

HOLD'EM MANAGER

Instruction Manual

Version: 1.09

Last Updated: 10/13/2009

Introduction

Thanks for using Holdem Manager!!! We've put this Manual together so users wishing to learn more about Holdem Manager can find the information they need in one easy-to-find place.

On the next page there's a Table of Contents where you can click the heading you're interested in and go directly to that section of the Manual. Click [HERE](#) to see what's new in Holdem Manager version 1.09.

Good luck at the tables and thanks for using Holdem Manager,
-Team Holdem Manager

***Note:** If you haven't installed Holdem Manager to the point of your HUD being operational, see the Holdem Manager Setup Guide found here:*

<http://www.holdemmanager.net/setup.html>

Other Support Options:

- Forums: <http://www.holdemmanager.net/forum/>
- FAQ's: <http://www.holdemmanager.net/faq/afmmain.aspx>

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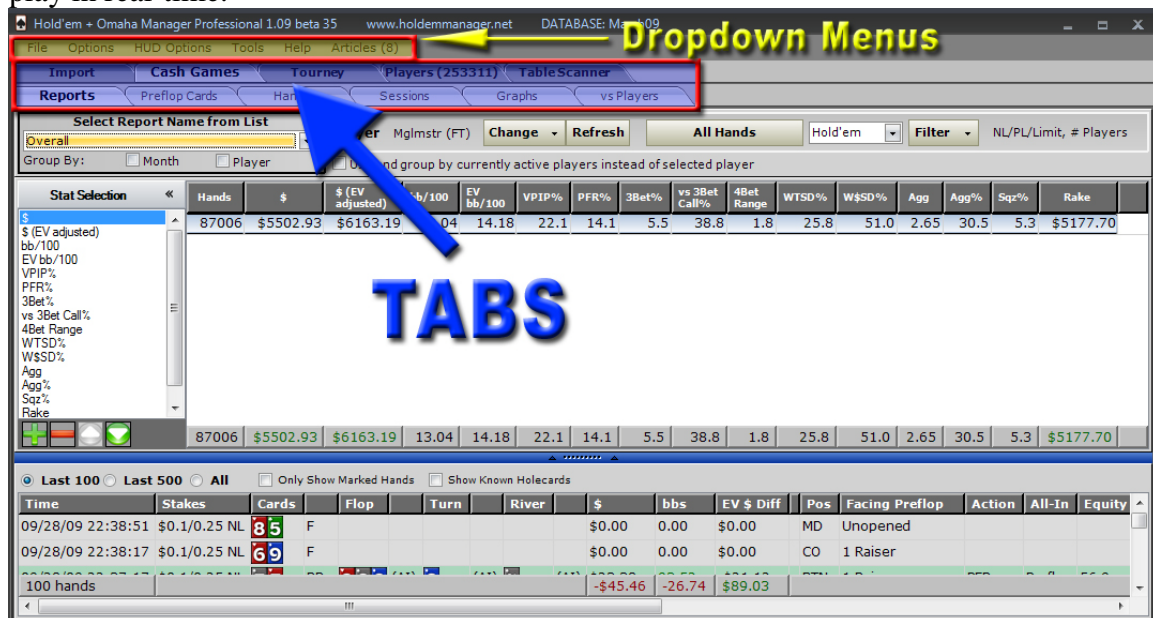
Holdem Manager Overview

Holdem Manager is broken down into three main areas:

- Dropdown Menus (Setup Type Options)
- Tabs (Database)
- HUD Overlay

Dropdown Menus allow users to setup and configure Holdem Manager.

Tabs in Holdem Manager are the data side that allows users to analyze every part of their play in real-time.



Now that you know what the **Dropdown Menus** and **Tabs** are, we're going to detail more of the basic functionality in the following pages.

- [HUD Basics](#)
- [Tab Basics](#)
- [Hand View](#)
- [Filters \(Main Filters\)](#)
- [Hand Replayer](#)

Import

To get your HUD working, you must correctly setup Auto Import Folders!!!

The **Import Tab** is where you can:

- Import Specific Hand History Files
- Import Hand History Files from a Folder
- Start Auto Import

Import Files and **Import from Folder** is where you import **Hand Histories** that are stored on your hard drive.

The **Start Auto Import** button launches the **Table Manager**. This is displayed on your Windows task tray with a black spade icon. Never close **Table Manager** when you are playing otherwise your HUD will stop working.



*Note: Without the **Table Manager** open, your **HUD Elements** will not be displayed. You will need to click **Start Auto Import** every time you launch the Holdem Manager application to get your **HUD** working.*

Setting Up Auto Import Folders

To get your HUD working, you must correctly setup Auto Import Folders!!!

Correctly setting up the **Auto Import Folders** allow Holdem Manager to grab a hand from your hard drive and add it to the **Holdem Manager Hand Database**.

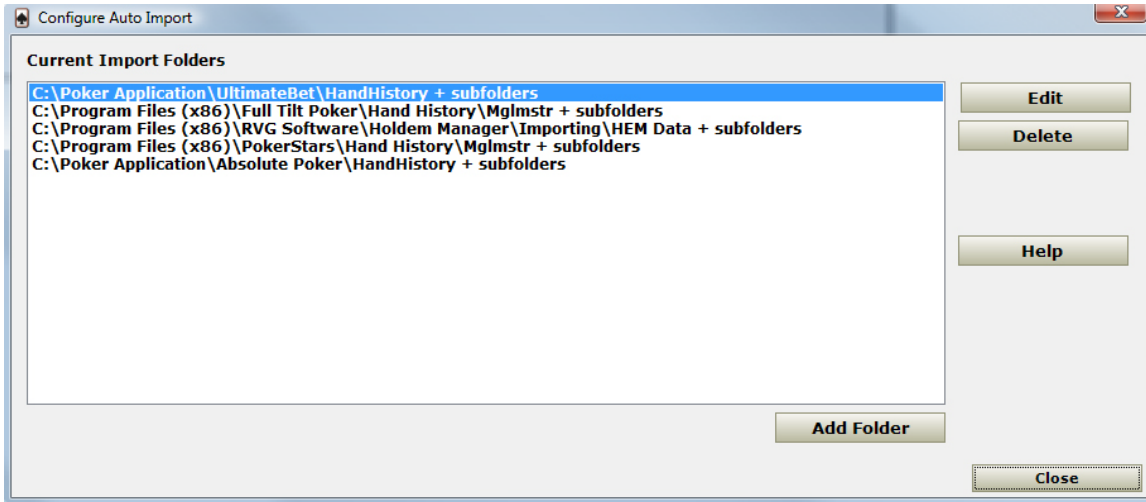
*Caution: Do not add C:\ for any **Auto Import Folder**! This will severely slow down your PC.*

Here you also setup an **Archive** folder so you will always have imported hand histories on your hard drive.

See the following page for specifics on how to setup your **Auto Import Folders** and **Archive Folders**.

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1. Go to your Poker Client and make sure it is saving Hand Histories. Also open up the Hand History Option in your poker client so you can make sure hand histories are being saved and you can see where they are being saved to your PC
2. Select Options / Configure Auto Import Folders from the Options dropdown menu. You should be presented with the following screen. This screen may be blank. The Current Import Folders on this screen shows all of my Auto-Import folders.



3. If you don't see your poker site listed, click the **Add Folder** button.



4. The above screen shows the Full-Tilt Poker client for username Mglmstr. For Full Tilt make sure you go into the Full Tilt Hand history folder and not just the Full Tilt folder. A FTP Text Bug in the client will occur if you set the Auto Import folder to the root of your Full Tilt install.
5. Check the **Import for Sub Folders?** checkbox if it's not already checked.
6. Add a **Archive Folder**. This allows you to save your hand histories to a different part of your hard drive because poker clients automatically delete hand histories after a while.
7. Click Save

Now when you click **Auto Import**, Holdem Manager will constantly be scanning these folders we just setup for new hand histories. If everything is setup correctly your HUD should be working and importing hands to your database.

Table Manager

To open the **Table Manager**, go to the **Import Tab** and click **Start Auto Import**.

*Note: If your **HUD Overlays** were working, but suddenly stopped for no reason, try the following.*

1. Click **Options / Relaunch HUD**
or
2. Uncheck and check the checkbox in **Table Manager** next to the table name.
or
3. On the **Import Tab**, click **Stop Import**, then **Start Auto Import**.



Table Manager must be open for you **HUD Overlays** to work in poker clients or the Holdem Manager **Hand Replayer**.

The Table Manager shows:

- Name – Name of the Table
- Pot – Average pot size
- Players – How many players are at the table
- Fish – Number of fish at the table (Currently Not Supported)
- VP\$IP – Average VP\$IP for the table
- Won – Money you have won. Money lost is displayed with brackets (\$104)
- Hands – How many hands you have observed and played at this table. Observed hands are on the right and played hands are on the left.

