

If you're looking for **poker hands cheat sheets**, start with the poker hand rankings and printable reference materials on pokerhands.com. A good cheat sheet should do more than list which hand beats which: it should help you identify your best five-card hand, understand common odds, and make better decisions about draws on the flop, turn, and river.

Look for the site's poker hand rankings, **printable cheat sheets**, charts, and equity tools. If you're using a phone at the table, a compact ranking list can be easiest to scan. If you're studying away from the game, a **hand ranking printable** or equity chart can make it easier to review situations without rushing.

This guide explains what to look for, how to use a pokerhands cheat sheet, and which odds are useful to know in Texas Hold'em. It also clears up a common confusion: a flush draw is not a straight draw, even though both are draws to a stronger hand.

What a Poker Hands Cheat Sheet Should Include

At minimum, a useful cheat sheet shows the standard Texas Hold'em hand rankings from strongest to weakest. It should also explain that poker hands are compared using the best five cards available. In Hold'em, those five cards can come from your two private cards, the five community cards, or a combination of both.

For example, if the board already shows a pair of kings and you hold an ace, your ace may be an important kicker. But it does not automatically give you a pair of aces. Your best five-card hand depends on all seven available cards.

Hand What it is Example
Royal flush Ace-high straight flush A♠ K♠ Q♠ J♠ 10♠
Straight flush Five consecutive ranks, all the same suit 9♥ 8♥ 7♥ 6♥ 5♥
Four of a kind Four cards of the same rank Q♣ Q♦ Q♥ Q♠ 7♣
Full house Three of a kind plus a pair 10♣ 10♦ 10♠ 4♥ 4♣
Flush Five cards of the same suit, not in sequence A♦ J♦ 8♦ 5♦ 2♦
Straight Five consecutive ranks, not all the same suit 9♣ 8♦ 7♠ 6♥ 5♣
Three of a kind Three cards of the same rank 8♣ 8♦ 8♠ A♥ 3♣
Two pair Two different pairs J♣ J♦ 5♠ 5♥ A♣
One pair Two cards of the same rank K♣ K♦ Q♠ 9♥ 4♣
High card No pair or stronger made hand A♣ J♦ 8♠ 5♥ 2♣

In a showdown, suits do not rank above one another. A spade flush does not beat a heart flush just because it is spades. When two players have the same hand category, compare the ranks of the cards that make up the hand. If those are tied, compare kickers where applicable. If both players' best five-card hands are identical, the pot is split.

Where to Look for Printable Cheat Sheets and Charts

On pokerhands.com, look for the poker hands section or related poker reference materials. The most useful resources to find are a hand-ranking guide, printable cheat sheets, and equity charts. A printable page is handy for reviewing hand categories before a home game; an equity chart can help you compare how often a hand is likely to win against another hand or range.

When choosing a **pokerhands cheat sheet**, check that it is written for Texas Hold'em if that is the game you play. Other poker variants can use different rules or hand rankings. A good Hold'em reference should also make clear that:

- You make the best five-card hand from your two hole cards and the five community cards.
- You may use both hole cards, one hole card, or neither.
- A flush requires five cards of the same suit.

- A straight requires five consecutive ranks, regardless of suit.
- The ace can be high or low in a straight, but it cannot wrap around from king to two.
- Kickers decide many close comparisons between hands of the same category.

Print a chart at a readable size and keep the hand examples visible. A crowded page that you cannot scan quickly is less useful than a simple ranking list. If you play online, save the page or use a permitted study reference before play; always follow the rules of the poker room you're using.

Hand Odds and Probabilities: Read the Context

Odds are useful only when you know what they describe. The probability of being dealt a particular five-card hand is different from the probability of making that hand by the river in Texas Hold'em. Hold'em players see up to seven cards in total, while traditional five-card hand rankings are often presented using exactly five cards.



For a standard five-card deal, four of a kind odds are commonly shown as **0.0240% (1 in 4,164)**, and also stated as **about 1 in 4,165**. Those figures communicate the same very small probability at an approximate level; differences in the last digit can come from rounding or how a source presents the calculation. This is the chance of a four-of-a-kind hand in a five-card deal, not the chance a Hold'em player will finish with four of a kind after seeing seven cards.

