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## How to deal a No-limit Texas Hold'em Hand

- If at least two people are sitting in at the table, the hands are dealt.
- One person is the button (dealer). Cards are dealt first to the person to the left of the button and around in a clockwise manner until each player has two cards (finishing with a card to button).
- Before dealing, there are two forced bets. The person to the left of the button is called the small blind and makes the first forced bet (or blind). The person clockwise left to the small blind is called the big blind and makes the other forced bet. The big blind is (nearly always) twice the small blind.
- Occasionally there are antes (smaller forced bets for everyone)
- After the deal, the person to the left of the big blind is the first to make a decision. He must either call (equal the big blind), fold, or raise. This is the preflop betting round.
- There are 4 betting rounds. After the 2 facedown cards are dealt to each player is the preflop betting round. Then 3 faceup community cards are played, the flop. Then there is the second betting round. Then a 4th faceup community card, the turn, is played, followed by a betting round. Then a 5th faceup community card is played, the river, is played, followed by a betting round. After the 4th betting round, there is a showdown (if necessary) followed by the distribution of the pot. Then the button moves clockwise, new blinds are posted, and a new deal begins.
- For the flop,turn,river betting rounds, the first to act is the first active person to the left of the dealer (the Small Blind if he hasn't folded). Betting continues clockwise as before.
- At all times, a raise must be at least 2 times the previous raise.
- The betting round finishes when the last raise or bet was matched, or else everyone has folded.
- If a player doesn't match the last bet, then he must fold. The exception is if he doesn't have enough chips in front of him to match it. In this case, he can go 'allin'. In which case, he isn't involved in any further betting rounds, but his hand will be eligible to win at showdown for the amount of pot he is in for. (e.g. In first round, Player A raises to 10, player B calls allin for 8. SmallBlind folds after putting in 1, BigBlind calls. Main pot is 8+8+8+1. Sidepot is the additional 2 from Player A, and the additional 2 from Bigblind. Hand continues with further bets adding to the sidepot.)
- Because there can be several people allin for different amounts, several sidepots can occur.
- If there is a raise or bet that is unmatched (everyone folds), then the pot is automatically given to the last player standing. There is no showdown. The exception is if there are already players allin, in which case the last sidepot is given to the last bettor and a showdown occurs for the other pots. (e.g. Player A is allin for main pot; Player B is allin for sidepot 1. Player C+Player D are betting in sidepot 2 and Player D folds. Player C

gets sidepot 2; Showdown between Player C and Player B for sidepot 1 and showdown between Player C, Player B and Player A for main pot.)

- The minimum bet on any round is the big blind.
- If there is only one player left standing and no one allin, then the deal ends at that point. The pot is given to that player and the remaining cards are not dealt.
- For showdown, a players hand is the best 5 card poker hand made out of his 2 facedown cards and the 5 faceup community cards.
- Only the best 5 cards count towards a players hand. If two or more players have equal strength 5 card hands, then the pot is split equally between them. For example, a player's best hand may be the 5 community cards, in which case the best he can hope for at showdown is a split pot.
- There are generally modules to determine the strength of a hand, e.g. a C library here (<http://pokersource.sourceforge.net/>)
- Often, a handhistory is created which details how the hand went down. This is usually placed in the chatbox so players can follow what is happening, and hands can then later be read into other poker analysis programs. A sample handhistory is shown in this post: <https://nxtforum.org/nxtventures/pangea-poker/msg152799/#msg152799>
- If there are only two players in a hand, then the button is the small blind, and the other player is the big blind. Thus the button acts first in the first round of betting, and second in the other rounds of betting.
- If a player joins in the middle of a round, he must post an extra big blind to play immediately (he can't join as small blind), or else wait until it is his big blind. If the person due to be small blind leaves, then there is no small blind posted for that round. The big blind would become the first active person to the button's left. (This is to ensure that no one should end up skipping their blinds or having to play them twice.)

## Pangea API

This is how the current Pangea GUI defines the API:

<https://github.com/bakerstreet221bsn/pangea-poker-frontend/blob/master/README.md>

This is a video by the GUI guy explaining the API:

<https://www.youtube.com/watch?v=rULrkZFuBBE>

## Single Table Tournament

**Parameters:** buyin, rake amount, speed, number of players, starting chips.

Generally, players buyin for amount+rake. So 109 dollar is 100dollars to the prize pool and 9 dollars to the rake pool.

9 player tournament: 1st: 50%, 2nd: 30%, 3rd: 20%

6 player tournament: 1st: 65%, 2nd: 35%

4 player tournament: 1st 100%  
2 player tournament: 1st 100%

Starting stacks are generally 1500chips.  
Standard speed = 6 minute for blind level to increase; Fast speed=3minute blinds

A Single Table Tournaments will remain waiting for players until it is full, then it will start.

## Fixed-Number Small Multitable tournaments.

**Parameters:** buyin, rake amount, speed, number of players, starting chips, number of players per table.

These are smaller multitable tournaments, and operate similar to single table tournaments in that they wait to start until they fill up.

18man tournament: 1st: 40%, 2nd: 30%, 3rd: 20%, 4th: 10%  
45man tournament: 1st: 38%, 2nd: 25%, 3rd: 16%, 4th: 10%, 5th: 6%, 6th: 5%  
90man/180man tournaments: (these seem variable on different sites, I'll research later)

Tables are continually balanced where possible, and the number of tables is continually reduced to keep the maximum number of people at each table.

## Blind Levels for smaller tournaments (SB/BB)

1	15	30
2	20	40
3	25	50
4	30	60
5	40	80
6	50	100
7	60	120
8	80	160
9	100	200
10	120	240
11	150	300
12	200	400
13	250	500
14	300	600
15	400	800
16	500	1000
17	600	1200
18	800	1600

19	1000	2000
20	1200	2400
21	1500	3000
22	2000	4000
23	2500	5000
24	3000	6000
25	4000	8000
26	5000	10000
27	6000	12000
28	8000	16000
29	10000	20000
30	12000	24000
31	15000	30000
32	20000	40000

## Bigger MultiTable Tournaments

**Parameters:** buyin, rake amount, speed, starting time and date, starting chips, number of players per table, max number of players, min number of players.

The difference with the bigger tournaments is that there's no set number of players. Instead there is a time when they start. (Generally, players can join for the first hour of the tournament or whatever, but in our case, we probably don't allow that, just lock in everyone who has registered at the starting time.)

Possibly max number of players and min number of players are unnecessary but could be a good options to have.

Standard speed is 20 minutes per blind level.  
Standard starting stack is 3000 chips.

Here's a sample payout chart for tournaments depending on the number of players:

<http://www.pokerworld.com/poker-tournaments/tournaments-payout.asp>

Blind levels will go up similar to above only there'd be more levels, and often antes are used in higher levels. I'll look up blind levels for bigger tournaments.

Tables are continually balanced and closed where possible.