is to have a pair of pocket cards that match one card on the board and an unrelated pair also appears. A full house also occurs with two unmatched pocket cards when one matches a pair on the board and the other matches one of the other board cards. For example, you have two 4s as pocket cards and the board has 10, 10, 4, J, A (you have 4s full with 10s). Notice that in this case, you could lose to someone holding 10, A. They would have 10s full with Aces. That person could lose to someone with a pair of Jacks who would have Jacks full with 10s. When multiple players have full houses, the person with the highest three of a kind wins. The pair only comes into play when players have the same three of a kind. Given this board, a person holding A, 10 beats a player hold 10, J. Each player has 10s full, so the pairs play and the Aces beat the Jacks. A less common way to have a full house is when three of kind appears on the board and you hold a pair in the pocket. Again, if two or more people hold a pair in the pocket, the highest pair wins.
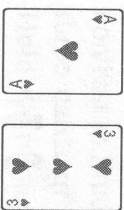

FLUSH—five cards of the same suit. In Hold'em, at least three suited cards must appear on the board for someone to have a flush. Note that since only five cards appear on the board, it is not possible for two players in the same hand to have flushes in different suits. All flushes will be of the same suit and the highest card wins. For example: if three Hearts appear on the board, a person holding A, 2 of Hearts beats someone holding K, Q of Hearts. If four Hearts appear on the board, a person holding an A of Hearts, and a 2 of a different suit beats someone holding any other pair of Hearts, because only one card is needed to complete the flush. Having an Ace-high flush is referred to as having the *nut-flush*. Of course, if the board showed 3, 4, 5, 6 of Hearts, someone holding a 2 of Hearts beats someone holding an Ace since the 2 completes a straight flush.
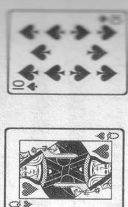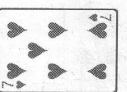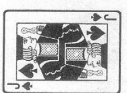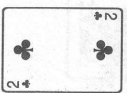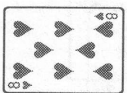
STRAIGHT—five cards of differing suits in sequential order. The higher the rank of the top card, the higher the straight. The highest possible straight is an Ace-high straight (A, K, Q, J, 10). The lowest possible straight is A, 2, 3, 4, 5 and is often referred to as a *bicycle* or *wheel*. At least three of the cards in the straight must come from the board.
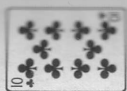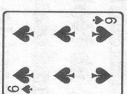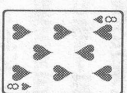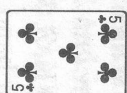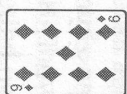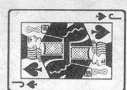
THREE OF A KIND—three cards of the same rank, also referred to as *trips* or a *set*. You have trips if a pocket pair matches one of the cards on the board, or if one of your pocket cards matches a pair on the board, or if three of a kind appears on the board. Note that more than one player can hold three of the same kind. If a pair of Aces is on the board, and you hold one Ace and an opponent holds the other Ace, you both have three Aces. If three of a kind appears on the board, all players have at least three of a kind.
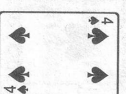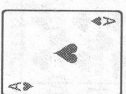
TWO PAIR—two cards of one rank in combination with two cards of a different rank. This is a very common hand in Hold'em and illustrates a concept discussed earlier—the kicker. Suppose the