

Developer API Guide

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# 1. Prerequisites

In order to access the Holdem Manager 2 (HM2) API interface the following conditions must be met:

1. HM2 has been installed with a valid license
2. HM2 is running
3. Within HM2: a Hero has been selected and the database you wish to query is the current “active” database
4. HM2 has access to open a non privileged **TCP port (8001)**

You are not required to change any settings within the HM2 client to enable API access, this was done intentionally to maximize compatibility with 3rd party tools.

## Testing the API connection

The simplest way to test the API interface is to open your browser to following test URL:

[http://localhost:8001/Query?q=select \* from hands limit 55](http://localhost:8001/Query?q=select%20*%20from%20hands%20limit%2055)

You should see JSON hand results returned:



**2. Troubleshooting**

* Ensure you are running the latest version of HM2 (older versions do not have the API server)
* Ensure Windows Firewall is disabled or an exception is placed to allow TCP connections to port 8001 <http://www.dummies.com/how-to/content/how-to-open-a-port-in-the-windows-7-firewall.html>
* Ensure an Active Database and Hero has been selected within the HM2 client software

**3. Using the JSON API**

You can access the API by directly hitting the JSON interface with your browser or by using the HMQL report in HM2, go to HM2 reports, select more reports in the ribbon and select the HMQL report which automatically parses results into the datagrid.

## API Testing Tool

The test API client facilitates development of 3rd party tools by providing a convenient interface to run queries which are returned in both a datagrid as well as raw JSON. You can [download this API here](http://www.holdemmanager.com/Downloads/HM2api_1399576462.zip)





## HMQL Report in HM2



## Hitting the JSON Interface Directly

By opening your browser to http://localhost:8001/Query?q=**<HMQL QUERY>** you can access the JSON interface directly.

For example, hitting the following URL:

[http://localhost:8001/Query?q=select \* from hands limit 55](http://localhost:8001/Query?q=select%20*%20from%20hands%20limit%2055)

Would return raw JSON which includes the first 55 hands in the database:



**4. C# Demo Project**

This is only available to internal developers and is not applicable to the scope of this document

**5. Holdem Manager Query Language**

Holdem Manager Query Language (HMQL) is the queryable language of the API which is similar in syntax to MySQL or PostgreSQL. There are currently three types of JSON results you can return: hands, stats or handhistories.

The basic format is as follows:

select \* from [hands|stats|handhistories] <optional where clause> <optional sort clause> <optional limit clause>;<optional skip clause>

The easiest way to get the hang of it is to look at a few examples.

**6. Querying for Hands**

A hands query provides similar results to the HM2 hands grid:

{"ResultType" : "Hands","Errors" : [],"QueryTime": 5.1537000000000006,"Results" : [{"GameNumber" : 5563124333,"DateTime" : "7/14/2006 10:35:58 PM","HoleCards" : "A8o","Line" : "","BoardCards" : "","WonLossInCents" : 100,"EVDifferenceInCents" : 0,"Position" : "BigBlind","PreflopAction" : "","PreflopFacing" : "FoldedToPlayerInBigBlind","WonLossInBBs" : 0.5},{"GameNumber" : 5563126273

...

]}

The following examples demonstrate various constructions of *select from hands* queries that include AND, OR, LIMIT and ORDER BY operators. Strings must be encapsulated by single quotes (‘) and numeric values can be compared using >,<,>=,<= or = operators. Grouping is allowed by using parenthesis.

### Where Clause

select \* from hands where SawFlop = true

### Numeric Property using Greater Than

select \* from hands where HandBigBlindSize > 100

### String Property and Or Clause

select \* from hands where HandGroup = “Medium Pairs” or HandGroup = “Small Pairs”

### Date Property

select \* from hands where HandTimestamp > {d “2012-01-01”}

### And Clause

select \* from hands where SawFlop = true and SawTurn = true

### Order By Clause Ascending

select \* from hands where SawFlop = false order by GameNumber asc

### Order By Clause Descending

select \* from hands where SawFlop = false order by GameNumber desc

### Limit Clause

select \* from hands limit 5

**Limit and Skip Clause (limit to 5 results starting at result 15)**

select \* from hands where FlopContinuationBetSuccess=true limit 5;15

### Grouping with AND/OR

select \* from hands where (DidPFR = true) **AND** (PositionAsInt = 5 **OR** PositionAsInt = 6) **AND** (FirstRaiserPositionType = 1)

**7. Querying for Stats/Reports**

It is also possible to query for specific stats or to generate an entire report. Where clauses work the same way as within a hands query. The GROUP BY operator allows you to aggregate stats on single or multiple stats. A full list of queryable stats is available in the appendix at the end of this document.

### A Simple Stats Query

select StatTotalHands, StatVPIP from stats

would result in the following JSON response:

{"ResultType" : "Stats","Errors" : [],"QueryTime": 78.075,"Results" : [{"TotalHands":"34,558","VPIP":"0.26"}]

}

### Where Clause

select StatTotalHands, StatVPIP from stats where SawFlop = false

### Grouping Stats on a Single Stat

select StatTotalHands,StatPlayerNameAndSite,StatFullRingPosition,StatNetAmountWon,StatBigBlindsPer100,StatVPIP,StatPFR,StatThreeBet,StatWentToShowdown,StatWonShowdown,StatPostflopAggression,StatPostflopAggressionPercentage from stats **group by StatPlayerNameAndSite**

would result in the following JSON response:

{"ResultType" : "Stats","Errors" : [],"QueryTime": 183.6371,"Results" : [{"Player":"FGators26 (PS)","Position":"\"CO\"","Agg":"2.15","WTSD%":"0.29","W$SD%":"0.53","Agg%":"0.24","TotalHands":"34,558","bb100":"8.67","NetWon":"-103,149.00","PFR":"0.14","VPIP":"0.26","3Bet":"0.04"}]

}

**Grouping Stats by Multiple Stats**

select statgametypedescription, stattotalhands from stats group by statgametypedescription, statplayernameandsite

results in:



**8. Querying for Hand Histories**

It it is possible you may need to retrieve the raw hand history for a specific hand to perform custom computation. HMQL provides a very basic mechanism for the retrieval of the original hand history:

select \* from handhistories where GameNumberString="5563124333"

Results in the following JSON response:

{"ResultType" : "HandHistories","Errors" : [],"QueryTime": 0.0,"HandHistory" : "PokerStars Game #5563124333: Hold'em No Limit ($1/$2) - 2006/07/15 - 00:35:58 (ET)\nTable 'Georgia' 6-max Seat #3 is the button\nSeat 1: WSU Slacker ($269.25 in chips) \nSeat 3: FGators26 ($200 in chips) \nWSU Slacker: posts small blind $1\nFGators26: posts big blind $2\n\*\*\* HOLE CARDS \*\*\*\nDealt to FGators26 [Ac 8d]\nWSU Slacker: folds \nFGators26 collected $2 from pot\nFGators26: doesn't show hand \n\*\*\* SUMMARY \*\*\*\nTotal pot $2 | Rake $0 \nSeat 1: WSU Slacker (small blind) folded before Flop\nSeat 3: FGators26 (button) (big blind) collected ($2)\n"