At the top of **Table Manager** there are the following dropdown menus:

- File
 - **Save Positions** – Saves your HUD Overlay positions for later retrieval if for some reason they are lost.
 - **Restore Positions** – Restores your saved HUD Overlay positions.
- Table
 - **Table Finder** – See next page
 - **Uncheck All** – Unchecks all tables
 - **Check All** – Checks all tables
- Help
 - **HM Forums** – Opens the Holdem Manager forums
 - **HM FAQ's** – Opens the Holdem Manager FAQ's
 - **HM Website** – Opens the Holdem Manager website

Table Finder:

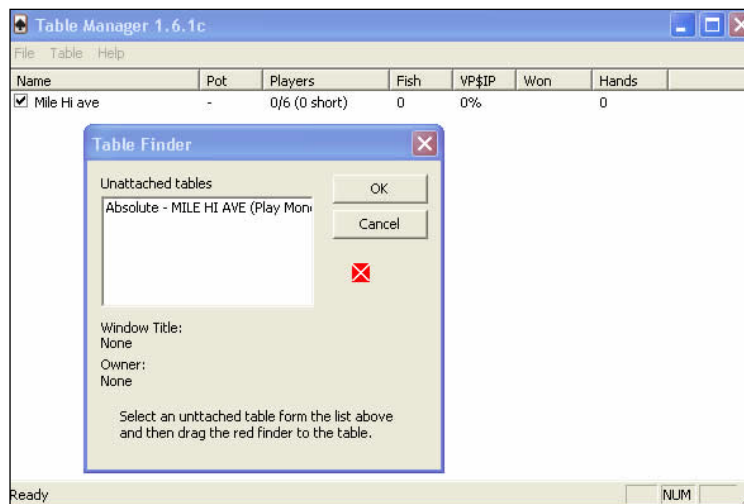
Ideally you won't have to use the **Table Finder**. The **HUD** should detect the tables and attach the correct stats to them; however, it is possible sites release an update that breaks this process. If you are playing in a non-English language it can cause problems too. If the hands are importing into Holdem Manager (check the reports to make sure they are) and you still don't see any stats, start the **Table Finder**.

If you get a message saying the **HUD** cannot find any unattached hands, this means the hands are not importing correctly. Please check your auto-import folders.

Select the unattached table from the list. Drag the red icon over to the table and release it. Once you've played a couple of hands the HUD should start playing a couple of hands. If not you can use the **Table finder** to force it to find the details. In **Table Manager** go to the **Table Menu** and then to **Table Finder** and you should see this screen:

How Table Finder Works:

Notice in the picture (Right) the red square made up of 4 triangles. If you click and hold down the left mouse button you can drag it to the applicable table, you keep the mouse button held until your over the table and then just let it go and the square will disappear and return to where it was originally. Notice how the Window Title and the Owner are now populated with



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the table details. (Not pictured) If the table doesn't show up right away wait a couple of hands and then try again. In some cases you might get the message that no unattached tables can be found. If this happens, drag the red square and drop it and then Holdem Manager will configure itself to accept the table.



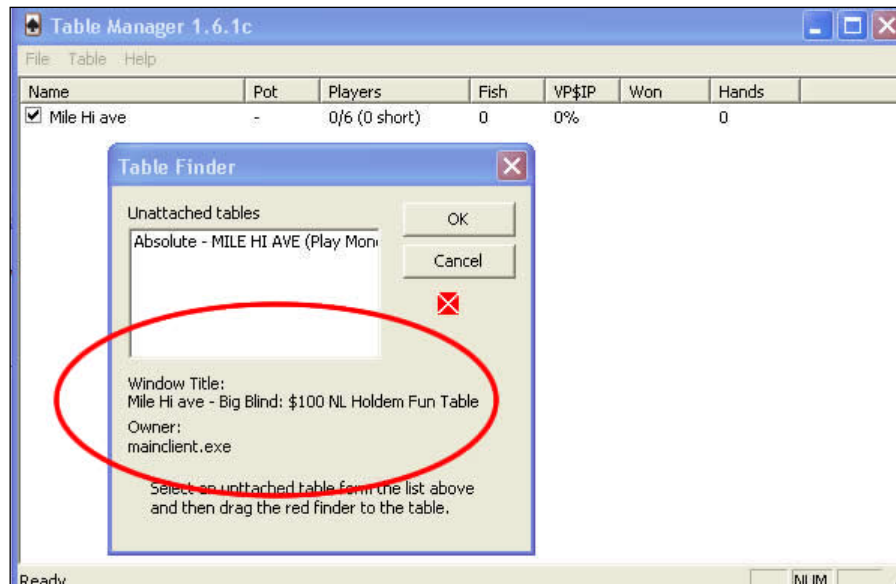
When you let the left mouse button go you should see that it has updated the **Window Title** and **Owner Details**. (See Screen Below)

Extremely Important:

Before you press OK, make sure you click on the applicable table in the unattached table's window. (In our example above its Absolute - Mile Hi Ave) When you click on the table name it should be highlighted in blue.

Press OK and the HUD should appear within a couple of hands.

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Right Clicking Tables in Table Manager

Right clicking a table in the **Table Manager** brings up two options:

- Preset HUD Configuration
- Table Size



Preset HUD Configuration:

The screen above shows **Default** being used for the **HUD** style being used. If you've setup different **HUD** styles in [HUD Options /Player Preferences](#), you can change the **HUD** style here.

Table Size:

The 4 table sizes coincide with how many players are at the table. If Holdem Manager isn't reporting the correct number of players in the **Players** column, you can use one of the 4 checkboxes so Holdem Manager reports the hands appropriately.

HUD Basics

Easily one of the greatest poker tools of all – Holdem Manager's **HUD Overlays**.

If your **HUD** is not working, see the following Setup Guide at HoldemManager.net

Setup Guide: <http://www.holdemmanager.net/setup.html>

The following pages break down the basic functionality of your **HUD Overlay** while playing poker. To change what's displayed on your **HUD Overlays**, check out [HUD Options / Player Preferences](#), otherwise continue reading or follow the links below for the **HUD Basics**.

- [Moving HUD Elements](#)
- [Hovering/Clicking HUD Elements](#)
- [Hand History](#)
- [Overall Table Stats](#)
- [Changing HUD Elements](#)
- [Notes](#)

Moving HUD Elements

To move a **HUD Element**, simply right click a **HUD Element** and drag it to a new location.

***Note:** If right clicking a **HUD Element** doesn't move the **HUD Element**, then you have **Lock the Layout** checked in [HUD Options / Table Preferences](#).*

*This is **off** by default.*

Hovering/Clicking HUD Elements

- All Holdem Manager **HUD Elements** can be clicked for more detailed information.
- Hovering your mouse over a **HUD Element** also brings up more information

(Right) Shows the user hovering their mouse over the “27” **Steal** stat.

Steal (total)	CO	Btn	SB
27%	21%	32%	35%
Vs Steal	SB	BB	
Fold	84%	76%	
Call	9%	17%	
3Bet	6%	7%	

★ /53k

23/4.9/27/14

61/57/45/5

When you move the mouse off of the **Steal** stat, thisThat popup window automatically disappears.

(Below) Shows the user clicking player’s HUD Overlay to get a wide variety of stats for quick analysis.

2127 hands							
Winn: \$107	8.32 BB/100						
Time	5m	10m	20m	session			
Won/lost	\$0	\$0	\$0	\$2.30			
Pre-flop	Total	EP	MP	CO	BTN	SB	BB
V-Flop	19%	12%	17%	24%	17%	25%	17%
Call Open	2%	--	0%	(20) 3%	(88) 2%	2%	1%
Limp	1%	1%	1%	0%	1%	3%	0%
PFR	18%	12%	16%	23%	16%	23%	17%
Raise 1st	25%	12%	17%	31%	29%	53%	20% (5)
3-Bet	7%	--	0%	(20) 1%	(60) 0%	0%	10%
Fold to 3B	80% (44)	4-Bet	7% (44)	Vs Steal		SB	BB
Fold to 4B	--	4B range	1.2% (44)	Fold	31% (50)	55%	
Steal (total)	CO	Btn	SB	Call	1%	(5) 2%	
35%	31%	28%	56%	3Bet	3%	(5) 14%	
Post flop	Total	Flop	Turn	River	Showdowns		
Aggression	5.8	5.7	3.0	2.0	WTFSD	39%	
Agg Freq	20%	30%	11%	8%	WWSF	45%	
Check raise	12% (35)	15% (55)	5% (19)	0% (0)	WSSD	55% (55)	
Vs missed CB	CO	SB	BB	Turn	WSSD(ex small)	63% (66)	
Bet in position	33% (3)	33% (3)	--	--	Contribution bet	37% (19)	
Bet DOP	--	--	--	--	Fold to CB	--	
Flop As PFR	Total	Regular	3-Bet pot	River			
Continuation bet	52%	52%	--	Cont bet	0% (1)		
Fold CB to Raise	100% (2)	100% (2)	--	Fold to CB	--		
Fold to Donk Bet	90% (20)	50% (20)	--				
Raise Donk Bet	14% (24)	14% (24)	--				
Vs PFR	CO	SB	BB				
Fold to CB	75% (8)	88% (7)	0% (1)				
Raise CB	25% (8)	14% (7)	100% (1)				
Donk bet	0% (5)	--	--				
Steal limped pct: 45% (11)							

(Left) This is the big stat window that appears when you click on a player’s **HUD Overlay**.