That distinction matters. If you see an odds chart on pokerhands.com or another reference, check whether it covers five-card hands, starting hands, or a specific flop-to-river situation. Do not apply a five-card deal probability directly to a Hold'em decision without checking the format.

Equity Charts and What They Tell You

Equity is your share of the pot on average if the hand were dealt out to the river from the current point. An equity chart can compare hands or ranges, but the result depends on what you assign to your opponent. For instance, $A\spadesuit K\spadesuit$ can have very different equity against a small pair than against a made straight, even on the same board.



Equity is not the same as a guarantee of winning the pot. A hand with 60% equity will still lose often. Use charts to learn how matchups change, then consider the action, the board, your opponent's likely range, and the pot odds you are being offered.

Draw Odds by Flop, Turn, and River

A draw is an incomplete hand that can improve on later community cards. Count your *outs*—the unseen cards that may complete or improve your hand—then estimate the chance of hitting at least one. The estimates below assume all listed outs are live and that you will see the relevant cards. In a real hand, some apparent outs may help an opponent too, so your chance of winning can be lower than your chance of improving.

Draw and outs One card to come Two cards to come
Flush draw: 9 outs About 19.1% from turn to river About 35.0% from flop to river
Open-ended straight draw: 8 outs About 17.4% from turn to river About 31.5% from flop to river
Gutshot straight draw: 4 outs About 8.7% from turn to river About 16.5% from flop to river

On the flop, the "two cards to come" numbers assume you get to see both the turn and river. If you are facing a bet and will fold on the turn unless you improve, use the one-card probability instead. A common quick estimate is the rule of four on the flop and the rule of two on the turn: multiply your outs by four to estimate the chance of hitting by the river, or by two to estimate the chance of hitting on the next card. These are approximations; the table gives more precise percentages for common draws.

Flush Draws Are Not Straight Draws

A flush draw means you have four cards of one suit and need another card of that suit to make a flush. A straight draw means you have four ranks that can become five consecutive ranks with the right card. They are different hand types, and their outs are counted differently. Having four cards in sequence does not make a flush draw; having four cards of one suit does not make a straight draw.

For a basic example, if you hold two hearts and the flop shows two more hearts, you have a flush draw with nine hearts typically remaining unseen. If you hold 8-9 and the board is 6-7-K, a 5 or 10 may complete an open-ended straight draw: eight cards in total, assuming all are live.

Using a Cheat Sheet at a Home Game or Online

Cheat sheets are best used to learn, not as a substitute for thinking through the hand. Beginners often overvalue a pair, miss a better hand on the board, or forget that a kicker decides the result. Before calling a big bet, take a moment to identify your best five cards and compare them with the board.

1. **Read the board first.** Check for possible straights, flushes, and paired boards.
2. **Build your best five-card hand.** Do not assume both hole cards must play.
3. **Compare hand categories.** A flush beats a straight; a full house beats a flush.
4. **Check kickers.** If both players have one pair, the higher pair wins first; if the pair matches, compare the remaining cards in order.
5. **Count useful outs.** Remove cards you can see, and be cautious about outs that may give an opponent a stronger hand.
6. **Use equity and pot odds together.** A draw's chance to improve is only one part of deciding whether a call is profitable.

Quick sanity check: if the board is $K\spadesuit\ 8\diamondsuit\ 5\clubsuit\ 2\heartsuit\ 2\clubsuit$, and you have $A\spadesuit\ K\diamondsuit$, your best hand is two pair: kings and twos, with an ace kicker. If an opponent has $K\heartsuit\ Q\heartsuit$, they also have kings and twos, but your ace kicker beats their queen kicker. If the opponent instead has $8\spadesuit\ 8\heartsuit$, they have a full house—eights full of twos—and your kicker does not matter.

Make the Most of pokerhands.com Resources

For a quick reference, find the Texas Hold'em ranking list and save or print the hand-ranking printable. For study, review the hand odds and use equity charts to see how different matchups behave. When you look up draw odds, note whether the percentage is for one card to come or two; that small detail changes the number substantially.

The best **poker hands cheat sheets** make the basics easy to check: which [full house odds](#) [texas holdem](#) hands beat which, how kickers break ties, and how likely a draw is to arrive. Use the [pokerhands](#) cheat sheet as a learning aid, verify the game format behind any probability, and remember that a useful number is one tied to the actual decision in front of you.