



GUIDES

ONLINE GAMBLING



Sports Betting / Casino / Poker / Bingo

EZ Guides

Online Gambling

Sports Betting / Poker/ Casino / Bingo

Gamblers Unanimous

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INTRODUCTION

EZ Guides: Online Gambling provides overviews of the top gambling websites, covering sports betting, poker, casino and bingo. All the biggest and best sites are covered, considering factors such as ease of use, game selection & quality and special offers. If you want to find out which sites you can trust, as well as who has the best casino games or sporting odds, EZ Guides: Online Gambling can help.

The book also provides beginner's guides to the top gambling games – Betting odds, Roulette and Texas Hold 'Em Poker. The book also covers support articles and details for those affected by gambling problems.

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Gambling Awareness / Support

Important Information for All Existing and Potential Gamblers

Sports Betting

A Beginner's Guide

Are you new to the gambling scene? Do the phrases "odds on" and "five team accumulator" scramble your brains into an unrecognisable mess? Perhaps the term Yankee makes you think of our American counterparts rather than a type of bet? Well then, perhaps this article is the one for you. With so many terminologies and different rules about in the gambling world, it is fairly easy to become confused, so we're going to clear up some of the terms and phrases giving you a clear and trouble free approach to the betting scene.

Fraction Odds

Most bookmakers use fraction odds and so these are the most likely ones that you will come across. An example of this is say, Manchester United are 4/1 on winning the Premiership. So if you place a £1 bet you will get £4 in return plus the original pound you placed (staked), likewise if you placed a £2 bet, you'd get £8 back plus your stake. If the bookmaker you visit is particularly confident a certain outcome will occur, they will try to limit the amount of money they lose, should the mentioned outcome actually happen.

For example, they may offer odds of 1/14 (these odds are known as 'odds on') on a certain outcome which means you will have to stake £14 just to get £1 in winnings. The reason for this is because the outcome is very likely and so you take the gamble of putting a lot of money on it but with the supposed guarantee of getting a small sum back. In turn, the bookie doesn't have to pay much money out if it does happen. If it doesn't happen though, you lose a lot of money and the bookie will be left rubbing their hands together.

Decimal Odds

A growing trend within the industry is the use of decimal odds. These are slightly easier to understand and detail the exact figure you would receive in winnings per pound you place. For example if odds on a particular horse winning a race are 2.10 then you will receive £2.10 for every pound you place, or in other words a profit of £1.10. So a £10 bet on odds of 2.10 will net you £21 should it actually happen.

Accumulators

One way of making 'odds on' outcomes more worth your while is to combine them with other outcomes. Putting two together is known as double and three is called a treble. Anything more and this then becomes an accumulator. This can go from four to ten different selections, for example, but all the outcomes you include must happen for your bet to be successful. The odds from all of your selections are calculated (don't try and do this in your head, leave it to the bookie!). You then stake your desired amount on all the outcomes happening and scoop up winnings if they come true. Of course, if they do not you lose the amount you placed in the first place.

Trixie

A Trixie consists of four bets made up of three selections. So you pick three outcomes to happen for example, Chelsea, Liverpool and Spurs to win their respective matches in one week and a Trixie breaks down all of the possible winning combinations into four separate bets. This means you have three doubles and one treble. To place a bet on it you have to take into account the fact that you will effectively be betting four times so if you place a pound on the Trixie, you will actually be placing £4 so remember to scale down your stake to keep within your limits. In order to win anything you need at least two of your selections to come true but three will land you the largest amount.

Patent

A Patent is basically the same as a Trixie but you also place extra single stakes on each of your three selections coming true. This bumps up the bet total to 7 so again bare that in mind when placing your stake. For example, if you place a Patent on the aforementioned scenarios in a Trixie, you will be placing 7 individual bets (the three doubles and treble that you would in Trixie but with another three bets on each individual outcome that you have selected). Placing a pound on a Patent actually means you will need to stake £7.

Yankee

Similar to a Patent, a Yankee is almost the same but instead of three selections, you must make four. So let's say you pick four different darts matches and you think that Phil Taylor, Raymond Van Barneveld, James Wade and Wayne Mardle will win their respective matches. A Yankee will break down your selections into 11 separate bets, including all the different doubles and trebles that will be possible for your selections. That will mean there are 6 possible doubles and 4 possible trebles.