Right Click in the window to drag and move this window anywhere on your screen.

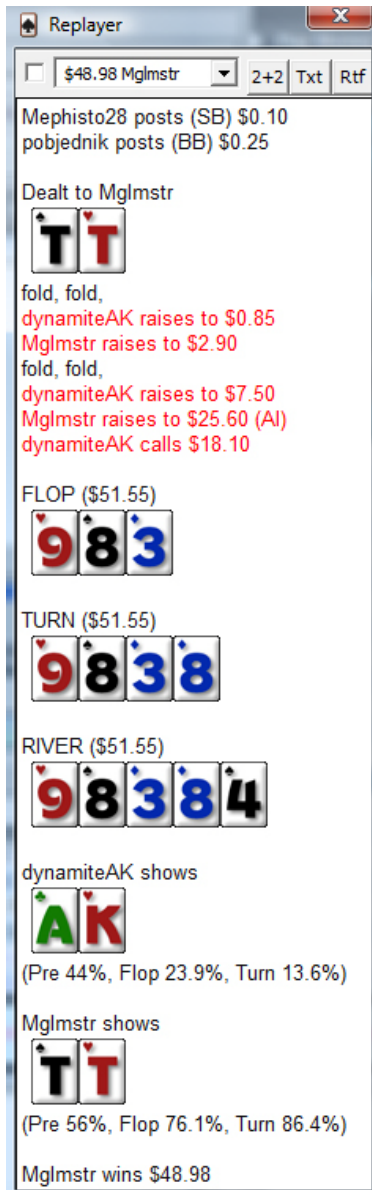
Left Click the window to close it.

Note: The number in parenthesis () is the number of samples you have on that particular stat. if there are no numbers in parentheses; you have 100 or more samples for that stat.

Hand History

The Hand History Overlay is a great tool!!! Instantly check any hand you've played to see how the action went down. You can also mark this hand for quick analysis at a later date.

(Right) Shows the **Hand History HUD Element**

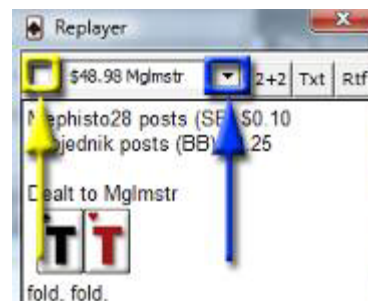


(Left) Shows what appears when you click one of the names or dollar amounts in the above image.

(Below) Is a zoomed image of the left image.

- Click the Red box below to view previously played hands in that session.
- Click the Yellow box below to mark the current hand for later review.

You'll also notice there is **2+2**, **Txt** and **Rtf** boxes to the right of the Red box. You can click one of these boxes to instantly copy the current hand to your clipboard for easy pasting on the 2+2 forums, or click the **Txt/Rtf** buttons to show your buddies in email or IM's.



Overall Table Stats

When enabled in the [HUD Options Player Preferences](#), the following can be displayed:

- Average Table VP\$IP
- Average PFR
- Average Pot Size
- Last Three Hands Winners and Pot Size



Changing HUD Elements

Everything on the **HUD Overlays** is customizable. See the [HUD Options / Player Preferences](#) part of this manual for detailed information on customizing your **HUD Overlays**.

Notes

While most poker sites allow you to keep notes on players through their software, Holdem Manager also allows you to keep notes on players. On a player's **HUD Overlay** there is an asterisk to the left of the player's name. Simply single click the asterisk to bring up the following note window:



Make sure you click the **Save** button after you are done entering a **Note**.

There's a clipboard to the left of the **Clear** button where you can change the image that replaces the asterisk on the **HUD Overlay** once a **Note** is saved.

Tab Basics

This is the meat of Holdem Manager and the place to analyze play with endless possibilities.

To see detailed information about all of the **Tabs** and their functionality, click the link associated with the **Tab** you want more information on; otherwise, continue reading past this page for the basic functionality of the **Tabs**.

Import Tab:

The **Import Tab** is where you start when launching Holdem Manager. **Table Manager** must be running for your **HUD Overlays** to work. To run the **Table Manager**, press the **Stat Auto Import** button. This will put a **Spade Icon** in your Windows task tray.



The **Import Tab** is also the place where you import hand histories that have been saved to your hard drive.

Cash Games Tab:

The **Cash Game Tab** is the area where **Cash Game Players** spend most of their time analyzing their game. You can analyze your play by position, stakes, preflop cards, sessions, vs. players, etc. Those examples barely scratch the surface of this powerful tool.

Tourney Tab:

The **Tourney Tab** is almost identical to the Cash Game Tab allowing tournament players the ability to analyze their game.

Players Tab:

The **Players Tab** is a great way to analyze individual players. Click **Run Report** and the **Main View** populates with players and stats. Click a player's name and the **Player Analysis** window populates with the selected players stats. The **Player Analysis** window then color codes players stats based on if they are higher or lower than the average.

Hand View - Tabs

The **Hand View** is displayed on all of the **Cash Game Tabs** and **Sub Tabs** along with all of the **Tourney Tabs** and **Sub Tabs**. The only exception is the **Graphs Sub Tab**.

Hand View displays individual hands based on your **Filter** criteria. While all the **Tabs** have **Main Filters**, the hands in the **Hand View** are also sorted by **Sub Filters** throughout all the **Tabs** in Holdem Manager

Sub Filters Explained:

The **Sub Filters** are simply selections the user makes in the **Main View**. It's hard to see below, but the top row is highlighted in the **Main View**. This displays only the hands associated with the top row which happens to be hands from (\$0.25/0.5 NL).

The Red box highlights another important aspect of the **Hand View**. (See the next page)

The screenshot shows the Hold'em Manager interface. The top section is the **Main View**, which displays a summary table of statistics for a player named Mglmstr (FT). The table includes columns for Hands, \$, \$ (EV adjusted), bb/100, EV bb/100, VPIP%, PFR%, 3Bet%, vs 3Bet Call%, 4Bet Range, WTS%, W\$SD%, Agg, Agg%, Sqr%, and Rake. The bottom section is the **Hand View**, which displays a list of hands with columns for Time, Pot, Stacks, Position, Facing, Preflop, Action, All-In, and Equity. A red box highlights the 'Last 100' filter and 'Only Show Marked Hands' checkbox in the Hand View.

Stat Selection	Hands	\$	\$(EV adjusted)	bb/100	EV bb/100	VPIP%	PFR%	3Bet%	vs 3Bet Call%	4Bet Range	WTS%	W\$SD%	Agg	Agg%	Sqr%	Rake
\$(EV adjusted)	87006	\$5502.93	\$6163.19	13.04	14.18	22.1	14.1	5.5	38.8	1.8	25.8	51.0	2.65	30.5	5.3	\$5177.70

Time	Pot	Stacks	Position	Facing	Preflop	Action	All-In	Equity									
09/28/09 22:38:17	\$0.1/0.25 NL	69	F														
09/28/09 22:37:17	\$0.1/0.25 NL	T T	RR	9 8 3 (AI)	8 (AI)	4 (AI)	\$23.38	93.5%	-\$21.1		PFR	Preflop	56.9				
09/28/09 22:37:17	\$0.1/0.25 NL	9 6	F														
09/28/09 22:36:55	\$0.1/0.25 NL	A K	R														
09/28/09 22:36:40	\$0.1/0.25 NL	J 2	F														
09/28/09 22:36:30	\$0.1/0.25 NL	7 2	F														
09/28/09 22:36:22	\$0.1/0.25 NL	A 3	F				\$0.10	0.40	\$0.00								
09/28/09 22:36:00	\$0.1/0.25 NL	J	F				-\$0.10	-0.40	\$0.00								
09/28/09 22:35:30	\$0.1/0.25 NL	3 1	F				-\$0.25	-1.00	\$0.00								
09/25/09 06:25:53	\$0.1/0.25 NL	J 5 3	F				\$0.00	0.00	\$0.00								
09/25/09 06:25:01	\$0.1/0.25 NL	2 5 1	F				\$0.00	0.00	\$0.00								
100 hands							-\$45.46	-26.74	\$89.03								

Red Box:

The **Red Box** highlighted in the screen on the previous page looks like the following:



- Last 100
- Last 500
- All
- Only Show Marked Hands
- Show Known Holecards

Last 100:

Shows the last 100 hands meeting Filter criteria

Last 500:

Shows the last 500 hands meeting Filter criteria

All:

Shows all hands meeting the Filter criteria

***Note:** If there are lots of hands to be displayed, selecting **All** will cause Holdem Manager to hang while it searched and populates the **Hand View**. This is completely normal and a reason why we suggest using the **last 100** or **500** hands if you are populating your **Hand View** with thousands of hands.*

Only Show Marked Hands:

Considered another **Sub Filter**, **Only Show Marked Hands** displays hands that you have **Marked** for later viewing.