**9. Appendix of Queryable Hands Properties**

### *Please Note: At this time enums are not supported but it is on the todo list*

### Preflop

bool NoPFRPossibleDueToStackSizes

bool No3BetPossibleDueToStackSizes

bool No4BetPossibleDueToStackSizes

bool No5BetPossibleDueToStackSizes

bool No6BetPossibleDueToStackSizes

**Raise Possible due to stack sizes**

bool NoFlopFirstRaisePossibleDueToStackSizes

bool NoFlopSecondRaisePossibleDueToStackSizes

bool NoTurnFirstRaisePossibleDueToStackSizes

bool NoTurnSecondRaisePossibleDueToStackSizes

bool NoRiverFirstRaisePossibleDueToStackSizes

bool NoRiverSecondRaisePossibleDueToStackSizes

**Facing Shove or Squeeze**

bool FacingOpenShoveWithNoCallers

bool FacingOpenShoveWithCallers

bool FacingOpenShove

bool FacingOpenShoveAfterCallWithNoCallers

bool FacingOpenShoveAfterCallWithCallers

bool FacingOpenShoveAfterCall

bool FacingSqueezeAsRaiser

bool FacingSqueezeAsCaller

**Max Street Seen**

StreetType MaxStreetSeenByOpponentHero

**Holecard, board cards**

byte HoleCard1

byte HoleCard2

byte HoleCard3

byte HoleCard4

byte BoardCard1

byte BoardCard2

byte BoardCard3

byte BoardCard4

byte BoardCard5

**Action**

byte PreflopActionValue

byte FlopActionValue

byte TurnActionValue

byte RiverActionValue

string RiverActionsString

string TurnActionsString

**All in**

bool AllInOnFlop

bool AllInOnFlopOrEarlier

bool AllInOnPreflop

bool AllInOnRiver

bool AllInOnTurn

bool AllInOnTurnOrEarlier

int StreetWentAllInAsInt

**Misc**

bool DefendedTwoOrMoreRaisers

string getHandTimeStamp

decimal HandAnteSize

decimal HandBigBlindSize

int HandPokerGameAsInt

DateTime HandTimestamp

int SeatNumber

string ShortGameTypeDescription

long SklanskyBucksInCents

**Hand Markings**

bool SuckoutsHandmarkingExists

bool BadBeatsHandmarkingExists

bool BluffHandmarkingExists

**Hand Groupings**

string HandGroup

string HandGroupOmaha

**Game/Table/Pot**string GameNumberString

string GameTypeDescription

int GameType

int GameTypeID

bool GeneralHandmarkingExists

bool DealtPocketPair

string Blinds

int ButtonOffset

decimal HandSmallBlindSize

short[] HoleCardsAsIntArray

string HoleCardString

bool IsTourney

bool IsHandPlayable

int PlayerID

short PokerSite

HMClass.SubSiteType PokerSubSite

int PokerSubsiteAsInt

short PokerSiteTypeGI

int PokerTableID

string StakesString

string TableName

int TableSize

bool wentBustoOnThisHand

short[] WinningHoleCards

string WinningPlayerName

bool WonHand

string Line

string BoardCards

**Pot**

decimal PostAmountPreflop

decimal PotSizeAfterFlop

long PotSizeAfterFlopInCents

decimal PotSizeAfterPreflop

long PotSizeAfterPreflopInCents

decimal PotSizeAfterRiver

long PotSizeAfterRiverInCents

decimal PotSizeAfterTurn

long PotSizeAfterTurnInCents

long FinalPotSizeInBB

long FinalPotSizeInCents

double FlopPotSizeInBB

double TurnPotSizeInBB

double RiverPotSizeInBB

double AfterRiverPotSizeInBB

**Draws**

int GutshotStraightDraws

int MadeStraightDraws

int NutStraightDraws

int OpenEndedStraightDraws

int GutshotStraightDrawsToBeatNuts

int GutshotStraightDrawsToBeatNutsOnFlop

int GutshotStraightDrawsToBeatNutsOnTurn

int GutshotStraightDrawsToBeatNutsOnRiver

int OpenEndedStraightDrawsToBeatNuts

int OpenEndedStraightDrawsToBeatNutsOnFlop

int OpenEndedStraightDrawsToBeatNutsOnTurn

int OpenEndedStraightDrawsToBeatNutsOnRiver

**Bet**

bool BetFlop

bool BetOrRaisedFlop

bool BetOrRaisedRiver

bool BetOrRaisedTurn

bool BetRiver

bool BetTurn

**Called**

bool CalledFlopContinuationBet

bool CalledPreflopFiveBet

bool CalledPreflopFourBet

bool CalledPreflopThreeBet

bool CalledPreflopTwoOrMoreRaisers

bool CalledRiverContinuationBet

bool CalledTurnContinuationBet

bool CallRiver

**Checked**

bool CheckCallFlop

bool CheckCallRiver

bool CheckCallTurn

bool CheckFlop

bool CheckFoldFlop

bool CheckFoldRiver

bool CheckFoldTurn

bool CheckRaiseFlop

bool CheckRaiseRiver

bool CheckRaiseTurn

bool CheckRiver

bool CheckTurn

**Could**

bool CouldColdCall

bool CouldColdFourBet

bool CouldFiveBet

bool CouldFourBet

bool CouldLimp

bool CouldLimpUnopenedPot

bool CouldSqueeze

bool CouldThreeBet

**Did**

bool DidColdCall

bool DidFiveBet

bool DidFourBet

bool DidLimp

bool DidLimpUnopenedPot

bool DidPFR

bool DidRaiseUnraisedPot

bool DidSqueeze

bool DidThreeBet

bool DidVPIP

**Rake/EV**

short RakeAmountInCents

double EffectiveM

double EffectiveMComp

double EffectiveStackSizeInBBs

long EffectiveStackSizeInCents

short EquityPCTWhenAllin

long EVDifferenceInCents

double EVEquity

double EvEquityPercent

string EVEquityString

decimal ExpectedAllInEarningsForHand

short HandRakeAmountInCents

decimal AccurateRakeAmount

decimal ICMDifference

int ICMDollarsWonInCents

decimal RakeAmount

**Facing**

bool FacingAllInBet

bool FacingFlopAllIn

bool FacingFlopContinuationBet

bool FacingLimpedPotPreflop

bool FacingOpenedPotPreflop

bool FacingPreflopAllIn

bool FacingPreflopFiveBet

bool FacingPreflopFourBet

bool FacingPreflopLimpRaise

bool FacingPreflopThreeBet

bool FacingPreflopTwoOrMoreRaisers

bool FacingRiverAllIn

bool FacingRiverContinuationBet

bool FacingSteal

bool FacingStealCalled

bool FacingStealDefended

bool FacingStealFolded

bool FacingStealRaised

bool FacingTurnAllIn

bool FacingTurnContinuationBet

bool FacingUnopenedPotPreflop

bool FacingUnraisedPotPreflop

**Made**

bool MadeAllInBet

**First**

short FirstLimperPositionType

string FirstRaiserPlayerName

short FirstRaiserPositionType

string FirstThreeBetPlayerName

short FirstThreebetPositionType

**3bet**

bool ThreeBetInPosition

bool ThreeBetOutOfPosition

**Flop**

string FlopActionsString

long FlopBetAmountInCents

long FlopCallAmountInCents

bool FlopCallvsBetAndCall

bool FlopCallvsBetAndRaise

bool FlopCallvsCheckRaise

bool FlopCallvsDonkBet

short[] FlopCardsAsIntArray

bool FlopCheckRaiseOccured

bool FlopContinuationBetMade

bool FlopContinuationBetPossible

bool FlopContinuationBetSuccess

bool FlopDonkBet

int FlopEquityVsRandom

bool FlopFacingBet

bool FlopFacingBetAndCall

bool FlopFacingBetAndRaise

bool FlopFacingBetCall

bool FlopFacingBetFold

short FlopFacingBetPctOfPot

bool FlopFacingBetRaise

bool FlopFacingDonkBet

bool FlopFacingRaise

bool FlopFacingRaiseCall

bool FlopFacingRaiseFold

short FlopFacingRaisePctOfPot

bool FlopFacingRaiseRaise

int FlopFlushDrawValueInt

bool FlopFoldvsBetAndCall

bool FlopFoldvsBetAndRaise

bool FlopFoldvsCheckRaise

bool FlopFoldvsDonkBet

bool FlopHappened

short FlopMadeBetPctOfPot

int FlopMadeHandValueInt

short FlopMadeRaisePctOfPot

bool FloppedSet

bool FlopRaisevsBetAndCall

bool FlopRaisevsBetAndRaise

bool FlopRaisevsCheckRaise

bool FlopRaisevsDonkBet

short FlopRelativePosition

int FlopStraightDrawValueInt

int FlopTotalBetsAndRaises

int FlopTotalCalls

**Folded**

bool FoldedToFlopContinuationBet

bool FoldedToPreflopFiveBet

bool FoldedToPreflopFourBet

bool FoldedToPreflopThreeBet

bool FoldedToPreflopTwoOrMoreRaisers

bool FoldedToRiverContinuationBet

bool FoldedToTurnContinuationBet

**Currency**

int HandCurrencyAsInt

**Hero**

bool HeroSawFlop

bool HeroSawRiver

bool HeroSawTurn

bool IsHero

**Position**

bool InPositionOnFlop

bool InPositionOnRiver

bool InPositionOnTurn

bool IsInBB

bool IsInSB

bool OutOfPositionOnFlop

bool OutOfPositionOnRiver

bool OutOfPositionOnTurn

int PositionAsInt

**Winnings**

decimal NetAmountWon

long NetAmountWonInCents

decimal NetBigBlindsWon

decimal NetBigBlindsWonOrLost

string StrNetAmountWon

decimal TotalAmountWagered

string TournamentBuyinInCentsString

decimal WinningPlayerNetAmountWon

**Saw Street by number of players**

int NumberOfPlayers

int NumberOfPlayersSawFlop

int NumberOfPlayersSawRiver

int NumberOfPlayersSawShowdown

int NumberOfPlayersSawTurn

**Saw Street**

bool SawFlop

bool SawFlopNoAllIn

bool SawRiver

bool SawRiverNoAllIn

bool SawShowdown

bool SawShowdownNoAllIn

bool SawTurn

bool SawTurnNoAllIn

**Villain checked cbet pot vs player position**

bool OpponentCheckedFlopContinuationBetAndPlayerIsInPosition

bool OpponentCheckedFlopContinuationBetAndPlayerIsOutOfPosition

bool OpponentCheckedRiverContinuationBetAndPlayerIsInPosition

bool OpponentCheckedRiverContinuationBetAndPlayerIsOutOfPosition

bool OpponentCheckedTurnContinuationBetAndPlayerIsInPosition

bool OpponentCheckedTurnContinuationBetAndPlayerIsOutOfPosition

**Preflop**

int PreflopActionFacingPlayerAsInt

string PreflopActionsString

long PreflopBetAmountInCents

long PreflopCallAmountInCents

bool PreflopCallFirst

bool PreflopLimpCall

bool PreflopLimpFold

bool PreflopLimpRaise

