. Generally the minimum bet is double the first two rounds of betting. A fifth and final community card will be dealt face up in the center of the table. This card is called the "river. The minimum bet is generally the same as the previous round. Each player still in the game at the end will determine the highest poker value among his own two cards and the five community cards. It is NOT a requirement that the player use both of his own cards. The player with the hand of highest poker value shall win. Following are the hand rankings. Five consecutive and suited cards. For example 5 , 6.