There's two ways to **Mark** a hand for later viewing:

1. The **HUD Overlays** displays the last three hands on the table with the person who won and the \$ amount they won. When you open that up there's a checkbox directly to the left of the players name on pot, click this checkbox. See the [Hand History](#) section for a screenshot of this.
2. Right clicking the hand in the **Hand View** brings up the option, **Mark Selected Hands**.

Show Known Holecards:

Show Known Holecards is for **Villain** analysis. If you have a **Villain** selected as the player in your **Filters**, you can uncheck this box to hide the **Villains Known Holecards**.

Right Clicking a Hand in the Hand View brings up the following options:

- Replay Hand
- Run Hand in Hand Range Tool
- Replay Selected Hands
- Replay All Hands
- View Selected Hand Histories
- View all Hand Histories
- Copy Selected Hands to Clipboard
- Copy All Hand Histories to Clipboard
- Delete Selected Hands
- Delete All Hands in List
- Export Selected Hands to Hard Drive
- Export All Hands to Hard Drive
- Mark Selected Hands
- Mark All Hands
- Export Grid to CSV File



Replay Hand
Run Hand in Hand Range tool
Replay Selected Hands
Replay All Hands
View Selected Hand Histories
View All Hand Histories
Copy Selected Hands to Clipboard
Copy All Hand Histories to Clipboard
Delete Selected Hands
Delete All Hands in List
Export Selected Hands to Hard Drive
Export All Hands to Hard Drive
Mark Selected Hands
Mark All Hands
Export Grid to CSV File

Replay Hand:

Replays the hand you mouse is over when right clicking.

Run Hand in Hand Range Tool:

This opens the **Hand Range Tool** and adds the selected hand to it.

Replay Selected Hands:

Replays the hands currently selected.

***Note:** To select multiple hands, hold the **Ctrl** key as you select hands. If you want to select a sequential group of hands, click the first hand you want, then scroll down to the last hand that you want in your group. When you select the last hand in the group, hold down the **Shift** key and all hands between the two selected hands will be highlighted.*

Replay All Hands:

Replays **All Hands** in the **Hand View** sequentially.

View Selected Hand Histories:

Opens the text format **Hand History** in a window.

View all Hand Histories:

Opens and displays all the hands in the **Hand View** in a text format.

Copy Selected Hands to Clipboard:

Copies the **Selected Hands** in a text format to your computers clipboard for pasting into another program.

Copy All Hand Histories to Clipboard:

Copies all the hands in the **Hand View** to your computers clipboard.

Delete Selected Hands:

Deletes Selected Hands from your Database.

Note: Holdem Manager will warn you if you are sure about this because once deleted, these hands will not be in your database anymore.

Delete All Hands in List:

Deletes All Hands in the Hand View.

Note: Holdem Manager will warn you if you are sure about this because once deleted, these hands will not be in your database anymore.

Export Selected Hands to Hard Drive:

Exports the selected Hands in the **Hand View** to your Hard Drive.

*Note: Exported Hands can be found here:
C:\Program Files\RVG Software\Holdem Manager\ExportedHands*

Export All Hands to Hard Drive:

Exports all hands in the **Hand View** to your hard drive.

Note: Exported Hands can be found here:

C:\Program Files\RVG Software\Holdem Manager\ExportedHands

Mark Selected Hands:

Marks the selected hands in the **Hand View** for later viewing.

Mark All Hands:

Marks all hands in the **Hand View** for later viewing.

Export Grid to CSV File:

Exports all the hands to a CSV file. (Comma Separated Values)

Note: CSV files can be opened by any spreadsheet type program. Excel, Open Office, etc.

Filters (Main Filters) - Tabs

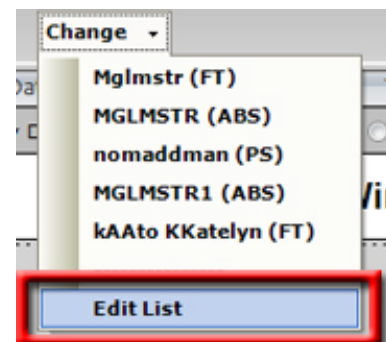
Filtering is incredibly powerful in Holdem Manager! There are literally millions upon millions of ways to **Filter** your hands. Let's get started with the basic functionality.



The Filter screenshot above is on every **Cash Game** and **Tourney Tab**.

1. **Checkbox – Use and group by currently active players instead of selected player.**
 - a. By checking this option, you can run any report with any date range and any filter against all of the players you are currently playing against. Holdem Manager will break the report down by player name. This can be an incredibly powerful tool when looking for ways to exploit and/or compare players you are sitting down with. This only works when used in conjunction with **Auto Import**.
2. This shows the currently selected **Player** or **Alias**.
3. To add a new player to the currently selected **Player** or **Alias**, click the **Change** button text, not the down arrow, and search for a new player. Each time you select a new player, Holdem Manager keeps track of this and the down arrow icon on the **Change** button can be clicked to see a list of all the frequently selected players. This is very effective to jump around between your screen names since they will all likely be near the top of the list.

You can also remove names in the **Change List** by selecting **Change**, then **Edit List**.
4. **Refresh – Refreshes the Main View and Hand View** when a new **Filter** has been selected.



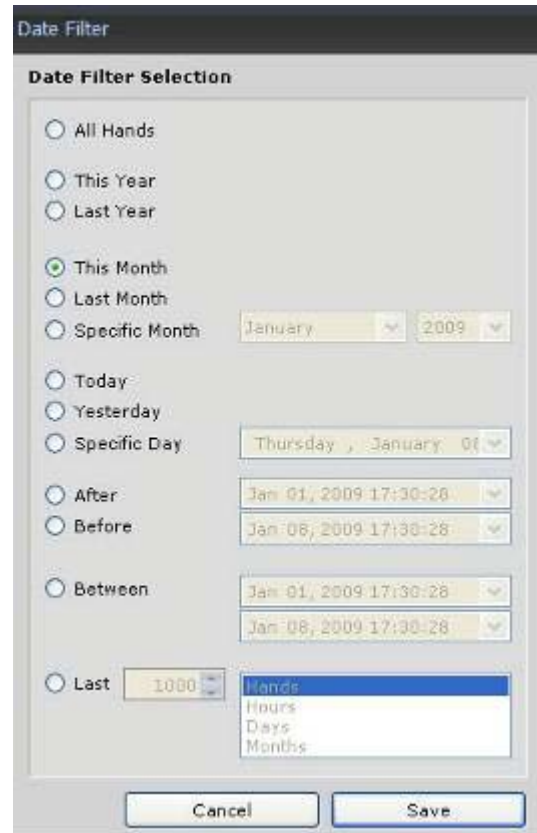
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5. Date Filter – You can choose to Filter your Main View by the following:

- All Hands
- This Year
- Last Year
- This Month
- Last Month
- Specific Month
- Today
- Yesterday
- Specific Day
- After Date
- Before Date
- Between Date
- Last Number of
 - Hands
 - Hours
 - Days
 - Months

Note: Only one checkbox can be selected at a time.



6. Here you can filter between:

- All Games
- Holdem
- Omaha Hi
- Omaha 08
- All Omaha

7. Clicking the **Filter** button gives you the following options:

- Edit
- Clear
- Save
- Load
- Use for All

Edit:

All the **Filter** options for **Edit** will blow your mind!!! **Edit Filter** is explained on the next few pages.

