



iRuleThem – Hold'em Poker simulator

II OPTIONS

App Version 4.0

Last Update 09/04/13

© 2013, rikeebytes

All-In option (Speech: 'all-in')

All-In



After all-in is enabled **any missing community card gets drawn at once**. Enabling all-in without having any board cards pre-defined **switches the starting hand ranking** in use. This is always indicated after turning that **switch to 'On'**. Thereafter it's labeled **Pre-Flop All-In** or **Post-Flop All-In** in the alternative case. This is very relevant because for every possible table exists a specific ranking for pre-flop shove cases (all-in) and another one considering just the upcoming flop.

An all-in means for the user that there's **no further betting possible**. That's the most common case. It arises when the last remaining opponent or the user goes all-in. Nevertheless there are other, less frequent cases, when a short stack opponent shoves and there's at least another player involved in the hand. In such a case a side pot is created (for the user and the other opponents). Thereafter, comes further wagering between them. Such a case isn't a real all-in situation from the user's perspective.

Without having that switch enabled just the subsequent cards (flop) or card (turn or river) is/are drawn. On every stage (pre-flop, post-flop, turn, river) comes another betting round before the next community card is dealt face-up. The game ends with the wagering on the last community card. In Texas Hold'em Poker the strongest 5-card combination of these pocket - and community cards wins the game.

Pot commitment

Furthermore the user has to be fully aware that when he has **invested too much on a hand**, that makes him **unable to fold**. If so, one could say that the user is pot committed (having to win the pot with hopefully a strong hand). In such a special case the **all-in switch** should be turned on **after all the known community cards** are specified to avoid switching active the starting hand ranking organization.

Against setting (Speech: 'against #')

Against: 1



Specifies the **number of opponents (not players)**, that are involved in the hand (limited from 1-9).

Audio (speech) recording



It's on/off **after 5s**. The **red color** is the indication that the **speech commands** are now being **evaluated**.

[New] button (Speech: 'make new')

 Touching rebuilds an **empty setup environment** with no predefined cards. Don't touch the user pocket cards with the idea of redefining all cards. That's because it's only a shortcut to replace the existing pocket cards.

[Simulate] button (Speech: 'simulate')

 This button **performs a simulation** with the given configuration. If the number of cards is invalid the [Simulate] button is disabled.

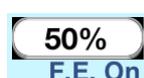
Valid are:

- **2 cards** (pocket cards)
- **5 cards** (pocket cards + flop)
- **6 cards** (pocket cards + flop + turn)
- **7 cards** (pocket cards + flop + turn + river)

Fold Equity (Speech: 'fold equity')



The **[Raise] button** is located right after the user's hole cards. It enables the **fold equity for all remaining opponents**. The fold equity is the supposed or evaluated chance that everyone gives up his hand **after facing your substantial raising bet** (of at least 3 times the Big Blind). With this option there're **two ways of winning: contested or uncontested**. It's important to understand that it **increases the user's overall success expectation** for raising cases. This anticipation is labeled success within the **pot odds** (ratio pot to bet) **from the raise use case**. The influence of this option is always dependant on the bet-sizes and therefore only available within the pot odds. On the other hand the probability of winning win(pos1) is only considering all the cases with an opponent's call. What's more the **Single Deal Mode** is showing the rounded amount of games, **including all these cases with everybody laying-down his cards**.

 After activation the **used value** gets displayed **as per-cent**. It's always the last defined value from the configuration (Opp. Fold Equity with case [A] or [B]). Nevertheless, keep in mind that some players won't fold (e.g. a nit simply playing the nuts / a total amateur playing just for fun / someone who is pot committed). Furthermore, after there has been massive action at the table you should expect at least someone calling/re-raising. In all these cases it's better to avoid the use of the fold equity.

When using the [Raise] button to activate the fold equity without an existing made hand specification for every opponent, you should also define that the **simulation only runs against the strongest supposed opponent**. The fastest way to achieve this is to fold every starting hand range beside the strongest one. **In addition, if the situation is pre-flop that last remaining range should be refined to be stronger (e.g. from KQ+ to AQ+)**. Alternatively, for every pre-flop situation you can use the Tap'Counter feature to conclude such a ghost range for calling your raise.

During a **post-flop situation** you could consider using the **made hand feature instead of speculation** about your opponent's lay-down tendencies. **When using the made hand approach, the weakest starting hand range should be used instead of the strongest.** That's because the reaching of the specified Min. Made Hand is always considered as an opponent's preparedness for calling your relevant raising bet. After there's a **max. starting hand range (e.g. A3s-)** in use, you should choose **random cards as replacement.**

The logic behind this is directly related with the fact that a **skilled player is folding his marginal to medium holdings** and only continues with the stronger more valuable catches. Best practice in case you're **first to act** (UTG) and haven't been using the Tap'Counter is to **suppose the range** your-self (based on hand samples) or use of the '**Against Best**' setting instead.

Most impressive is the fact that the Tap'Counter (Pre-Flop) and the Made Hand Specification (Post-Flop) can be used to determine the chance of winning such an uncontested pot, based on data, respectively its specification.

