[Touching the Aces]

Single Deal Mode

In between these two buttons for card dealing/re-dealing the [**Single Deal Mode**] **button** can be found. It has a **logo** of the number one hand **Aces** with the **title 'DEAL'** above it. It's only enabled, if the **current number of active opponents is equal or less than 4**.

The Single Deal Mode is for **step by step visualizing a poker hand with its entire overall configuration**:

Using that tool can be seen as a **single standing empirical experiment**. It's like taking a card deck to check things out. Each evaluation has its ending. Such an ending can be winning, loosing or a tie. **Green** is used to **visualize wins**, **yellow** the **draw endings** and **red** the **losses**.

Therefore the evaluation procedure firstly replaces the given opponents' starting hand ranges with drawn hole cards. It shows how numerous moments these cards have to be drawn continually till the **entire configuration details** have been **fulfilled** (e.g. A2+ / Against Best / Min. and Max. Range).

Thereafter the **subsequent community cards** are drawn. If **all-in** is enabled, the dealer draws **all missing cards at once**. All the cards of the Single Deal Mode are coupled with the simulation interface, what means you can simulate your hand's performance and then go thorough some samples or vice versa.

Using **repeated evaluation** updates the existing statistics with the result of every single attempt. The **resulting probabilities of winning are more precise** when it's done more often. I'd recommended using it at least a few times to get an overview.


[Choosing QQ as starting hand]
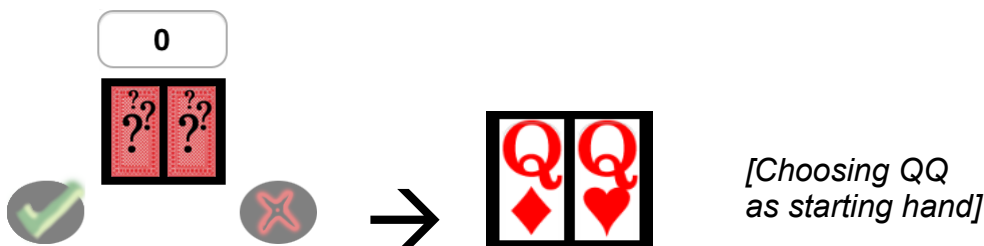
Hint: The Single Deal Mode is supporting a Yes/No decision on the dealt starting hand when both user hole cards are randomized.

[Eval] button

The [Eval] button starts an evaluation on the next betting round. It's working like a real simulation would do for only one single game experiment. The [Eval] button firstly deals all the pocket cards and ends its execution with the following community cards. After an evaluation has been started there's no way of leaving the Single Deal Mode until it's over.
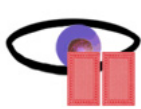
 ('On')
checking hands
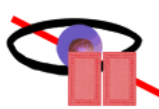
 ('Off')
fast forward

Nevertheless at all times the **slow animation option** can be deactivated by **touching the eye with the small pocket cards in front**; found right beside the user's hand play outcome stats. After touching it, its symbol changes, indicated by a crossing line. That's like fast forwarding to the hand's end. If the option 'On', it displays the currently **dealt hole cards** or **single steps** until the final hand has been found. It also shows the **hand number** until a valid hand finally gets played. Such a played starting hand fulfills the entire configuration requirements or has been selected by the user.

Only the evaluation **updates the hand play outcome stats**, which are displayed on the right side of the screen (wins, draws, losses). They are **related to the current stage of the game**. That's because you always wager again on the next stage. Only exceptionally you will receive a free card after everybody checks. Therefore when having just the starting hand, you could derive how many flops you have won.

[>>] button

Using the [>>] button draws the next portion of community cards. This button is inactive until the first evaluation has been completed. When touching the [>>] button all the currently dealt hole cards remain in play. In case you want to keep the Flop and go to the Turn card, you have to use the [>>] button for once. Thereafter the community card that is now being evaluated has been changed to the Turn.

After using that button all the **hand play outcomes stats** are **newly created**. Understand this practice like recreating all the game stats for the new stage. The stages are Flop > Turn > River. That's because you haven't been at that following stage before. Furthermore you have the knowledge of additional community cards. Just an additional evaluation makes another trial on the current stage and therefore updates these stats. It's important to be aware that when using this button the **given pot odds (financial outcome)** is also **scratched**.