Clear:

Selecting **Clear** removes all currently applied **Filter(s)**

Save:

Saves the currently selected **Filter(s)**

Load:

Loads a previously saved **Filter**

Use for All:

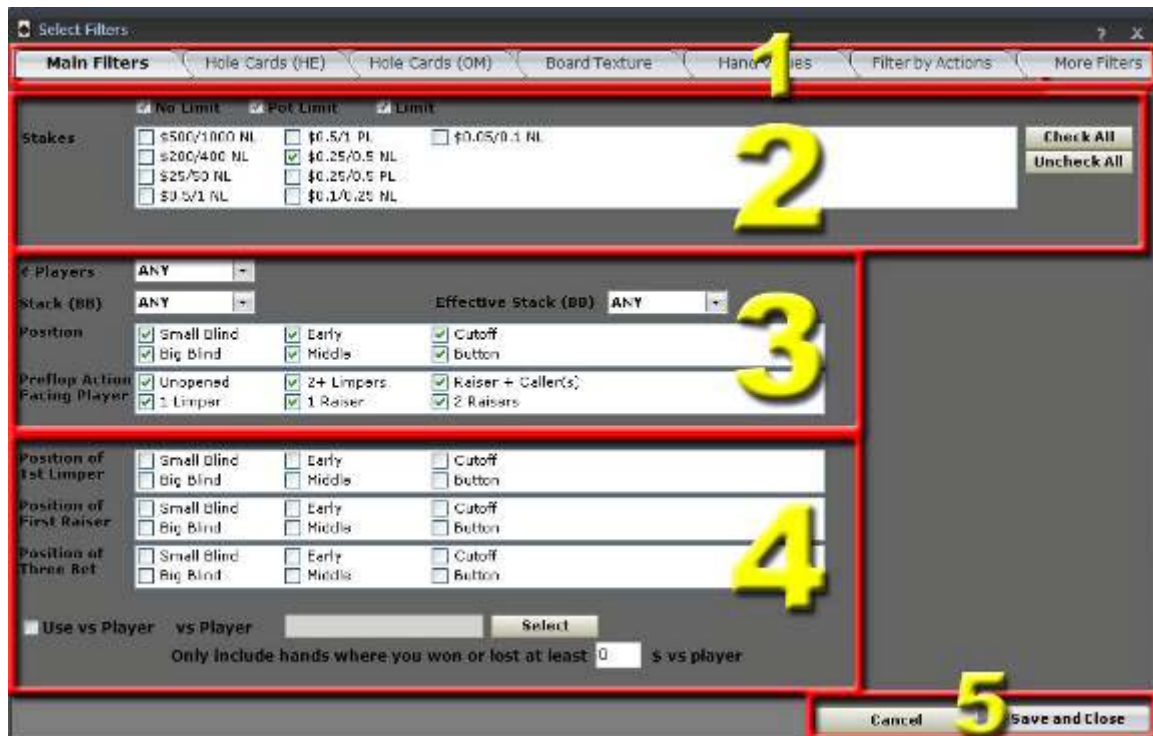
Applies the current **Filter** to all the **Main Filters** for every **Tab**



8. Displays abbreviated text for a selected **Filter**. Once you start using the **Filter** you'll understand this fully.

Filter / Edit

The **Filters** in Holdem Manager are super powerful!!! When you click on **Filter/Edit**, the following screen is displayed.



1. Tabs (Main Filters – Hole Cards – Board Texture – Hand Values – Filter Options – More Filters)
2. Stakes
3. Players / Position / Preflop Action
4. Position Situations / vs. Player
5. Save & Cancel

Main Filters Continued...

Click a **Sub Tab** to change the **Main View Filter** screen to a new **Filter** screen. See the links below for information about the different **Main Filter Tabs**:

- ✓ [Main Filters](#)
- ✓ [Hole Cards \(HE\) Holdem](#)
- ✓ [Hole Cards \(OM\) Omaha](#)
- ✓ [Board Texture](#)
- ✓ [Hand Values](#)
- ✓ [Filter by Actions](#)
- ✓ [More Filters](#)

Main Filters

Select Filters

Main Filters | Hole Cards (HE) | Hole Cards (OM) | Board Texture | Hand Values | Filter by Actions | More Filters

No Limit Pot Limit Limit

Stakes

<input checked="" type="checkbox"/> \$500/1000 PL	<input checked="" type="checkbox"/> \$200/400 PL	<input checked="" type="checkbox"/> \$100/200 LIM	<input checked="" type="checkbox"/> \$25/50 NL	<input checked="" type="checkbox"/> \$5/10 NL	<input checked="" type="checkbox"/> \$3/6 NL
<input checked="" type="checkbox"/> \$500/1000 NL	<input checked="" type="checkbox"/> \$50/100 NL	<input checked="" type="checkbox"/> \$25/50 PL	<input checked="" type="checkbox"/> \$10/20 NL	<input checked="" type="checkbox"/> \$3/6 PL	<input checked="" type="checkbox"/> \$5/10 LIM

Players ANY

Stack (BB) ANY **Effective Stack (BB)** ANY

Position

<input checked="" type="checkbox"/> Small Blind	<input checked="" type="checkbox"/> Early	<input checked="" type="checkbox"/> Cutoff
<input checked="" type="checkbox"/> Big Blind	<input checked="" type="checkbox"/> Middle	<input checked="" type="checkbox"/> Button

Preflop Action Facing Player

<input checked="" type="checkbox"/> Unopened	<input checked="" type="checkbox"/> 2+ Limpers	<input checked="" type="checkbox"/> Raiser + Caller(s)
<input checked="" type="checkbox"/> 1 Limper	<input checked="" type="checkbox"/> 1 Raiser	<input checked="" type="checkbox"/> 2 Raisers

Position of 1st Limper

<input type="checkbox"/> Small Blind	<input type="checkbox"/> Early	<input type="checkbox"/> Cutoff
<input type="checkbox"/> Big Blind	<input type="checkbox"/> Middle	<input type="checkbox"/> Button

Position of First Raiser

<input type="checkbox"/> Small Blind	<input type="checkbox"/> Early	<input type="checkbox"/> Cutoff
<input type="checkbox"/> Big Blind	<input type="checkbox"/> Middle	<input type="checkbox"/> Button

Position of Three Bet

<input type="checkbox"/> Small Blind	<input type="checkbox"/> Early	<input type="checkbox"/> Cutoff
<input type="checkbox"/> Big Blind	<input type="checkbox"/> Middle	<input type="checkbox"/> Button

Use vs Player vs Player Only include hands where you won or lost at least 0 \$ vs player

No Limit Pot Limit Limit

Stakes

<input checked="" type="checkbox"/> \$500/1000 NL	<input checked="" type="checkbox"/> \$0.5/1 PL	<input checked="" type="checkbox"/> \$0.05/0.1 NL
<input checked="" type="checkbox"/> \$200/400 NL	<input checked="" type="checkbox"/> \$0.25/0.5 NL	
<input checked="" type="checkbox"/> \$25/50 NL	<input checked="" type="checkbox"/> \$0.25/0.5 PL	
<input checked="" type="checkbox"/> \$0.5/1 NL	<input checked="" type="checkbox"/> \$0.1/0.25 NL	

You can sort by **No Limit**, **Pot Limit** and **Limit** at the top.

Only **Stakes** that are in your hand history database will be displayed. Check or uncheck the checkboxes to remove or add **Stakes** to the **Filter**.

On the far right there is a checkbox to **Uncheck All** or **Check All**. Very handy when you have lots of stakes, but only want to see hands from a single stake or two.

# Players	ANY		Effective Stack (BB)	ANY
Stack (BB)	ANY			

Next, you can sort by the **# of Players** dealt into the hand, **Stack Size (BB)** and **Effective Stack (BB)**.

of players can be sorted four different ways:

- More than
- Less than
- Between
- Equal To

Stack (BB) can be **Filtered** by:

- More than
- Less than
- Between

Effective Stack (BB) can be **Filtered** by:

- More than
- Less than
- Between

Effective Stack Definition:

An **Effective Stack** (or effective stack size) is the smaller of the stack sizes between two people. The term reflects the fact that, when a larger stack goes against a smaller stack, only the amount of money in the smaller stack is really at stake. For example, if a \$100 stack pushes all-in and is called by a \$20 stack, each player will be risking only \$20; the excess \$80 will be returned uncontested to the bettor.

Position can be **Filtered** by:

- Small Blind
- Big Blind
- Early
- Middle
- Cutoff
- Button

Position	<input checked="" type="checkbox"/> Small Blind	<input checked="" type="checkbox"/> Early	<input checked="" type="checkbox"/> Cutoff
	<input checked="" type="checkbox"/> Big Blind	<input checked="" type="checkbox"/> Middle	<input checked="" type="checkbox"/> Button
Preflop Action Facing Player	<input checked="" type="checkbox"/> Unopened	<input checked="" type="checkbox"/> 2+ Limpers	<input checked="" type="checkbox"/> Raiser + Caller(s)
	<input checked="" type="checkbox"/> 1 Limper	<input checked="" type="checkbox"/> 1 Raiser	<input checked="" type="checkbox"/> 2 Raisers
Position of 1st Limper	<input type="checkbox"/> Small Blind	<input type="checkbox"/> Early	<input type="checkbox"/> Cutoff
	<input type="checkbox"/> Big Blind	<input type="checkbox"/> Middle	<input type="checkbox"/> Button
Position of First Raiser	<input type="checkbox"/> Small Blind	<input type="checkbox"/> Early	<input type="checkbox"/> Cutoff
	<input type="checkbox"/> Big Blind	<input type="checkbox"/> Middle	<input type="checkbox"/> Button
Position of Three Bet	<input type="checkbox"/> Small Blind	<input type="checkbox"/> Early	<input type="checkbox"/> Cutoff
	<input type="checkbox"/> Big Blind	<input type="checkbox"/> Middle	<input type="checkbox"/> Button

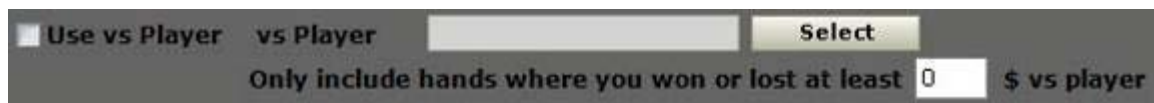
Preflop Action Facing Player can be **Filtered** by:

- Unopened
- 1 Limper
- 2+ Limpers
- 1 Raiser
- Raiser + Callers(s)
- 2 Raisers

Position of First Limper, Position of First Raiser and **Position of Three Bet** can be **Filtered** by:

- Small Blind
- Big Blind
- Early
- Middle
- Cutoff
- Button

Checking the **Use vs. Player** checkbox allows you to **Filter** hands based on hands that meet all of the **Filters** criteria, plus the **vs. Players Name**. You will need to click the **Select** button to find the player you want to search against.