double PreflopOpenPotAmountInBB

double PreflopPlayerActionAmountInBBsAllActions

bool PreflopRaiseFirst

**Raised**

bool RaisedFlopContinuationBet

bool RaisedPreflopFiveBet

bool RaisedPreflopFourBet

bool RaisedPreflopThreeBet

bool RaisedPreflopTwoOrMoreRaisers

bool RaisedRiverContinuationBet

bool RaisedTurnContinuationBet

bool RaiseFirstAction

**River Bet**

long RiverBetAmountInCents

**River Call**

long RiverCallAmountInCents

bool RiverCallvsBetAndCall

bool RiverCallvsBetAndRaise

bool RiverCallvsCheckRaise

bool RiverCallvsDonkBet

**River Misc**

short RiverCard

bool RiverCheckRaiseOccured

bool RiverDonkBet

int RiverEquityVsRandom

bool RiverHappened

short RiverMadeBetPctOfPot

int RiverMadeHandValueInt

short RiverMadeRaisePctOfPot

bool RiverOverCard

short RiverRelativePosition

short RiverStackToPotRatio

int RiverTotalBetsAndRaises

int RiverTotalCalls

**River Cbet**

bool RiverContinuationBetMade

bool RiverContinuationBetPossible

bool RiverContinuationBetSuccess

**River Facing**

bool RiverFacingBet

bool RiverFacingBetAndCall

bool RiverFacingBetAndRaise

bool RiverFacingBetCall

bool RiverFacingBetFold

short RiverFacingBetPctOfPot

bool RiverFacingBetRaise

bool RiverFacingDonkBet

bool RiverFacingRaise

bool RiverFacingRaiseCall

bool RiverFacingRaiseFold

short RiverFacingRaisePctOfPot

bool RiverFacingRaiseRaise

**River Fold**

bool RiverFoldvsBetAndCall

bool RiverFoldvsBetAndRaise

bool RiverFoldvsCheckRaise

bool RiverFoldvsDonkBet

**River Raise**

bool RiverRaisevsBetAndCall

bool RiverRaisevsBetAndRaise

bool RiverRaisevsCheckRaise

bool RiverRaisevsDonkBet

**Stacksize**

decimal StackSize

long StackSizeInBB

double StackSizeInBBs

double StackToPotRatioFlop

double StackToPotRatioLastStreetSeen

double StackToPotRatioRiver

double StackToPotRatioTurn

**Tournament**

int TournamentTableSize

string TourneyNumber

**Turn Bet**

long TurnBetAmountInCents

**Turn Misc**

short TurnCard

bool TurnDonkBet

int TurnEquityVsRandom

bool TurnCheckRaiseOccured

int TurnFlushDrawValueInt

bool TurnHappened

short TurnMadeBetPctOfPot

int TurnMadeHandValueInt

short TurnMadeRaisePctOfPot

bool TurnOverCard

short TurnRelativePosition

int TurnStraightDrawValueInt

int TurnTotalBetsAndRaises

int TurnTotalCalls

**Turn Call**

long TurnCallAmountInCents

bool TurnCallvsBetAndCall

bool TurnCallvsBetAndRaise

bool TurnCallvsCheckRaise

bool TurnCallvsDonkBet

**Turn Cbet**

bool TurnContinuationBetMade

bool TurnContinuationBetPossible

bool TurnContinuationBetSuccess

**Turn Facing**

bool TurnFacingBet

bool TurnFacingBetAndCall

bool TurnFacingBetAndRaise

bool TurnFacingBetCall

bool TurnFacingBetFold

short TurnFacingBetPctOfPot

bool TurnFacingBetRaise

bool TurnFacingDonkBet

bool TurnFacingRaise

bool TurnFacingRaiseCall

bool TurnFacingRaiseFold

short TurnFacingRaisePctOfPot

bool TurnFacingRaiseRaise

**Turn Fold**

bool TurnFoldvsBetAndCall

bool TurnFoldvsBetAndRaise

bool TurnFoldvsCheckRaise

bool TurnFoldvsDonkBet

**Turn Raise**

bool TurnRaisevsBetAndCall

bool TurnRaisevsBetAndRaise

bool TurnRaisevsCheckRaise

bool TurnRaisevsDonkBet

**Enums**

HoldemManager.Infrastructure.Enums.Services.Poker.MadeHandType FlopMadeHandValue

HoldemManager.Infrastructure.Enums.Services.Poker.MadeHandType TurnMadeHandValue

HoldemManager.Infrastructure.Enums.Services.Poker.MadeHandType RiverMadeHandValue

public enum MadeHandType
 {
 [Description("Two card straight flush")]
 TwoCardStraightFlush = 160,
 [Description("One card straight flush")]
 OneCardStraightFlush = 161,
 [Description("Straight flush on board")]
 StraightFlushOnBoard = 162,
 [Description("Four of a Kind - With Pocket Pair")]
 FourOfAKindWithPocketPair = 140,
 [Description("Four of a Kind - Without Pocket Pair")]
 FourOfAKindWithoutPocketPair = 141,
 [Description("Four of a Kind on Board")]
 FourOfAKindOnBoard = 142,
 [Description("Full House - 2 Cards - Pocket Pair no Trips on Board")]
 FullHouseWithPocketPairNoTripsOnBoard = 120,
 [Description("Full House - 2 Cards - Pocket Pair + Trips on Board")]
 FullHouseWithPocketPairTripsOnBoard = 121,
 [Description("Full House - 2 Cards - No Pockets no Trips on Board")]
 TwoCardFullHouseWithoutPocketPair = 122,
 [Description("Full House - < 2 Cards - Trips on Board")]
 OneCardFullHouseTripsOnBoard = 123,
 [Description("Full House - < 2 Cards - Fill Top Pair no Trips")]
 OneCardFullHouseTopPair = 124,
 [Description("Full House - < 2 Cards - Fill Bottom Pair no Trips")]
 OneCardFullHouseBottomPair = 125,
 [Description("Full House on Board")]
 FullHouseOnBoard = 126,
 [Description("Flush - 3 Flush Cards - Nut Flush")]
 ThreeFlushBoardNutFlush = 100,
 [Description("Flush - 3 Flush Cards - High Flush")]
 ThreeFlushBoardHighFlush = 101,
 [Description("Flush - 3 Flush Cards - Low Flush")]
 ThreeFlushBoardLowFlush = 102,
 [Description("Flush - 4 Flush Cards - Nut Flush")]
 FourFlushBoardNutFlush = 103,
 [Description("Flush - 4 Flush Cards - High Flush")]
 FourFlushBoardHighFlush = 104,
 [Description("Flush - 4 Flush Cards - Low Flush")]
 FourFlushBoardLowFlush = 105,
 [Description("Flush on Board - Nut Flush")]
 FlushBoardNutFlush = 106,
 [Description("Flush on Board - High Flush")]
 FlushBoardHighFlush = 107,
 [Description("Flush on Board - Low Flush")]
 FlushBoardLowFlush = 108,
 [Description("Straight - Two Card Nut Straight")]
 TwoCardNutStraight = 80,
 [Description("Straight - Two Card Straight")]
 OneCardNutStraight = 81,
 [Description("Straight - One Card Nut Straight")]
 TwoCardStraight = 82,
 [Description("Straight - One Card Straight")]
 OneCardStraight = 83,
 [Description("Straight - Straight On Board")]
 StraightOnBoard = 84,
 [Description("Three of a Kind - Set - High Set")]
 HighSet = 60,
 [Description("Three of a Kind - Set - Second Set")]
 SecondSet = 61,
 [Description("Three of a Kind - Set - Low Set")]
 LowSet = 62,
 [Description("Three of a Kind - Trips - High Trips High Kicker")]
 HighTripsHighKicker = 63,
 [Description("Three of a Kind - Trips - High Trips Low Kicker")]
 HighTripsLowKicker = 64,
 [Description("Three of a Kind - Trips - Second Trips High Kicker")]
 SecondTripsHighKicker = 65,
 [Description("Three of a Kind - Trips - Second Trips Low Kicker")]
 SecondTripsLowKicker = 66,
 [Description("Three of a Kind - Trips - Low Trips High Kicker")]
 LowTripsHighKicker = 67,
 [Description("Three of a Kind - Trips - Low Trips Low Kicker")]
 LowTripsLowKicker = 68,
 [Description("Trips on Board")]
 TripsOnBoard = 69,
 [Description("Two Pair - Both Cards Paired - Top Two Pair")]
 TopTwoPair = 40,
 [Description("Two Pair - Both Cards Paired - Top Pair + Pair")]
 TopPairPlusPair = 41,
 [Description("Two Pair - Both Cards Paired - Middle + Bottom")]
 NonTopTwoPair = 42,
 [Description("Two Pair - Pair + Paired Board - Top Pair")]
 TopPairPlusPairedBoard = 43,
 [Description("Two Pair - Pair + Paired Board - Second Pair")]
 SecondPairPlusPairedBoard = 44,
 [Description("Two Pair - Pair + Paired Board - Bottom Pair")]
 LowPairPlusPairedBoard = 45,
 [Description("Two Pair - Pocket Pair + Paired Board - Overpair")]
 PocketPairOverPairPlusLowerPairedBoard = 46,
 [Description("Two Pair - Pocket Pair + Paired Board - < Pair on Board")]
 PocketPairPlusLowerPairedBoard = 47,
 [Description("Two Pair - Pocket Pair + Paired Board - > Pair on Board")]
 PocketPairPlusHigherPairedBoard = 48,
 [Description("Two Pair on Board")]
 TwoPairsOnBoard = 49,
 [Description("One Pair - Pocket Pair - Overpair")]
 OverPair = 20,
 [Description("One Pair - Pocket Pair - Second Pair")]
 SecondPocketPair = 21,
 [Description("One Pair - Pocket Pair - Low Pair")]
 LowPocketPair = 22,
 [Description("One Pair - Top Pair - Top Kicker")]
 TopPairTopKicker = 23,
 [Description("One Pair - Top Pair - Good Kicker")]
 TopPairGoodKicker = 24,
 [Description("One Pair - Top Pair - Weak Kicker")]
 TopPairWeakKicker = 25,
 [Description("One Pair - Second Pair - Ace Kicker")]
 SecondPairAceKicker = 26,
 [Description("One Pair - Second Pair - Non Ace Kicker")]
 SecondPairNonAceKicker = 27,
 [Description("One Pair - Bottom Pair - Ace Kicker")]
 BottomPairAceKicker = 28,
 [Description("One Pair - Bottom Pair - Non Ace Kicker")]
 BottomPairNonAceKicker = 29,
 [Description("One Pair - Paired Board - Two Overcards")]
 PairedBoardTwoOvercards = 30,
 [Description("One Pair - Paired Board - One Overcard")]
 PairedBoardOneOvercard = 31,
 [Description("One Pair - Paired Board - No Overcards")]
 PairedBoardNoOvercards = 32,
 [Description("High Card - Two Overcards")]
 TwoOvercards = 10,
 [Description("High Card - One Overcard")]
 OneOvercard = 11,
 [Description("High Card - No Overcards")]

