# [Installation](https://www.libreoffice.org/donate/dl/win-x86_64/7.3.3/en-US/LibreOffice_7.3.3_Win_x64.msi)

### Clone the Repository (Download All Files)

1. **Install Git (If Not Already Installed):**
   * Download Git from the [official site](https://git-scm.com/) and install it.
   * In the terminal, run the following command to clone the repository:

bashcode

git clone https://github.com/SimeonReece/Simbot-Starting-Hand-Challenge.git

# Using the Starting Hand Exercise

1. **Open the Console:**
   * Press CTRL + SHIFT + J to open the console.
   * If you need help, search "how to open the console in Google Chrome" for guidance.
2. **Read the Hints:**
   * Go through the hints below to familiarize yourself with the exercise, then start playing.

# Warming Up with the Simulator

* For a full warm-up, play the mini-game simulator for 5-15 minutes.
* Then, play a cash game for 15-30 minutes before starting any session.
* Repeating this process before and after each session will help improve your performance.

# Hints: What Kind of Starting Hands Are You Aiming For?

You don’t need to memorize a starting hand chart. Instead, understand the rules for recognizing good hands. Below is a guide to what you should aim for:

* **Any hand that can flop trips** at a reasonable rate or **pocket pairs (PP)**.
* **Any hand that can make a ten-high (T+) flush**.
* **Any suited connector** with no more than 3 gaps between the cards.
* **Combo hands**, i.e., hands that can make both straights and flushes.
* **Any hand that can make an Ace-high two pair**, or **Ax hands**.
* **Any hand that can make a straight**, but you need a **Q+ card** to play hands like 8x.
  + Example: **J8** is no good, but **Q8** is playable.
* **Any Broadway hand** (Ten through Ace).
* **Closely connected cards** with no card lower than an 8.

## A Few Gotchas

* **Connectors**: A gap of 1-2 between cards is acceptable. Gaps above 3 make hands unplayable due to fewer combination possibilities (e.g., 9♣ 5♦ is not a starting hand to play).
* **Baby Straights**: These need to be suited since unsuited low cards are too vulnerable (e.g., 4♦ 2♠ is connected but too low). We prefer **medium straights**.
* **Situational Play**: In tournaments, starting hand selection changes. Often, you're advised to play looser, meaning you can play any hand that can make a straight or remove false positives. For example, hands like **A6**, **A7**, **A8**, and **A9** become unplayable if they cannot make a straight or flush. Sometimes, you're told to loosen up further, playing even weak suited hands like **9♣ 3♣**. These moments are covered in the mini-games.

# Fundamental Hand Rankings and Kickers

If you're new to poker, familiarize yourself with basic hand rankings. Use this [poker hand ranking chart](https://www.pokernews.com/poker-hands.htm) for reference.

## Refresher Videos for Understanding Hand Ranking and Kickers

* **Card ranking is done in alphabetical order**:
  + Lowest to highest: **Clubs** < **Diamonds** < **Hearts** < **Spades**.
* Watch this video for more on hand rankings: [Poker Hand Rankings](https://www.youtube.com/watch?v=PCPvJy6b4iA).
* Understanding kickers is essential in poker. Watch this video for more: [Understanding Kickers](https://www.youtube.com/watch?v=J-NARCuWfR0).