The final bet comes in the form of an accumulator, which will pay out if all of your chosen outcomes happen. These types of bet become more lucrative than a regular accumulator because if all your selections come true then you will also pick up the winnings from the double and trebles included within the bet. The only downside is that you have to stake a lot more in the first place, leaving you open to a heavy loss if your selections fail.

Lucky 15

A Lucky 15 does not involve the picking of 15 selections, but instead works in exactly the same way as a Yankee but with 15 bets instead of 11. So again you have to pick four selections so let's use the same examples as before. Of course, there will be the same amount of possible doubles and trebles as well as the accumulator which equals a total of 11 bets. The extra four come with single bets on each individual selection actually happening so instead of only picking up winnings if two of you picks happen as in a Yankee, you will win a sum if only one happens. Basically you are covering all of the available options. Again though, you have to stake more to take part in a Lucky 15 leaving you open to bigger losses if none of your selections come true.

Canadian

A Canadian is the next step up from a Lucky 15, in which you have to make five selections for a total of 26 bets. The bets cover the 10 possible doubles and trebles and the remaining six bets come in the form of five possible 4 selection accumulators (known as fourfolds) and a final accumulator consisting of all 5 of your selections. In order to have a successful Canadian, at least two of your 5 selections have to come true. Again though, beware as you will need to place 26 bets here so take that into account when placing your stake on this type of bet.

Lucky 31

A Lucky 31 works in exactly the same way as a Canadian but with 5 extra bets bumping the total up to 31 (hence the name!). The extra 5 bets are to cover each individual outcome so you will literally have all bases covered. Your total winnings will rise if more than one of your selections actually happens and your maximum win will be triggered if all 5 of your selections come good. The only problem will come if none of your selections come true as you will have to stake 31 bets of the same amount. Even if you place just £1 on this type of bet, you will actually be staking £31 so beware of this before entering into one of these.

You also need to be aware that if only one of your selections actually happens, you may not recoup all of the money you placed in the first place as you will only win whatever the odds indicated on your correct selection. Remember to treat these types of bet as individual bets rather than one big

one.

Heinz

A Heinz bet again works like a Lucky 31 but this time you will have to make 6 selections which will result in 57 bets covering all of the possible correct combinations. So to break it down, you will be betting on all of the possible doubles of which there are 15. All the trebles will be covered too and in total there are 20 possible combinations. You will also have all of the fourfolds covered of which there will be 15 possible outcomes and the 6 fivefolds (five selection accumulator). The final bet will come in 6 selection accumulator which will win you the lot if all of your selections come true. So to clarify you will need at least two of your selections to happen if you are to win any money at all. If you choose this bet and then none of your selections transpire, you will lose your entire stake.

Lucky 63

A Lucky 63 bet works in the same way as a Heinz but instead of 57 bets covering the possible outcomes, you will be making 63 bets. The extra six bets will cover each individual selection you choose meaning you will get some money back if only one of your selections happens. So again all of the possible doubles, trebles, fourfolds and fivefolds will be covered but this time the singles as well. If all six of your selections win then you will pick up the six selection accumulator, as well as the potential winnings for all of the other combinations. Remember that even if you place as little as £1 on a Lucky 63, you will actually need to stake £63 for all of the different bets.

Super Heinz

In a Super Heinz you will need to bump your selection total up to 7 and the bet will cover all of the possible winning combinations for you. In all you will be placing 120 bets that cover all the possible 21 doubles and the possible 35 trebles. A Super Heinz will also cover the possible 35 fourfold bets as well as the 21 fivefolds. The remaining bets will break down into 7 sixfolds (six selection accumulator) and the final accumulator consisting of all 7 of your selections. Here you will need at least two of your selections to happen for you to win any money but remember that you are placing 120 individual bets effectively here so whatever your original stake is will be multiplied by 120.

Goliath

Perhaps the biggest and baddest of the lot, the Goliath is not one for the betting amateur and holds a much greater potential loss with a total of 247 bets needing to be placed. For this one you will need to make 8 selections and the bet covers all of the possible winning combinations. These are made up of the possible 28 doubles and 56 trebles. The possible 70 fourfolds and 21 fivefolds would also be covered, as would the 7 sixfolds. The final bet would come in the form of an 8 selection accumulator. With no bets on each single outcome, you will need at least two of your selections to come true if you are to pick up any winnings whatsoever. This really is for the betting hardcore however as if you place even a £2 stake on this type of bet you will have to fork out £294!