 NoOvercards = 0,
 Unknown = -1
 }

HoldemManager.Infrastructure.Enums.Services.Poker.CurrencyType currency);

HoldemManager.Infrastructure.Enums.Services.Poker.CurrencyType HandCurrency

public enum CurrencyType : int { USD, EUR, GBP, SEK, Chips = -1, None = -2, Mixed = -3 };

HoldemManager.Infrastructure.Enums.Services.Poker.StreetType MaxStreetSeen

public enum StreetType
 {
 NoStreetType, Preflop, Flop, Turn, River, Showdown
 }

HoldemManager.Infrastructure.Enums.Services.Poker.PokerSiteType PokerSiteType

public static string GetPokerSiteTypeNameAbbreviation(PokerSiteType PokerSite)
 {
 if (PokerSite == PokerSiteType.Absolute)
 return "ABS";
 else if (PokerSite == PokerSiteType.Betfair)
 return "BTF";
 else if (PokerSite == PokerSiteType.Bodog)
 return "BDG";
 else if (PokerSite == PokerSiteType.BossNetwork)
 return "BOS";
 else if (PokerSite == PokerSiteType.CakePoker)
 return "CKE";
 else if (PokerSite == PokerSiteType.Cryptologic)
 return "CRY";
 else if (PokerSite == PokerSiteType.Dracula)
 return "DRC";
 else if (PokerSite == PokerSiteType.Entraction)
 return "ENT";
 else if (PokerSite == PokerSiteType.Everest)
 return "EVT";
 else if (PokerSite == PokerSiteType.EverLeaf)
 return "EVL";
 else if (PokerSite == PokerSiteType.FullTiltPoker)
 return "FTP";
 else if (PokerSite == PokerSiteType.IPoker)
 return "IPK";
 else if (PokerSite == PokerSiteType.Merge)
 return "MER";
 else if (PokerSite == PokerSiteType.Ongame)
 return "ONG";
 else if (PokerSite == PokerSiteType.Pacific)
 return "PAC";
 else if (PokerSite == PokerSiteType.PartyPoker)
 return "PP";
 else if (PokerSite == PokerSiteType.PokerRoom)
 return "PKR";
 else if (PokerSite == PokerSiteType.PokerStars)
 return "PS";
 else if (PokerSite == PokerSiteType.Prima)
 return "PRM";
 else if (PokerSite == PokerSiteType.UltimateBet)
 return "UB";
 else if (PokerSite == PokerSiteType.Replayer)
 return "Rep";
 else if (PokerSite == PokerSiteType.Winamax)
 return "WIN";
 else if (PokerSite == PokerSiteType.Barriere)
 return "BAR";
 else if (PokerSite == PokerSiteType.WPN)
 return "WPN";
 else if (PokerSite == PokerSiteType.PlayerAlias)
 return "Alias";
 else
 return "???";

 }

 public static PokerSiteType GetNameAbbreviationPokerSiteType(string nameAbbrev)
 {
 switch (nameAbbrev)
 {
 case "ABS":
 return PokerSiteType.Absolute;
 case "BTF":
 return PokerSiteType.Betfair;
 case "BDG":
 return PokerSiteType.Bodog;
 case "BOS":
 return PokerSiteType.BossNetwork;
 case "CKE":
 return PokerSiteType.CakePoker;
 case "CRY":
 return PokerSiteType.Cryptologic;
 case "DRC":
 return PokerSiteType.Dracula;
 case "ENT":
 return PokerSiteType.Entraction;
 case "EVT":
 return PokerSiteType.Everest;
 case "EVL":
 return PokerSiteType.EverLeaf;
 case "FTP":
 return PokerSiteType.FullTiltPoker;
 case "IPK":
 return PokerSiteType.IPoker;
 case "MER":
 return PokerSiteType.Merge;
 case "ONG":
 return PokerSiteType.Ongame;
 case "PAC":
 return PokerSiteType.Pacific;
 case "PP":
 return PokerSiteType.PartyPoker;
 case "PKR":
 return PokerSiteType.PokerRoom;
 case "PS":
 return PokerSiteType.PokerStars;
 case "PRM":
 return PokerSiteType.Prima;
 case "UB":
 return PokerSiteType.UltimateBet;
 case "WIN":
 return PokerSiteType.Winamax;
 case "BAR":
 return PokerSiteType.Barriere;
 case "WPN":
 return PokerSiteType.WPN;
 case "Rep":
 return PokerSiteType.Replayer;
 default:
 return PokerSiteType.NONE;
 }
 }

 public static PokerSiteType SiteTypeFromName(string siteName)
 {
 if (siteName == "Party")
 return PokerSiteType.PartyPoker;
 else if (siteName == "Full Tilt")
 return PokerSiteType.FullTiltPoker;
 else if (siteName == "Poker Stars" || siteName == "PokerStars")
 return PokerSiteType.PokerStars;
 else if (siteName == "Prima")
 return PokerSiteType.Prima;
 else if (siteName == "IPoker")
 return PokerSiteType.IPoker;
 else if (siteName == "Absolute")
 return PokerSiteType.Absolute;
 else if (siteName == "Crypto")
 return PokerSiteType.Cryptologic;
 else if (siteName == "Bodog")
 return PokerSiteType.Bodog;
 else if (siteName == "Ultimate Bet")
 return PokerSiteType.UltimateBet;
 else if (siteName == "On Game")
 return PokerSiteType.Ongame;
 else if (siteName == "Everest")
 return PokerSiteType.Everest;
 else if (siteName == "Pacific")
 return PokerSiteType.Pacific;
 else if (siteName == "Betfair")
 return PokerSiteType.Betfair;
 else if (siteName == "Dracula")
 return PokerSiteType.Dracula;
 else if (siteName == "Entraction")
 return PokerSiteType.Entraction;
 else if (siteName == "Cake Poker")
 return PokerSiteType.CakePoker;
 else if (siteName == "Boss")
 return PokerSiteType.BossNetwork;
 else if (siteName == "Merge")
 return PokerSiteType.Merge;
 else if (siteName == "PokerRoom")
 return PokerSiteType.PokerRoom;
 else if (siteName == "Everleaf")
 return PokerSiteType.EverLeaf;
 else if (siteName == "Winamax")
 return PokerSiteType.Winamax;
 else if (siteName == "Barriere")
 return PokerSiteType.Barriere;
 else if (siteName == "WPN")
 return PokerSiteType.WPN;
 else
 return PokerSiteType.NONE;
 }

HoldemManager.Infrastructure.Interfaces.Services.Poker.IGameInfo GameInfo

public interface IGameInfo
 {
 int GameType\_ID { get; set; }
 int BigBlindInCents { get; set; }
 int SmallBlindInCents { get; set; }
 int AnteInCents { get; set; }
 bool IsTourney { get; set; }
 short CurrencyType\_ID { get; set; }
 short PokerGameType\_ID { get; set; }
 short TableSize { get; set; }

 short NumberOfPlayers { get; set; }

 string AllValues { get; }
 string GameTypeDescription { get; }
 string GameTypeDescriptionWithoutStakes { get; }
 GameType GameType{ get; }
 string ShortGameTypeDescription { get; }
 string LongGameTypeDescription { get; }
 string FullGameAndGameTypeDescription { get; }

 bool IsFixedLimit();
 bool IsPotLimit();
 bool IsNoLimit();
 bool IsCap();
 bool IsRush();
 bool IsFTPRush();
 bool IsStarsZoom();
 bool IsOmaha();
 bool IsOmahaHiLo();
 bool IsHoldem();
 }

