Poker rules: Texas hold'em at a glance

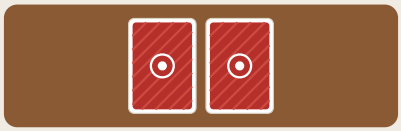
Everyone gets two cards face down, and five face-up cards come into the middle one after another for everyone to use. Whoever makes the best five out of their seven cards at the end wins the pot, which is all the chips of this hand. You also win if everyone else folds before that.

How a hand goes



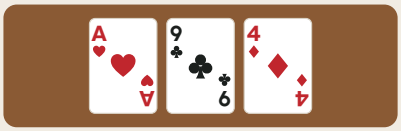
1 Blinds

The two players left of the dealer post the small blind and the big blind before any cards are dealt.



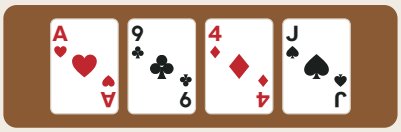
2 Preflop

Everyone gets two cards face down. First betting round, it starts left of the big blind.



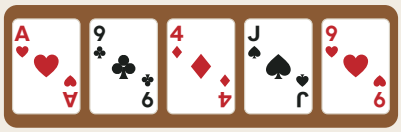
3 Flop

Three cards face up in the middle. Second betting round, now it starts left of the dealer.



4 Turn

The fourth face-up card. Third betting round.



5 River

The fifth and last face-up card. Fourth betting round.



6 Showdown

Everyone still in shows their cards. The best five of seven cards win the pot.

Dealer button and blinds

The dealer button shows who deals in this hand. It moves one seat to the left after every hand. The player left of the button posts the small blind, the next player to the left the big blind, usually twice as much. Preflop the player left of the big blind starts, from the flop on the first player left of the button. With two players, the button posts the small blind and acts first before the flop.

When it's your turn, you can

Check: Bet nothing. Only possible if nobody has bet yet in this round.

Bet: Be the first in the round to put chips in.

Call: Put in as much as the last player bet.

Raise: Put in more than the last player, by at least the largest bet or raise before it.

Fold: Give up your cards. What you have bet in this hand is gone.

The round ends when everyone has had a turn and all have put in the same amount or are all-in.

Who wins

Showdown: After the river, everyone still in shows their cards. Each player makes the best five from their two cards and the five face-up cards. Only cards face up on the table count.

Kicker: If two players have the same hand, the highest card that isn't part of the hand decides. It only counts if it is among the best five.

Split pot: If the best five cards are exactly as strong, the pot is split. Suits have no rank.

All-in and side pot: Whoever is all-in wins at most as much from each opponent as they put in themselves. What others bet beyond that goes into a side pot that only they play for.

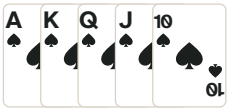
As of November 3, 2026. Rules: Poker TDA Rules 2026. CC BY 4.0, source: flopnight.com/en/texas-holdem-rules/

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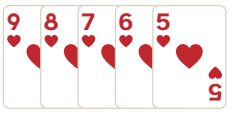
Poker hand rankings: which hand wins?

From top to bottom: each hand beats every hand below it. Suits don't matter, spades are worth no more than hearts. Grayed-out cards only count as kickers.

1 Royal Flush
Ace, king, queen, jack and ten, all of the same suit.



2 Straight Flush
Five cards in a row, all of the same suit.



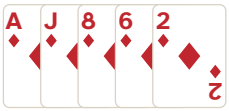
3 Four of a Kind
Four cards of the same rank.



4 Full House
Three of a kind and a pair together.



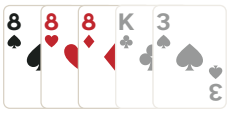
5 Flush
Five cards of the same suit, in any order.



6 Straight
Five cards in a row, suits mixed.



7 Three of a Kind
Three cards of the same rank.



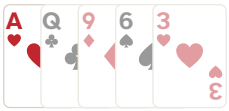
8 Two Pair
Two different pairs.



9 One Pair
Two cards of the same rank.



10 High Card
None of the above. The highest card counts, then the next one.



Blinds for a home game

Our suggestion for a tournament at home: 1,000 in chips for everyone, 20 minutes per level, a ten-minute break after levels 4 and 8.

Chips: White 5, red 10, green 25, black 100. Per player 10, 10, 10, 6 chips, 1,000 in total.

Tournament clock: our free clock with these levels is at flopnight.com/en/poker-tournament-clock/

Level	Small / big blind	Starts after
1	5 / 10	0:00
2	10 / 20	0:20
3	15 / 30	0:40
4	25 / 50	1:00
	Break, 10 minutes	
5	50 / 100	1:30
6	75 / 150	1:50
7	100 / 200	2:10
8	150 / 300	2:30
	Break, 10 minutes	
9	200 / 400	3:00
10	300 / 600	3:20
11	400 / 800	3:40
12	500 / 1,000	4:00

House rules to agree on first

Rebuy: yes or no, and until when. Our suggestion: once per player, until the first break.

Time to think: how long can someone think before the others remind them?

Misdeal: if a card shows while dealing, deal again.

Showing cards: only cards face up on the table count.

Phones: away from the table, except the one with the clock.

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