Poker math cheat sheet

No-limit hold'em · dailynuts.app

Facing a bet, and making one

BET	A CALL NEEDS	A BLUFF NEEDS	DEFEND (MDF)
Third pot	20% equity	25% folds	75%
Half pot	25% equity	33% folds	67%
Two thirds pot	29% equity	40% folds	60%
Three quarters pot	30% equity	43% folds	57%
Pot	33% equity	50% folds	50%
2 × pot	40% equity	67% folds	33%

Draws

DRAW	OUTS	ONE CARD	TWO CARDS
Pocket pair to a set	2	4%	8%
Gutshot straight draw	4	9%	16%
One pair to two pair or trips	5	11%	20%
Two overcards	6	13%	24%
Open-ended straight draw	8	17%	31%
Flush draw	9	20%	35%
Flush draw and gutshot	12	26%	45%
Flush draw and open-ended	15	33%	54%

One card: turn to river. Two cards: flop to river, if you see both.

The sums

Equity a call needs
call ÷ (pot + bet + call)

Folds a bluff needs
bet ÷ (pot + bet)

Minimum defense frequency
pot ÷ (pot + bet)

Bluffs in a balanced river bet
bet ÷ (pot + 2 × bet)

Rule of 2 and 4
outs × 2 for one card, × 4 for two; above 8 outs, take off 1 per extra out

Three reminders

- The price is for this call only. Before the river, a hand that can't stand the next bet often folds now.
- Count only clean outs. A flush card that pairs the board can lose to a full house.
- MDF is for your whole range, not one hand, and only against a player who bluffs enough.