Texas Hold 'Em Poker

A Beginner's Guide

The poker phenomenon has been sweeping the nation over the last decade or so with the popular gambling game now being available across numerous outlets. The internet is partly responsible for the heightened interest, with online tournaments and competitions readily available at the click of a button. Television has also contributed with channels dedicated the game and participation amongst viewers required. With all this exposure and the pure entertainment value it delivers, poker is now commonplace in our homes as well.

Typical evenings with the lads, a few beers and a handful of change are now common and the thrill of going home, even with 20p profit does wonders for the ego and work banter. The inevitable knowing of a poker player or players may leave you feeling a bit left out if you don't know how to play the game. This article is here to help and will give you a beginners guide so that you can invite yourself next time you hear of a poker gathering amongst your peers.

Now, there are a lot of different variations of poker but here we are going to focus on Texas Hold-Em, the most popular and universal understanding of the game. The whole point of the game is to come up with the best possible 5 card combination which is made up of cards you are dealt and other cards that can be used by all players but we'll come back to this later.

Big Blinds and Little Blinds

Before any match, a big blind and a little blind value is determined. This is basically a minimum bet that the designated holder must put into the pot (the pot is the amount of money that can be won in the match) before they receive their cards. This ensures that if everyone decides to end their participation in the match that there is still a bit of money for whoever wins the pot. The holder of the big blind and little blinds changes every match with them being passed clockwise around the table,

The Deal

At the beginning of any poker match, you need to have some cards! Any amount of people, from two to ten can participate in any one match. Each person involved in the game will receive two cards (known as Hole Cards). Now you have two options, you can either bet on the hand you have been dealt or you can fold which ends your participation in that particular match.

The minimum bet you can put in is equal to the value of the big blind, this known as a Call. If you feel you have a pretty good hand (or if you want to fool the other players, known as bluffing) you can raise the call value and force anybody else wishing to participate in the hand to either put more money in or fold. The only exception to this rule is for the person who has provided the big blind as, if all other players only Call, they have already matched the largest bet by putting in the big blind and so they are able to Check and continue in the hand without adding any more funds.

The Flop

Once all players have performed an action in the first betting round, a second takes place after The Flop. The Flop is the revealing of three 'Community Cards' which are placed in the middle of the table and can be used by all the active players. You then have to combine these cards with your two Hole Cards to contribute towards the best possible 5 card combination. Once The Flop has been dealt, another round of betting ensues. So if you think you have a good hand straight away or think that it could get better then you can either Call or Raise. Of course, the big blind better can Call if no one raises the blind.

The Turn

After the second round of betting has finished, a third one commences after the revelation of another Community Card called The Turn. Once this has been placed next to The Flop, the betting ensues, the same rules as all of the other previous rounds applying.

The River

Once the third round of betting has finished, a fourth and final round will commence after the revelation of the final Community Card, the River. Now, in total you will have 7 cards available to you. The 5 Community Cards and your two Hole Cards. The winner of the pot is the individual that finishes the game with the highest ranking combination of any of the 5 cards. If the highest combination is the same for more than one player then the pot is split equally amongst the winners.

Hands

In order to begin understanding hands you'll need to become familiar with the terms 'On Suite' and 'Off Suite'. These refer to the types of cards you get. For example if you are dealt an 8 of Hearts and a 6 of Diamonds your cards are 'Off Suite'. However if you were dealt a 2 of Hearts and a 3 of Hearts, your cards are 'On Suite'.

You will not be able to go anywhere in the poker world unless you know the possible winning hands are and here we are going to list them. The hands listed are ranked from smallest to biggest so bare that in mind when reading your possible combinations. The highest value card you can get in poker is an Ace of which there are four available, one for each suite. It then goes King, Queen, Jack, 10 and so on for each suite.

High Card

High Card is the riskiest hand to play on as it can involve a single card that is either one of you Hole Cards or one of the Community Cards. If you complete a match and a high card is the only winning outcome, the winner will be the person that holds the highest card in the seven available. If the high card is one that appears as a Community Card then all players still involved can claim it as their winning card. It then goes down to whoever has the highest card in their Hole Cards as to who will win the pot. If this is of the same value as any other players then the pot is split and this rule applies for all other hands.