The screenshot shows a dark grey interface with a checkbox labeled "Use vs Player" which is checked. To its right is a text input field containing "vs Player". Further right is a "Select" button. Below these elements is a label "Only include hands where you won or lost at least" followed by a numeric input field containing "0" and a "\$ vs player" label.

There's also an option to **only include hands where you won or lost at least () \$ vs. player**. Simply enter the dollar \$ amount you want to **Filter**.

Hole Cards Holdem (HE)

The **Hole Cards Filter Tab** is where you're allowed to **Filter** by individual starting hands.




AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Orange colored cards = Selected

Blue color cards = Not Selected

If you are going to filter by individual **Hole Cards**, first press the **Deselect All Cards** button. This makes all the cards turn blue. Now click the cards you want to add to your **Filter** and they should turn orange as you select them.



Deselect All Cards

You can also select cards by clicking the **On** and **Off** buttons next to the following:

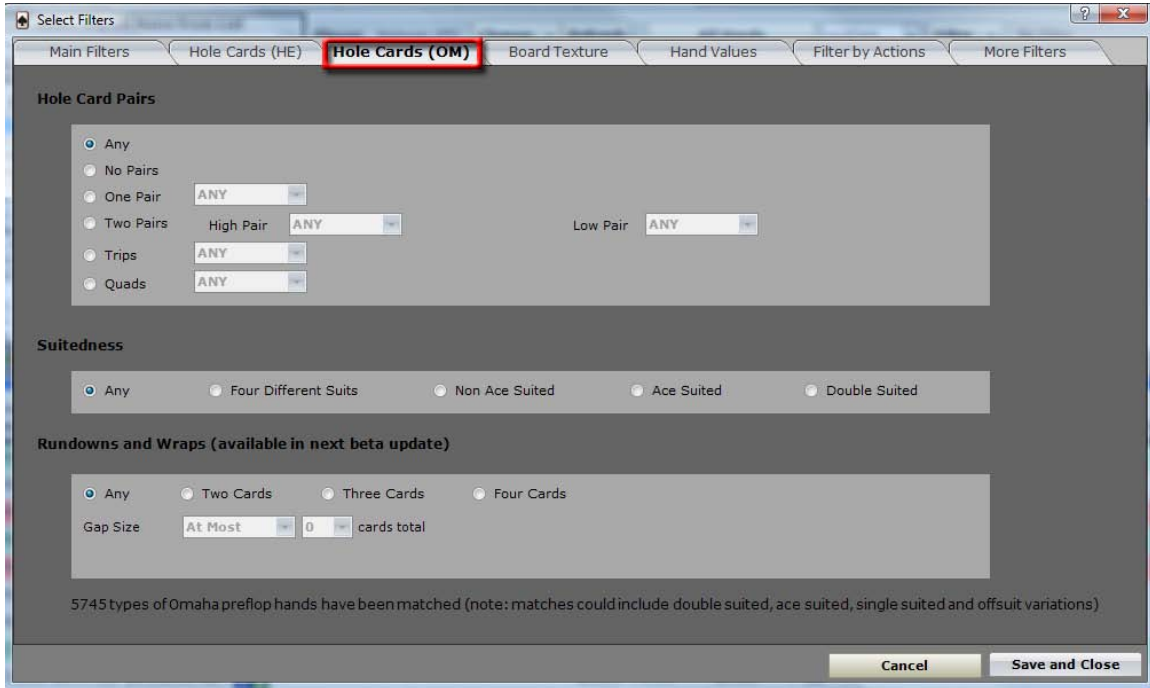
- Suited Cards
- Offsuite Cards
- Pocket Pairs
- Suited Connectors
- Suited 1 Gappers
- Unsuit Connector
- Unsuit 1 Gappers



There's also an only **get hands with known hole cards** checkbox at the bottom. Use this to only show hands with known hole cards.

Hole Cards Omaha (OM)

Here's what the Omaha Hole Cards Filter looks like:



At the bottom of this screen it says 5745 hands matched. As you narrow your hand down this number will drop.

Hole Card Pairs

Here you can select what Holecards are Paired in your hand.

- Any
- No Pairs
- One Pair**
- Two Pairs**
- Trips **
- Quads **

** You will need to enter more information when these are selected. You'll be presented with:

- Any
- At Least
- At Most
- Between
- Equal To

Suitedness

- Any
- Four Different Suits
- Non Ace Suited
- Ace Suited
- Double Suited

Rundowns and Wraps

This Filter allows you to filter for all your straight draw type hands.

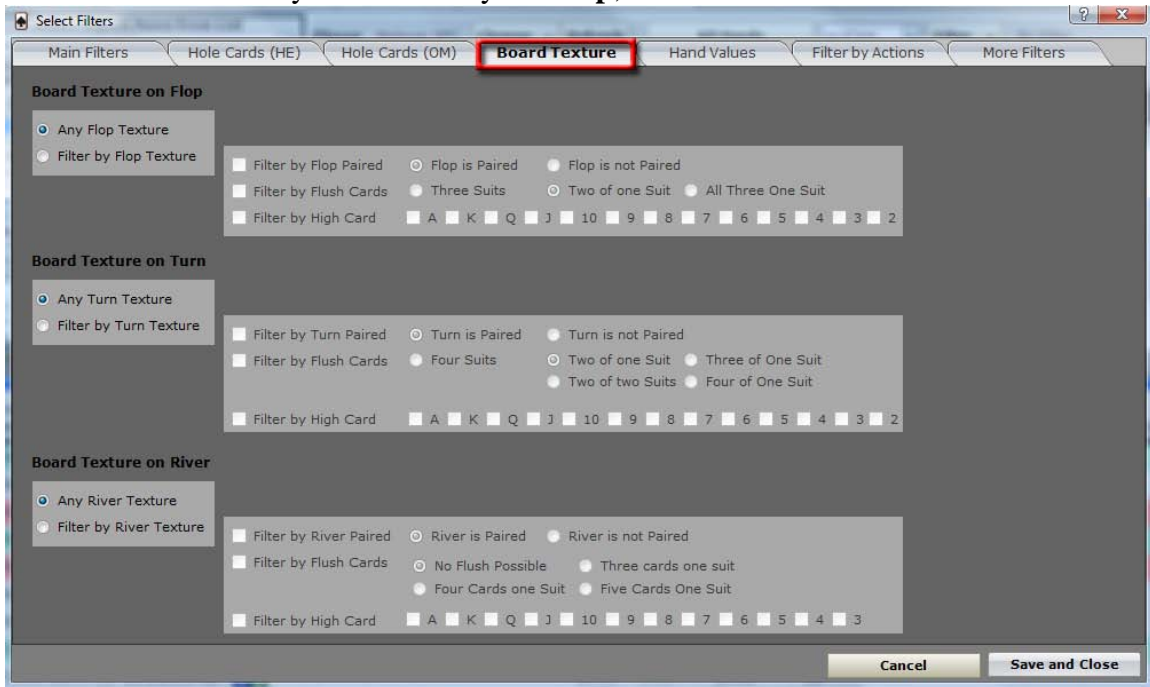
- Any
- Two Cards **
- Three Cards **
- Four Cards **

** You will need to enter more information when these are selected. You'll be presented with:

- Any
- At Least
- At Most
- Between
- Equal To

Board Texture

Board Texture allows you to **Filter** by the **Flop**, **Turn** and **River Board Textures**.



To enable a **Board Texture** you must check a **Filter by Flop**, **Turn** or **River Texture** checkbox. Once checked you'll enable other checkboxes to further refine your **Filter** search.

Filter By Flop Texture:

- Filter by Flop Paired
 - Flop is Paired
 - Flop is not Paired
- Filter By Flush Cards
 - Three Suits
 - Two of one Suite
 - All Three One Suite
- Filter By High Card
 - Deuce through Ace (2–A)

Board Texture Filter Continued...