HoldemManager.Infrastructure.Interfaces.Services.Poker.Filters.GameType HandPokerGame

public enum GameType
 {
 // ordering in Contants.cs (used by HUD):
 // NLHoldem, PLHoldem, LIMHoldem, RushNLHoldem, RushPLHoldem, RushLIMHoldem, CapNLHoldem, CapPLHoldem
 AllGames = -1,
 HoldemNL=0, HoldemPL=1, HoldemFL=2, OmahaNL=3, OmahaPL=4, OmahaFL=5,
 HoldemNLRush=6, HoldemPLRush=7, HoldemFLRush=8, OmahaNLRush=9, OmahaPLRush=10, OmahaFLRush=11,
 HoldemNLCAP=12,
 OmahaHiLoNL=13, OmahaHiLoPL=14, OmahaHiLoFL=15, OmahaHiLoNLRush=16, OmahaHiLoPLRush=17, OmahaHiLoFLRush=18,OmahaPLCAP=19,
 AllHoldem=20, AllOmaha=21,
 HoldemNLZoom = 22, HoldemPLZoom = 23, HoldemFLZoom = 24, OmahaNLZoom = 25, OmahaPLZoom = 26, OmahaFLZoom = 27, OmahaHiLowPLZoom = 28, OmahaHiLoFLZoom = 29, OmahaHiLoNLZoom = 30,
 };

HoldemManager.Infrastructure.Interfaces.Services.Poker.Filters.PositionType Position

public enum PositionType
 {
 [DisplayString("Any")]
 NoPositionType,
 [DisplayString("Early")]
 EarlyPosition,
 [DisplayString("Middle")]
 MiddlePosition,
 [DisplayString("Cut-off")]
 Cutoff,
 [DisplayString("Button")]
 Button,
 [DisplayString("Small blind")]
 SmallBlind,
 [DisplayString("Big blind")]
 BigBlind
 };

HoldemManager.Infrastructure.Interfaces.Services.Poker.Tournaments.ITournament TourneyData { get; set; }

public interface ITournament
 {
 string GetFieldsAsCSV();
 string GetBustoHandTimeStamp { get; }

 short SiteID { get; }
 string TourneyNumber { get; }
 DateTime FirstHandTimestamp { get; set; }
 DateTime LastHandTimestamp { get; set; }
 int Player\_ID { get; }
 int BuyInPlusRake { get; }
 int BuyInInCents { get; set; }
 int RebuyAmountInCents { get; set; }
 int RakeInCents { get; set; }
 int WinningsInCents { get; set; }
 short CurrencyID { get; }
 int TourneySize { get; set; }
 short SpeedTypeID { get; set; }
 short TourneyTables { get; set; }
 int FinishPosition { get; set; }
 short PokerGameTypeID { get; set; }
 short TableSize { get; set; }
 short StartingStackSizeInChips { get; }
 int IcmAdjustedWinnings { get; set; }
 int TagAdjustedWinningsInCents { get; }
 int ICMDifferenceInCents { get; }
 ITournamentTag TournamentTag { get; set; }
 string UserAssignedTournamentTagName { get; set; }
 string TourneyTagsCsv { get; }
 }

System.Collections.Generic.List<HoldemManager.Infrastructure.Interfaces.Services.Poker.IPVPResultInHand> PlayerVsPlayerResults

public interface IPVPResultInHand
 {
 IPlayer Opponent { get; set; }
 decimal AmountWon { get; set; }
 }

HoldemManager.Infrastructure.Enums.Services.Poker.StealSituationType StealSituation

public enum StealSituationType
 {
 NoStealPossible, StealPossibleAndMade, StealPossibleAndNotMade, FacingStealAndFolded, FacingStealAndCalled, FacingStealAndRaised
 }

HoldemManager.Infrastructure.Enums.Services.Poker.StreetType StreetWentAllIn

public enum StreetType
 {
 NoStreetType, Preflop, Flop, Turn, River, Showdown
 }

HoldemManager.Infrastructure.Enums.Services.Poker.PreflopActionFacingPlayerType PreflopActionFacingPlayer

public enum PreflopActionFacingPlayerType
 {
 FoldedToPlayerInBigBlind, Unopened, OneLimper, TwoOrMoreLimpers, Raiser, RaiserPlusCallers, TwoOrMoreRaisers
 }

**Draws**HoldemManager.Infrastructure.Enums.Services.Poker.StreetType streetType);

public enum StreetType
 {
 NoStreetType, Preflop, Flop, Turn, River, Showdown
 }

HoldemManager.Infrastructure.Enums.Services.Poker.FlushDrawType TurnFlushDrawValue

HoldemManager.Infrastructure.Enums.Services.Poker.FlushDrawType RiverFlushDrawValue

HoldemManager.Infrastructure.Enums.Services.Poker.FlushDrawType FlopFlushDrawValue

public enum FlushDrawType
 {
 // 1 TwoCardNutFlushDraw,2 TwoCardHighFlushDraw,3 TwoCardLowFlushDraw,
 // 4 OneCardNutFlushDraw,5 OneCardHighFlushDraw,6 OneCardLowFlushDraw,
 // 7 TwoCardBackdoorNutFlushDraw,8 TwoCardBackdoorFlushDraw,9 OneCardBackDoorNutFlushDraw,
 // 0 NoFlushDraw
 TwoCardNutFlushDraw = 1, TwoCardHighFlushDraw = 2, TwoCardLowFlushDraw = 3,
 OneCardNutFlushDraw = 4, OneCardHighFlushDraw = 5, OneCardLowFlushDraw = 6,
 TwoCardBackdoorNutFlushDraw = 7, TwoCardBackdoorFlushDraw = 8, OneCardBackDoorNutFlushDraw = 9,
 NoFlushDraw = 0, Unknown=-1

 // Omaha
 // 1 nfd
 // 3 fd
 // 10 double flush draw
 // 11 double flush draw with a nfd
 }

HoldemManager.Infrastructure.Enums.Services.Poker.StraightDrawType FlopStraightDrawValue

HoldemManager.Infrastructure.Enums.Services.Poker.StraightDrawType TurnStraightDrawValue

HoldemManager.Infrastructure.Enums.Services.Poker.StraightDrawType RiverStraightDrawValue

public enum StraightDrawType
 {
 // 1 TwoCardOpenEndedStraightDraw, 2 TwoCardGutshotStraightDraw,
 // 3 OneCardOpenEndedStraightDraw, 4 OneCardGutshotStraightDraw,
 // 5 TwoCardBackdoorStraightDraw,
 // 0 NoStraightDraw
 TwoCardOpenEndedStraightDraw = 1, TwoCardGutshotStraightDraw = 2,
 OneCardOpenEndedStraightDraw = 3, OneCardGutshotStraightDraw = 4,
 TwoCardBackdoorStraightDraw = 5,
 NoStraightDraw = 0, Unknown=-1

 // omaha values
 // 6 (was 2) = 1-4 straight outs
 // 7 (was 1) = 5-8 straight outs
 // 8 (was 6) = 9-12 outs
 // 9 (was 7) = 13-16
 // 10 (was 8) = 17+ outs
 }