A Pair

You have a pair when two cards can be produced of the same value out of the seven available. Again though, if the pair appears in the Community Cards, the winner is determined by whoever has the highest card in their Hole Cards. If you combine your Hole Cards with the Community Cards, you could possibly have a winning Pair hand.

Two Pair

The next biggest hand you can have is two pair. In order to have one of these you must have two matching sets of cards when you combine your Hole Cards with the available Community Cards.

Three Of A Kind

In order to get three of a kind you must have three cards of the same value from the combination of the five Community Cards and your two Hole Cards. In this example you would have three Jacks representing your three of a kind.

Straight

To get a straight you will have to have five cards in sequence but off suite so it doesn't matter what suite they are, so long as they are in sequence. In this example we have a 5, 6, 7, 8, 9 sequence and

this would beat the previous hands if it came up against one of them.

Flush

A flush involves a combination of five cards all of the same suit and in any order. It doesn't matter if they are not in sequence, the only stipulation is that they all come from the same suit. In the example here, you can see that all five cards selected from the seven are of the same suit, in this case Clubs.

Full House

A full house contains a combination of one pair and three of a kind to make up your best possible five card hand. If you manage to get two cards of the same value and three cards of another value, you have yourself a full house. It doesn't matter which suit they come from nor what sequence they appear in. In this example you can see that there are a pair of Kings coupled with three 8's.

Four Of A Kind

The first hand that could beat a full house is four of a kind. This works in the same way as three of a kind only you need to have four cards of the same value. In the example below you can see that you would have four aces made from a combination of the Community Cards and your Hole Cards.

Straight Flush

The second best hand available in Texas Hold 'Em is a Straight Flush. In order to have one of these you need to have a combination of five cards all of the same suit and in order. In the below example you can see that all of the cards have the same suit, in this case Hearts and the cards are in order 10 through to 6.

Royal Flush

And finally, the biggest and grandest hand in poker, the Royal Flush. If you are able to get this hand with a combination of your Hole Cards and the Community Cards you will have won the hand you are in as no other hand can beat it. In order to achieve this rarity you need to have the highest possible straight, Ace, King, Queen, Jack and 10 but all of the same suit.

Poker Tips And Techniques

Bluffing

Bluffing is a technique used to make other players in your game think you have a decent hand when in actual fact you have a poor one or in turn make them think you have bad one when you actually have a good hand. In order to bluff correctly you need to act as though you have a good hand or poor hand by changing your betting pattern and coming across as confident or negative in your hand. Bluffing is not always a good thing however as other players may read what you are doing and then continue to bet against you so if you feel this is happening then folding might be a good idea. You have to read whether or not they are bluffing however in a game of cat and mouse.

Think about what your opponents could have

When playing poker, the focus is not always on the cards you have at your disposal. You also need to think about the possible hands other players could have and whether yours could better theirs. To do this just think of the possible outcomes from the Community Cards available, combined with their betting pattern. Are they still cagey even after the flop? Are they bluffing to make you think they have a bad hand only to bet big in the last round and suck you dry of your funds? How likely is it that they could have a particular hand? These are all things you need to think about when playing poker.

Don't persistently over or under bet

If you consistently over or under bet, your opponents will become aware of your patterns in an instant. It can also be detrimental to your chances of winning big too as you will either scare your opponents off by betting too big or provoke strong betting from your opponents if you bet too small. Know when to bet big and when to bet small by reading the game and going with the cards you have been dealt.

Know when to fold

Folding is not a coward's way out in poker. It is simply the sensible way out. If you feel the bets are getting too big for your liking then get out as soon as you can. The same can be said if you have a rubbish hand. Sometimes there is not point in continuing along in the hope that the card you need to complete your combination comes out, as it is likely that it won't.

Practice!

You can pick up reasonably priced poker sets at most good toy shops or supermarkets these days, which will come with a handful of chips, and surely every household has at least one deck of cards in it. Play for fun with friends to get a feel for the game, without the risks of actually losing any money. Don't have enough friends to play with? There are several LCD/video game versions of poker available that will give you a sufficient number of AI opponents who can take away your virtual money.