Filter by Turn Texture:

- Filter by Turn Paired
 - Turn is Paired
 - Turn is Not Paired
- Filter by Flush Cards
 - Four Suits
 - Two of One Suit
 - Two of Two Suits
 - Three of One Suit
 - Four of One Suit
- Filter by High Card
 - Deuce through Ace (2–A)

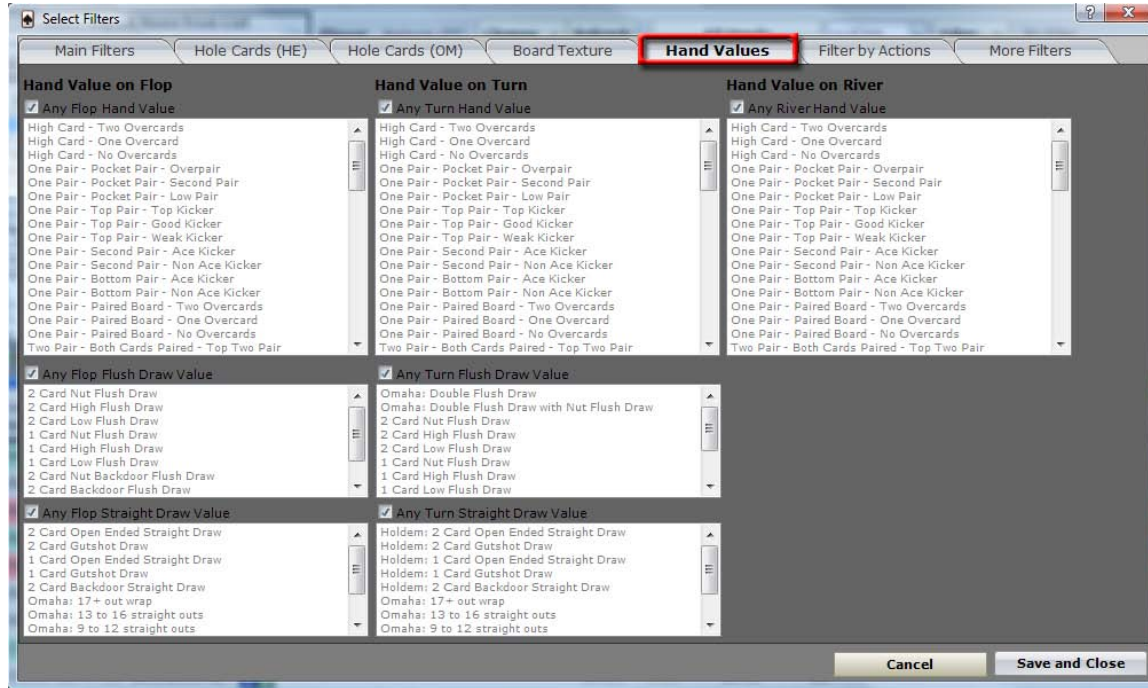
Filter by River Texture:

- Filter by River Paired
 - River is Paired
 - River is not Paired
- Filter by Flush Cards
 - No Flush Possible
 - Three Cards One Suit
 - Four Cards One Suit
 - Five Cards One Suit
- Filter by High Card
 - Deuce through Ace (2–A)

Standard **Save and Close** / **Cancel** buttons are also present at the bottom of the sub filter screens.

Hand Values

The **Hand Value Filter** lets you **Filter** by **Hand Values** on the **Flop**, **Turn** and **River**.



By default, all the **Hand Values** are selected; you must uncheck a checkbox and then highlight the **Hand Values** you want to add to the **Filter**.

The bottom four windows allow you to select **Drawing** (Flush & Straight) type hands for the **Flop** and **Turn**.

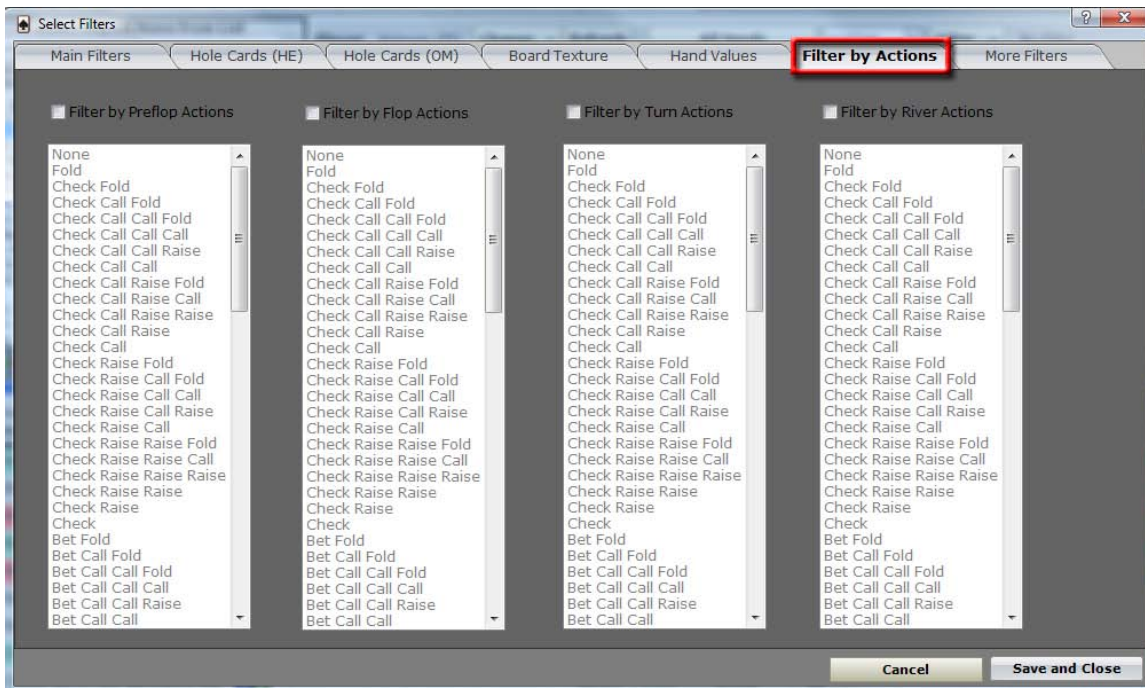
Any combination of **Hand Values** can be selected.

- To select multiple **Hand Values** that are not listed in order, hold the **Ctrl** key as you select different **Hand Values**. This will highlight the **Hand Values** as you select them.
- To select multiple **Hand Values** that are listed in order; highlight the top **Hand Value**, then hold the **Shift** key as you select the bottom **Hand Value**. This will automatically highlight all the **Hand Values** between the two selected **Hand Values**.

Filter by Actions

Filter by Actions allows you to **Filter Actions** by:

- Preflop
- Flop
- Turn
- River



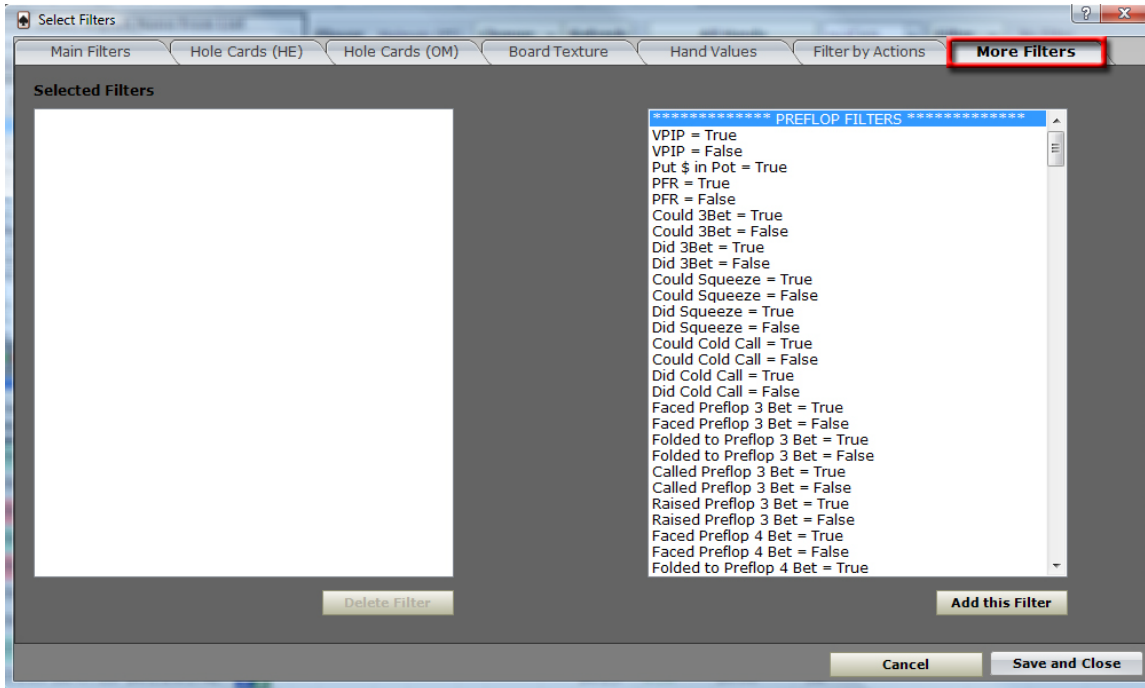
By default, all the **Actions** are selected; you must uncheck a checkbox and then highlight the **Action** you want to add to the **Filter**.