**10. Appendix of Queryable Stats and Stat Groups**

###

**Basic Stats**

StatAmountWonWithoutBlinds

StatAveragePotSize

StatAverageStack

StatAverageStackBigBlinds

StatBettingVolume

StatBigBetsPer100

StatBigBetsPerHour

StatBigBlind

StatBigBlindsPer100

StatBigBlindsPerHour

StatColdCall

StatEURRake

StatFlopAgg

StatFlopAggPct

StatFlopDrawStrength

StatFlopMadeHandValue

StatFreeplayAggression

StatFreeplayAggressionPercentage

StatFullRingPosition

StatGameTypeDescription

StatGBPRake

StatHandGroup

StatHandGroupOmaha

StatHandMarking

StatHandsPerHour

StatHoleCards

StatICMWinningsDifference

StatMultiTableRatio

StatMultiTableRatioGroup

StatNetAmountWon

StatNetAmountWonEUR

StatNetAmountWonGBP

StatNetAmountWonSEK

StatNetAmountWonUSD

StatNumberOfPlayers

StatNumberOfPlayersGrouping

StatPFR

StatPFRVPIP

StatPlayerNameAndSite

StatPosition

StatPostflopAggression

StatPostflopAggressionPercentage

StatPreflopActionFacingPlayer

StatRakeAmount

StatRakedHands

StatRakedHands100Plus

StatRakedHands200Plus

StatRakedHands25Plus

StatRakedHands40Plus

StatRakeOnWinningHands

StatRiverAgg

StatRiverAggPct

StatRiverMadeHandValue

StatRiverMadeHandValueSummary

StatSEKRake

StatSessionDuration

StatSessionEndTime

StatSessionGameTypeDescription

StatSessionGrouping

StatStackSize

StatStdDevBigBet

StatStdDevBigBetPer100

StatStdDevBigBlind

StatStdDevBigBlindPer100

StatTableSize

StatThreeBet

StatTotalHands

StatTotalPlayableHands

StatTotalTimeHoursMinutes

StatTotalTimePlayed

StatTurnAgg

StatTurnAggPct

StatUOPFR

StatUSDRake

StatVPIP

StatWentToShowdown

StatWinningsPerHour

StatWinningsPerHourEUR

StatWinningsPerHourGBP

StatWinningsPerHourSEK

StatWinningsPerHourUSD

StatWonatSD

StatWonHand

StatWonShowdown

StatWonShowdownWhenCheckRaiseRiver

StatWonShowdownWhenRaiseRiver

StatWonWhenSawFlop

StatWonWhenSawFlopRating

StatWonwoSD

StatWTSDAfterCallingPFRAndSawFlop

StatWTSDAfterCallingPFRAndSawFlopIP

StatWTSDAfterCallingPFRAndSawFlopOOP

**EV Stats**

StatAllinEV

StatAllInEVAdjustedWinnings

StatAllInEVAdjustedWinningsEUR

StatAllInEVAdjustedWinningsGBP

StatAllInEVAdjustedWinningsSEK

StatAllInEVAdjustedWinningsUSD

StatAllinFlopEV

StatAllinPreflopEV

StatAllinTurnEV

StatEVBBPer100

StatEVBigBlindsPer100

StatRaces

StatRacesWon

**Flop Stats**

StatCallFlopCBet

StatCallFlopCBetIP

StatCallFlopCBetOOP

StatFlopBet

StatFlopBetAfterMissedFlopCBet3BPotIP

StatFlopBetAfterMissedFlopCBetRaisedPotIP

StatFlopBetInPosition

StatFlopBetSizeHalfPot

StatFlopBetSizeOverbet

StatFlopBetSizePotSizedBet

StatFlopBetSizeThreeQuartersPot

StatFlopBetSizeTwoThirdsPot

StatFlopBetSizeUnderHalfPot

StatFlopBetVsMissedCBet

StatFlopCallCheckRaise

StatFlopCallInPosition

StatFlopCBet

StatFlopCBet3BetPot

StatFlopCBet3BetPotSuccess

StatFlopCBetFourBetPotIPVsHero

StatFlopCBetFourBetPotOOPVsHero

StatFlopCBetFourBetPotVsHero

StatFlopCBetIP

StatFlopCBetIPVsHero

StatFlopCBetOOP

StatFlopCBetOOPVsHero

StatFlopCBetRsdPotIPVsHero

StatFlopCBetRsdPotOOPVsHero

StatFlopCBetRsdPotVsHero

StatFlopCBetSuccess

StatFlopCBetSuccess1

StatFlopCBetSuccess2

StatFlopCBetSuccess3

StatFlopCBetThreeBetPotIPVsHero

StatFlopCBetThreeBetPotOOPVsHero

StatFlopCBetThreeBetPotVsHero

StatFlopCBetVsHero

StatFlopCheckCall

StatFlopCheckCallAsPFR

StatFlopCheckFold

StatFlopCheckFoldAsPFR

StatFlopCheckRaise

StatFlopCheckRaiseAsPFR

StatFlopCheckRaiseCallOOP

StatFlopCheckRaiseFoldOOP

StatFlopCheckRaiseRaiseOOP

StatFlopCheckThrough

StatFlopFoldInPosition

StatFlopFoldToCheckRaise

StatFlopRaiseCallIP

StatFlopRaiseCallTOT

StatFlopRaiseCheckRaise

StatFlopRaiseFoldIP

StatFlopRaiseFoldTOT

StatFlopRaiseInPosition

StatFlopRaiseRaiseIP

StatFlopRaiseRaiseTOT

StatFlopSet

StatFlopvsBetFold

StatFlopvsBetRaise

StatFlopvsRaiseCall

StatFlopvsRaiseFold

StatFlopvsRaiseRaise

StatFoldToFlopCBet

StatFoldToFlopCBet3BetPot

StatFoldToFlopCBetIP

StatFoldToFlopCBetOOP

StatRaiseFlopCBet

StatRaiseFlopCBet3BetPot

StatRaiseFlopCBetIP

StatRaiseFlopCBetOOP

StatRiverBetVsMissedCBet

StatSeenFlop

StatTurnBetVsMissedCBet

**Miscellaneous Stats**

StatAverageStringSizes

StatBetVsMissedCBetRaisedPot

StatBetVsMissedCBetRaisedPotIP

StatBetVsMissedCBetRaisedPotOOP

StatFlushDrawTextureOnFlop

StatFTPPoints

StatFTPTourneyPoints

StatHandDate

StatHandDayOfWeek

StatHandHour

StatHandMonth

StatHandQuarter

StatHandYear

StatHandYearMonth

StatHighCardOnFlop

StatMergeTourneyVPP

StatMergeVPP

StatNewStarsVPP

StatNewStarsVPPperHand

StatRakeback

StatRakebackEUR

StatRakebackGBP

StatRakebackSEK

StatRakebackUSD

StatStarsOld5xVPP

StatStarsOld5xVPPperHand

StatStarsOriginalVPP

StatStarsOriginalVPPperHand

StatTableName

StatTotalBetAfterMissedCBet3BPotIP

StatTotalBetAfterMissedCBet3BPotOOP

StatTotalBetAfterMissedCBet3BPotTOT

StatWinningsAndRakeback

StatWinningsAndRakebackEUR

StatWinningsAndRakebackGBP

StatWinningsAndRakebackSEK

StatWinningsAndRakebackUSD

**Misc Preflop Stats**

StatBB1LPFR

StatBB1LVPIP

StatBB2LPFR

StatBB2LVPIP

StatBBFoldAfterSqzVs4Bet

StatBBLPFR

StatBBLVPIP

StatBBRSCLPFR

StatBBRSCLVPIP

StatBBRSRPFR

StatBBRSRVPIP

StatBBSqzVsBTNRaiser

StatBBSqzVsCORaiser

StatBBSqzVsEPRaiser

StatBBSqzVsMPRaiser

StatBT1LPFR

StatBT1LVPIP

StatBT2LPFR

StatBT2LVPIP

StatBTNFoldAfterSqzVs4Bet

StatBTNLPFR

StatBTNLVPIP

StatBTNSqzVsEPRaiser

StatBTNSqzVsMPRaiser

StatBTRSCLPFR

StatBTRSCLVPIP

StatBTRSRPFR

StatBTRSRVPIP

StatBTUOPFR

StatBTUOVPIP

StatCO1LPFR

StatCO1LVPIP

StatCO2LPFR

StatCO2LVPIP

StatCOFoldAfterSqzVs4Bet

StatCOLPFR

StatCOLVPIP

StatCORSCLPFR

StatCORSCLVPIP

StatCORSRPFR

StatCORSRVPIP

StatCOSqzVsEPRaiser

StatCOSqzVsMPRaiser

StatCOUOPFR

StatCOUOVPIP

StatEA1LPFR

StatEA1LVPIP

StatEA2LPFR

StatEA2LVPIP

StatEARSCLPFR

StatEARSCLVPIP

StatEARSRPFR

StatEARSRVPIP

StatEAUOPFR

StatEAUOPFRBTNUOPFR

StatEAUOVPIP

StatEPFoldAfterSqzVs4Bet

StatEPLPFR

StatEPLVPIP

StatEPSqzVsEPRaiser

StatMD1LPFR

StatMD1LVPIP

StatMD2LPFR

StatMD2LVPIP

StatMDRSCLPFR

StatMDRSCLVPIP

StatMDRSRPFR

StatMDRSRVPIP

StatMDUOPFR

StatMDUOVPIP

StatMPFoldAfterSqzVs4Bet

StatMPLPFR

StatMPLVPIP

StatMPSqzVsEPRaiser

StatMPSqzVsMPRaiser

StatSB1LPFR

StatSB1LVPIP

StatSB2LPFR

StatSB2LVPIP

StatSBFoldAfterSqzVs4Bet

StatSBLPFR

StatSBLVPIP

StatSBRSCLPFR

StatSBRSCLVPIP

StatSBRSRPFR

StatSBRSRVPIP

StatSBSqzVsCORaiser

StatSBSqzVsEPRaiser

StatSBSqzVsMPRaiser

StatSBUOPFR

StatSBUOVPIP

StatTOTFoldAfterSqzVs4Bet

StatTOTLPFR

StatTOTLVPIP

**Postflop Stats**

StatPostflopBet

StatPostflopCall