Key aspects

1. If there aren't any chosen **user hole cards** or if both cards are explicitly defined as **random cards** the Single Deal Mode replaces these cards with drawn ones. Thereafter, **it asks the user if he's willing to play that dealt starting hand**. **Touching** on that **drawn user's starting hand** after the cards were dealt, shows the user **Tap'Counting / Starting hand stats**.

Beside the user every opponent with a defined min. starting hand range (e.g. KQs+) has its own starting hand statistics. That's helpful to understand how to improve your game against a specific type opponent. You will learn **how to adapt your game for loose / tight acting opponents**.

2. It visualizes all steps until the **5-card combination** for each players hand is defined. For everybody involved, there is a **button to display his reached poker hand combination**. This means you can use it to compare all hand outcomes with your own holding. These player buttons are located around the table. They are only active, if the board is in a consistent state (5, 6, 7 cards are valid). Furthermore the [Eval] button has to be touched at least for once. The **interface** is always **automatically updating its visualization** after new cards have been dealt or when cards have been removed.

3. Once the simulation has finished and the **pot odds** are also **available** the Single Deal Mode can be used to display your **received hand's financial outcomes**. In order to achieve this, you can **touch** the **poker chips** on the right side of the table.

These stack changes are always related to the **current stage** of the game and **wagering** (including your **position**). When **using a random hand**, you could also consider to **use a break even share** (for everyone $1.00) to make it position independent (no SB or BB). Under the point 'Uncont' the share of won pots, in which every opponent has given up his holding, can be found (according to the fold equity).

4. **When using the [>>] button all the players keep their hands.** Therefore a hand can be studied until to the river. Each stage has its declared winner. Every player has its own **5-card poker hand combination**. By default the reached hand of the **user** is **automatically displaying**. It's very handy to delete the dealt board cards on the table and use the [>>] button thereafter. This way you can repeat an interesting **showdown hand outcome** without replacing the opponent's hole cards.
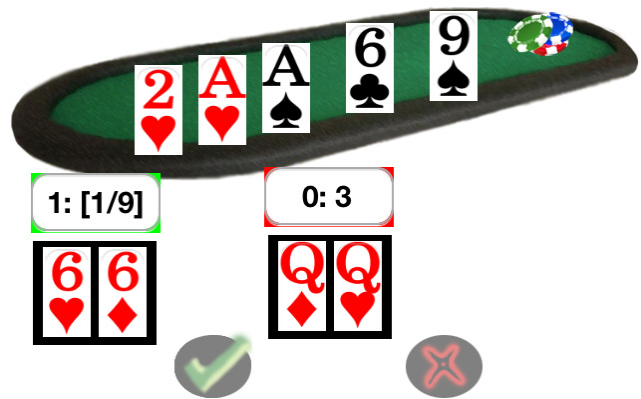
The Single Deal Mode can be used to...

- **Analyze the effect of any configuration setting**
- **Find out how to use the app the most efficient way**
- **Getting an intuitive feeling for applied poker math**
- **Interpretation of probabilities/odds**
- **Knowing about the fold equity and it's game implications (when it's useful to steal / which hands need to be protected)**
- **Understanding pot odds and how they describe your hand's value requirements**
- **Check your financial progress when playing a situation numerous times**
- **Analyze known playing frequencies or raising frequencies**
- **Visualize your hand until its end and learn how to play it stronger (board texture)**
- **Analyze the performance of a hand with specific communities**
- **Increase strength in heads up sessions**
- **Define circumstances to play draws**
- **Find spots for successfully bluffing**

Because the Single Deal Mode perfectly mirrors the reality of poker, it's appropriate to learn how to play your given hole cards the strongest possible way. Beside that it's perfectly appropriate to learn how to play yet unknown hands against a specific type of opponent (loose/tight). That mode gives you a feeling how probable different poker hand combinations really occur and if the dealt board cards have killed your own hand. Furthermore it's a good training program against an over-aggressive opponent (bully).

Simulation