StatPostflopCheckCall

StatPostflopCheckFold

StatPostflopCheckRaise

StatPostflopFold

StatPostflopRaise

**Preflop Stats**

StatAllInPreflop

StatLimpCallBTNPct

StatLimpCallCOPct

StatLimpCallEPPct

StatLimpCallMPPct

StatLimpCallPct

StatLimpCallSBPct

StatLimpFoldBTNPct

StatLimpFoldCOPct

StatLimpFoldEPPct

StatLimpFoldMPPct

StatLimpFoldPct

StatLimpFoldSBPct

StatLimpRaiseBTNPct

StatLimpRaiseCOPct

StatLimpRaiseEPPct

StatLimpRaiseMPPct

StatLimpRaisePct

StatLimpRaiseSBPct

StatPFRBB

StatPFRBTN

StatPFRCO

StatPFREP

StatPFRMP

StatPFRSB

**River Stats**

StatBetRiverAfterFlopBetTurnCheck

StatCallRiverCBet

StatCallRiverCBetIP

StatCallRiverCBetOOP

StatCheckRiverAfterFlopBetTurnCheck

StatFoldToRiverCBet

StatFoldToRiverCBet3BetPot

StatFoldToRiverCBetIP

StatFoldToRiverCBetOOP

StatRaiseRiverCBet

StatRaiseRiverCBet3BetPot

StatRaiseRiverCBetIP

StatRaiseRiverCBetOOP

StatRiverBet

StatRiverBetAfterMissedRiverCBet3BPotIP

StatRiverBetAfterMissedRiverCBet3BPotTOT

StatRiverBetAfterMissedRiverCBetRaisedPotIP

StatRiverBetAfterMissedRiverCBetRaisedPotTOT

StatRiverBetAfterMissedTurnCBet3BPotOOP

StatRiverBetAfterMissedTurnCBetRaisedPotOOP

StatRiverBetInPosition

StatRiverBetSizeHalfPot

StatRiverBetSizeOverbet

StatRiverBetSizePotSizedBet

StatRiverBetSizeThreeQuartersPot

StatRiverBetSizeTwoThirdsPot

StatRiverBetSizeUnderHalfPot

StatRiverCallAfterMissedTurnCBetIP

StatRiverCallCheckRaise

StatRiverCallEff

StatRiverCallInPosition

StatRiverCallNetDollars

StatRiverCallWin

StatRiverCBet

StatRiverCBet3BetPot

StatRiverCBet4BetPot

StatRiverCBetIP

StatRiverCBetOOP

StatRiverCBetSuccess

StatRiverCBetSuccess1

StatRiverCBetSuccess2

StatRiverCBetSuccess3

StatRiverCheckCall

StatRiverCheckCallAfterMissedCBetOOP

StatRiverCheckFold

StatRiverCheckFoldAfterMissedCBetOOP

StatRiverCheckRaise

StatRiverCheckRaiseAfterMissedCBetOOP

StatRiverCheckThrough

StatRiverFoldAfterMissedTurnCBetIP

StatRiverFoldInPosition

StatRiverFoldToCheckRaise

StatRiverRaiseAfterMissedTurnCBetIP

StatRiverRaiseCheckRaise

StatRiverRaiseInPosition

StatRivervsBetFold

StatRivervsBetRaise

StatRivervsRaiseCall

StatRivervsRaiseFold

StatRivervsRaiseRaise

StatSawRiverWhenSawFlop

StatSawRiverWhenSawTurn

StatSeenRiver

StatWTSDSawRiver

**Steal Stats**

StatBTNCallVsCOSteal

StatBTNDefendVsCOSteal

StatBTNFoldVsCOSteal

StatBTNRaiseVsCOSteal

StatBTNSteal

StatBTNStealWin

StatCallFromBTNvsResteal

StatCallFromCOvsResteal

StatCallFromSBvsResteal

StatCallStealInBBFromBTN

StatCallStealInBBFromCO

StatCallStealInBBFromSB

StatCallvsResteal

StatCOSteal

StatCOStealWin

StatDefendStealInBBFromBTN

StatDefendStealInBBFromCO

StatDefendStealInBBFromSB

StatDefStealBB

StatDefStealSB

StatFoldFromBTNvsResteal

StatFoldFromCOvsResteal

StatFoldFromSBvsResteal

StatFoldStealBB

StatFoldStealSB

StatFoldToStealInBBFromBTN

StatFoldToStealInBBFromCO

StatFoldToStealInBBFromHeroBTN

StatFoldToStealInBBFromHeroSB

StatFoldToStealInBBFromSB

StatFoldToStealInSBFromHeroBTN

StatFoldvsResteal

StatFourBetvsResteal

StatOverallStealWin

StatRaiseFromBTNvsResteal

StatRaiseFromCOvsResteal

StatRaiseFromSBvsResteal

StatRaiseStealBB

StatRaiseStealBBSuccess

StatRaiseStealInBBFromBTN

StatRaiseStealInBBFromCO

StatRaiseStealInBBFromSB

StatRaiseStealInBlindsFromBTNCO

StatRaiseStealInSBFromBTN

StatRaiseStealInSBFromCO

StatRaiseStealSB

StatRaiseStealSBSuccess

StatRaisevsResteal

StatRestealSuccess

StatSBSteal

StatSBStealWin

StatStealLimpedPot

StatStealPct

StatStealPct04

StatStealPct46

StatStealPct68

StatStealPct810

**3Bet/4Bet Stats**

Stat3BetSuccessBB

Stat3BetSuccessBTN

Stat3BetSuccessCO

Stat3BetSuccessEP

Stat3BetSuccessMP

Stat3BetSuccessOverall

Stat3BetSuccessSB

StatBTNCall3Bet

StatBTNCallThreeBetRange

StatBTNFold3Bet

StatBTNOverallRaise3Bet

StatBTNRaise3Bet

StatCalledFiveBet

StatCalledFourBet

StatCalledThreeBet

StatCallFiveBetRange

StatCallThreeBetRange

StatCallThreeBetRangeIP

StatCallThreeBetRangeOOP

StatCallTwoRaisers

StatCOCall3Bet

StatCOCallThreeBetRange

StatCOCallThreeBetRangeIP

StatCOCallThreeBetRangeOOP

StatCOFold3Bet

StatCOOverallRaise3Bet

StatCORaise3Bet

StatEPCall3Bet

StatEPCallThreeBetRange

StatEPCallThreeBetRangeIP

StatEPCallThreeBetRangeOOP

StatEPFold3Bet

StatEPOverallRaise3Bet

StatEPRaise3Bet

StatFiveBet

StatFiveBetIsAA

StatFiveBetIsPremium

StatFiveBetRange

StatFoldToFiveBet

StatFoldToFourBet

StatFoldToThreeBet

StatFoldToThreeBetIP

StatFoldToThreeBetOOP

StatFourBet

StatFourBetIsAA

StatFourBetIsPremium

StatFourBetRange

StatFourBetRangeBB

StatFourBetRangeBTN

StatFourBetRangeCO

StatFourBetRangeEP

StatFourBetRangeMP

StatFourBetRangeSB

StatFourBetSuccess

StatMPCall3Bet

StatMPCallThreeBetRange

StatMPCallThreeBetRangeIP

StatMPCallThreeBetRangeOOP

StatMPFold3Bet

StatMPOverallRaise3Bet

StatMPRaise3Bet

StatOverallRaise3Bet

StatRaisedFourBet

StatRaisedThreeBet

StatRaiseTwoRaisers

StatSBCall3Bet

StatSBCallThreeBetRange

StatSBFold3Bet

StatSBOverallRaise3Bet

StatSqueeze

StatThreeBetFromBB

StatThreeBetFromBTN

StatThreeBetFromCO

StatThreeBetFromEP

StatThreeBetFromMP

StatThreeBetFromSB

StatThreeBetIsAA

StatThreeBetIsPremium

**Tournament Stats**

StatAllInEVAdjustedChips

StatNetAmountChipsWon

StatTourneyBuyIn

StatTourneyCount

StatTourneyCountByDate

StatTourneyDate

StatTourneyDuration

StatTourneyDurationDecimal

StatTourneyEVDollars

StatTourneyFinish

StatTourneyFinish01

StatTourneyFinish02

StatTourneyFinish03

StatTourneyFinish04

StatTourneyFinish05

StatTourneyFinish06

StatTourneyFinish07

StatTourneyFinish08

StatTourneyFinish09

StatTourneyFinish10

StatTourneyFirstHandTimestamp

StatTourneyInTheMoney

StatTourneyLastHandTimestamp

StatTourneyNetWinnings

StatTourneyNetWinningsEUR

StatTourneyNetWinningsGBP

StatTourneyNetWinningsPerHour

StatTourneyNetWinningsSEK

StatTourneyNetWinningsUSD

StatTourneyNumber

StatTourneyPokerGameType

StatTourneyPrePostAnte

StatTourneyRake

StatTourneyRakebackEUR

StatTourneyRakebackGBP

StatTourneyRakebackSEK

StatTourneyRakebackUSD

StatTourneyRebuyAmount

StatTourneyROI

StatTourneySize

StatTourneySpeed

StatTourneyStackSize

StatTourneyStakes

StatTourneyStartDayOfWeek

StatTourneyStartHour

StatTourneySTTorMTT

StatTourneyTables

StatTourneyTableSize

StatTourneyTag

StatTourneyTotalBuyin

StatTourneyWinnings

StatTourneyWinningsAndRakebackEUR

StatTourneyWinningsAndRakebackGBP

StatTourneyWinningsAndRakebackSEK

StatTourneyWinningsAndRakebackUSD

**Turn Stats**

StatCallTurnCBet

StatCallTurnCBetIP

StatCallTurnCBetOOP

StatDelayedTurnCBet

StatDelayedTurnCBet3BetPot

StatDelayedTurnCBet3BetPotSuccess

StatDelayedTurnCBetHU

StatDelayedTurnCBetHUSuccess

StatDelayedTurnCBetIP

StatDelayedTurnCBetIPSuccess

StatDelayedTurnCBetMultiWay

StatDelayedTurnCBetMultiWaySuccess

StatDelayedTurnCBetOOP

StatDelayedTurnCBetOOPSuccess

StatDelayedTurnCBetRaisedPot

StatDelayedTurnCBetRaisedPotSuccess

StatDelayedTurnCBetSuccess

StatFoldToTurnCBet

StatFoldToTurnCBet3BetPot

StatFoldToTurnCBetIP

StatFoldToTurnCBetOOP

StatRaiseTurnCBet

StatRaiseTurnCBet3BetPot

StatRaiseTurnCBetIP

StatRaiseTurnCBetOOP

StatSawTurnWhenSawFlop

StatSeenTurn

StatTurnBet

StatTurnBetAfterMissedCBet3BPotTOT

StatTurnBetAfterMissedCBetRaisedPot

StatTurnBetAfterMissedFlopCBet3BPotOOP

StatTurnBetAfterMissedFlopCBetRaisedPotOOP

StatTurnBetAfterMissedTurnCBet3BPotIP

StatTurnBetAfterMissedTurnCBetRaisedPotIP

StatTurnBetInPosition

StatTurnBetSizeHalfPot

StatTurnBetSizeOverbet

StatTurnBetSizePotSizedBet

StatTurnBetSizeThreeQuartersPot

StatTurnBetSizeTwoThirdsPot

StatTurnBetSizeUnderHalfPot

StatTurnCallAfterMissedFlopCBetIP

StatTurnCallCheckRaise

StatTurnCallInPosition

StatTurnCBet

StatTurnCBet3BetPot

StatTurnCBet4BetPot

StatTurnCBetIP

StatTurnCBetOOP

StatTurnCBetSuccess

StatTurnCBetSuccess1

StatTurnCBetSuccess2

StatTurnCBetSuccess3

StatTurnCheckCall

StatTurnCheckCallAfterMissedCBetOOP

StatTurnCheckFold

StatTurnCheckFoldAfterMissedCBetOOP

StatTurnCheckRaise

StatTurnCheckRaiseAfterMissedCBetOOP

StatTurnCheckThrough

StatTurnFoldAfterMissedFlopCBetIP

StatTurnFoldInPosition

StatTurnFoldToCheckRaise

StatTurnRaiseAfterMissedFlopCBetIP

StatTurnRaiseCheckRaise

StatTurnRaiseInPosition

StatTurnvsBetFold

StatTurnvsBetRaise

StatTurnvsRaiseCall

StatTurnvsRaiseFold

StatTurnvsRaiseRaise

StatWTSDSawTurn

**Vs Continuation Bet**

StatCallVsFlopCBetFourBetPotIP

StatCallVsFlopCBetRaisedPotIP

StatCallVsFlopCBetThreeBetPotIP

StatCallVsRiverCBetFourBetPotIP

StatCallVsRiverCBetRaisedPotIP

StatCallVsRiverCBetThreeBetPotIP

StatCallVsTurnCBetFourBetPotIP

StatCallVsTurnCBetRaisedPotIP

StatCallVsTurnCBetThreeBetPotIP

StatCheckCallVsFlopCBetFourBetPotOOP

StatCheckCallVsFlopCBetRaisedPotOOP

StatCheckCallVsFlopCBetThreeBetPotOOP

StatCheckCallVsRiverCBetFourBetPotOOP

StatCheckCallVsRiverCBetRaisedPotOOP

StatCheckCallVsRiverCBetThreeBetPotOOP

StatCheckCallVsTurnCBetFourBetPotOOP

StatCheckCallVsTurnCBetRaisedPotOOP

StatCheckCallVsTurnCBetThreeBetPotOOP

StatCheckFoldVsFlopCBetFourBetPotOOP

StatCheckFoldVsFlopCBetRaisedPotOOP

StatCheckFoldVsFlopCBetThreeBetPotOOP

StatCheckFoldVsRiverCBetFourBetPotOOP

StatCheckFoldVsRiverCBetRaisedPotOOP

StatCheckFoldVsRiverCBetThreeBetPotOOP

StatCheckFoldVsTurnCBetFourBetPotOOP

StatCheckFoldVsTurnCBetRaisedPotOOP

StatCheckFoldVsTurnCBetThreeBetPotOOP

StatCheckRaiseCallVsFlopCBet

StatCheckRaiseCallVsFlopCBet3BetPot

StatCheckRaiseCallVsFlopCBet4BetPot

StatCheckRaiseCallVsFlopCBetRaisedPot

StatCheckRaiseFoldVsFlopCBet

StatCheckRaiseFoldVsFlopCBet3BetPot

StatCheckRaiseFoldVsFlopCBet4BetPot

StatCheckRaiseFoldVsFlopCBetRaisedPot

StatCheckRaiseRaiseVsFlopCBet

StatCheckRaiseRaiseVsFlopCBet3BetPot

StatCheckRaiseRaiseVsFlopCBet4BetPot

StatCheckRaiseRaiseVsFlopCBetRaisedPot

StatCheckRaiseVsFlopCBetFourBetPotOOP

StatCheckRaiseVsFlopCBetRaisedPotOOP

StatCheckRaiseVsFlopCBetThreeBetPotOOP

StatCheckRaiseVsRiverCBetFourBetPotOOP

StatCheckRaiseVsRiverCBetRaisedPotOOP

StatCheckRaiseVsRiverCBetThreeBetPotOOP

StatCheckRaiseVsTurnCBetFourBetPotOOP

StatCheckRaiseVsTurnCBetRaisedPotOOP

StatCheckRaiseVsTurnCBetThreeBetPotOOP

StatFoldVsFlopCBetFourBetPotIP

StatFoldVsFlopCBetRaisedPotIP

StatFoldVsFlopCBetThreeBetPotIP

StatFoldVsRiverCBetFourBetPotIP

StatFoldVsRiverCBetRaisedPotIP

StatFoldVsRiverCBetThreeBetPotIP

StatFoldVsTurnCBetFourBetPotIP

StatFoldVsTurnCBetRaisedPotIP

StatFoldVsTurnCBetThreeBetPotIP

StatRaiseCallVsFlopCBet

StatRaiseCallVsFlopCBet3BetPot

StatRaiseCallVsFlopCBet4BetPot

StatRaiseCallVsFlopCBetRaisedPot

StatRaiseFoldVsFlopCBet

StatRaiseFoldVsFlopCBet3BetPot

StatRaiseFoldVsFlopCBet4BetPot

StatRaiseFoldVsFlopCBetRaisedPot

StatRaiseRaiseVsFlopCBet

StatRaiseRaiseVsFlopCBet3BetPot

StatRaiseRaiseVsFlopCBet4BetPot

StatRaiseRaiseVsFlopCBetRaisedPot

StatRaiseVsFlopCBetFourBetPotIP

StatRaiseVsFlopCBetRaisedPotIP

StatRaiseVsFlopCBetThreeBetPotIP

StatRaiseVsRiverCBetFourBetPotIP

StatRaiseVsRiverCBetRaisedPotIP

StatRaiseVsRiverCBetThreeBetPotIP

StatRaiseVsTurnCBetFourBetPotIP

StatRaiseVsTurnCBetRaisedPotIP

StatRaiseVsTurnCBetThreeBetPotIP

StatTotalRaiseCallVsFlopCBet

StatTotalRaiseCallVsFlopCBet3BetPot

StatTotalRaiseCallVsFlopCBet4BetPot

StatTotalRaiseCallVsFlopCBetRaisedPot

StatTotalRaiseFoldVsFlopCBet

StatTotalRaiseFoldVsFlopCBet3BetPot

StatTotalRaiseFoldVsFlopCBet4BetPot

StatTotalRaiseFoldVsFlopCBetRaisedPot

StatTotalRaiseRaiseVsFlopCBet

StatTotalRaiseRaiseVsFlopCBet3BetPot

StatTotalRaiseRaiseVsFlopCBet4BetPot

StatTotalRaiseRaiseVsFlopCBetRaisedPot

**VsHero Stats**

StatCallHeroRaiseFromBB

StatCallHeroRaiseFromBTN

StatCallHeroRaiseFromCO

StatCallHeroRaiseFromMP

StatCallHeroRaiseFromSB

StatThreeBetHeroRaiseFromBB

StatThreeBetHeroRaiseFromBTN

StatThreeBetHeroRaiseFromCO

StatThreeBetHeroRaiseFromMP

StatThreeBetHeroRaiseFromSB

StatThreeBetVsBTNHero

StatThreeBetVsCOHero

StatThreeBetVsEPHero

StatThreeBetVsMPHero

StatThreeBetVsSBHero

StatVsHeroCallThreeBet

StatVsHeroFoldToThreeBet

StatVsHeroRaiseThreeBet

StatVsHeroThreeBet

**VsSqueeze Stats**

StatBTNCallSqueezeAsCaller

StatBTNCallSqueezeAsRaiser

StatBTNFoldToSqueezeAsCaller

StatBTNFoldToSqueezeAsRaiser

StatBTNReraiseSqueezeAsCaller

StatBTNReraiseSqueezeAsRaiser

StatCOCallSqueezeAsCaller

StatCOCallSqueezeAsRaiser

StatCOFoldToSqueezeAsCaller

StatCOFoldToSqueezeAsRaiser

StatCOReraiseSqueezeAsCaller

StatCOReraiseSqueezeAsRaiser

StatEPCallSqueezeAsCaller

StatEPCallSqueezeAsRaiser

StatEPFoldToSqueezeAsCaller

StatEPFoldToSqueezeAsRaiser

StatEPReraiseSqueezeAsCaller

StatEPReraiseSqueezeAsRaiser

StatMPCallSqueezeAsCaller

StatMPCallSqueezeAsRaiser

StatMPFoldToSqueezeAsCaller

StatMPFoldToSqueezeAsRaiser

StatMPReraiseSqueezeAsCaller

StatMPReraiseSqueezeAsRaiser

StatSBCallSqueezeAsCaller

StatSBFoldToSqueezeAsCaller

StatSBReraiseSqueezeAsCaller

StatTOTCallSqueezeAsCaller

StatTOTCallSqueezeAsRaiser

StatTOTFoldToSqueezeAsCaller

StatTOTFoldToSqueezeAsRaiser

StatTOTReraiseSqueezeAsCaller

StatTOTReraiseSqueezeAsRaiser