Any combination of **Actions** can be selected.

- To select multiple **Actions** that are not listed in order, hold the **Ctrl** key as you select different **Actions**. This will highlight the **Actions** as you select them.
- To select multiple **Actions** that are listed in order; highlight the top **Action**, then hold the **Shift** key as you select the bottom **Action**. This will automatically highlight all the **Actions** between the two selected **Actions**.

More Filters

More Filters allows you to filter by specific **Situations**.



To **Filter** by **Situation**, highlight an item in the right column and click **Add This Filter**. This places the highlighted **Filter** in the left column, **Selected Filters**.

You can add as many **Situations** as you like.

To remove a **Situation** from the **Selected Filter** list, highlight the **Filter** you want to remove and click the **Delete Filter** button at the bottom of the left window.

Some of the commonly used **Situations** in no particular order are:

- Did Squeeze = True
- Did Cold Call = True
- Faced Preflop 3-Bet = True
- Called Preflop 3-Bet = True
- Raised Preflop 3-Bet = True
- BB Steal Defend = True
- SB Steal Defend = True
- Did 3-Bet = True
- Called Preflop 4-Bet = True
- Raised Preflop 4-Bet = True

While the above are just **Preflop Situational Filters**, if you scroll the right column down you'll find **Filters** for all the streets along with an **Others** section at the very bottom.

Hand Replayer

The **Hand Replayer** allows you to replay any hand in your Holdem Manager database. Brand new for 2009 is a **Hand Range Calculator** and **ICM Tool**. The **Hand Range Calculator** is similar to Poker Stove and allows you to narrow your opponents **Hand Range**. The **ICM Tool** allows you to assign \$ values to your chips when playing tournaments to see if you are getting lucky or unlucky.

The basic Features of the **Hand Replayer** include:

- Stakes / Table / Date
- Hand Range Calculator
- Hand History
- HUD Overlays
 - All Hands on Opponent
 - Hands up to Time of Hand being replayed
- Replay Single Hands or Hands in Succession
- Pot Odds Display
- Instantly Jump to the Flop, Turn or River
- Adjust Speed of the Replayed Hand
- Show Known Cards
- Show Win %
- ICM (Tournaments Only)



The **HUD Overlays** work exactly like they do in your poker client. See [HUD Basics](#) for more information.

Note: Table Manager must be running for your HUD Overlays to be displayed in the Hand Replayer. If your HUD Overlays are not showing up in the Hand Replayer, Go to the Holdem Manager Dropdown Menus and click HUD Options / Relaunch HUD.

We're going to break the rest of the **Hand Replayer** information down into three sections:

- [Loading Hands into the Hand Replayer](#)
- [Hand Replayer Options](#)
- [Hand Range Calculator](#)

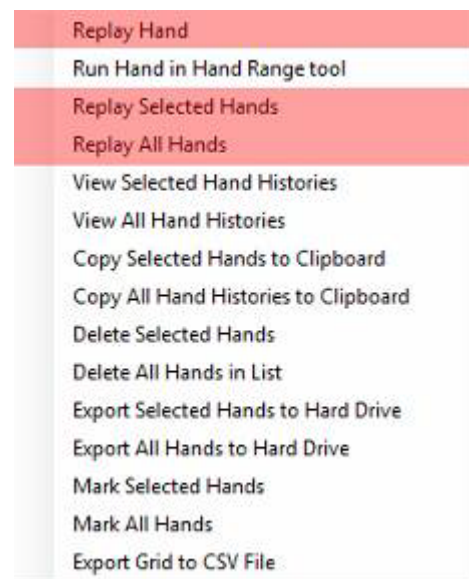
Loading Hands into the Hand Replayer

Starting with the basics of the **Hand Replayer**, you can replay a single hand two ways:

1. Double click any hand in the **Hand View**.
2. Right click any hand in the **Hand View** and select **Replay Hand**.

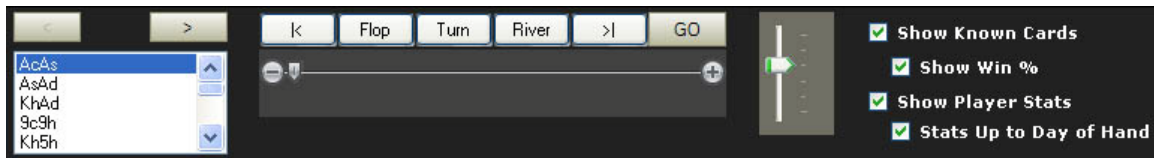
Replaying Multiple Hands at Once: (Three ways to do this)

1. To replay multiple hands, select multiple hands in the **Hand View** by holding down **Ctrl** as you select the hands. This selects multiple hands at once. Then right click while the hands are selected and choose, **Replay Selected Hands**.
2. If the hands are sequentially ordered, you don't have to click every single hand. Just click the hand at the top, then hold the **Shift** key and click the last hand in the group. This will select all the hands between the two hands you clicked. Then right click while the hands are selected and choose, **Replay Selected Hands**.



3. You can also replay all of your hands in the **Hand View** by right clicking any hand and selecting, **Replay All Hands**.

Hand Replayer Options



Descriptions below are from left to right in the picture above

< and >

Scrolls up or down through the hands in the box below these buttons.

Hands

Displays the Hero's hands currently loaded into the **Hand Replayer**. Highlighted hand is the hand currently being displayed in the **Hand Replayer**.

< and >|

Both of these brackets take you to the start of the hand or the end of the hand.

Flop / Turn / River Buttons

Instantly takes the hand to the Flop, Turn or River.

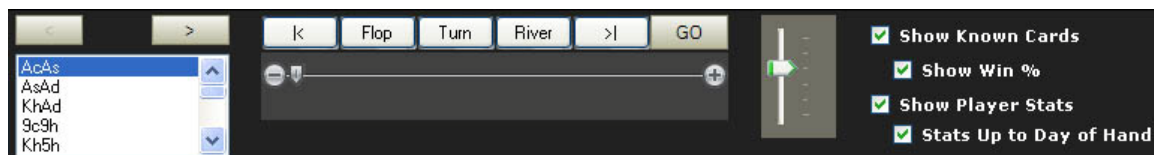
GO and ||

Go starts the hand. When Go is pressed, the Go changes to a pause type button.

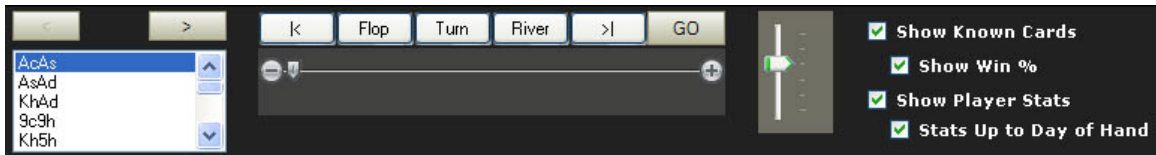
|| Pauses the hand.

+ Slider – (Horizontal Slider)

The **Slider** at the bottom allows you to slide your way though the hand by moving the marker. To step through the hand press the + or – buttons.



Holdem Manager Instruction Manual



Up/Down Slider (Vertical Slider)

The **Up/Down Slider** increases or decreases the speed at which the hand is replayed. Top of the slider is fast while the bottom of the slider replays hands at the slowest speed possible.

Show Known Cards (Checkbox)

Displays the villain's hole cards or not

Show Win % (Checkbox)

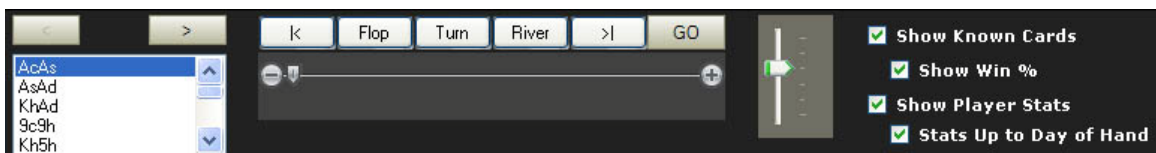
Shows the Win % next to the players chip stack

Show Player Stats

When unchecked, this option removes the **HUD Overlays** from the **Hand Replayer**.

Stats Up to Day of Hand

When checked, stats for players are only calculated up to the date of the hand; otherwise, stats displayed are current with your current Holdem Manager database.



Holdem Manager Instruction Manual

The top-left of the **Hand Replayer** displays the following:

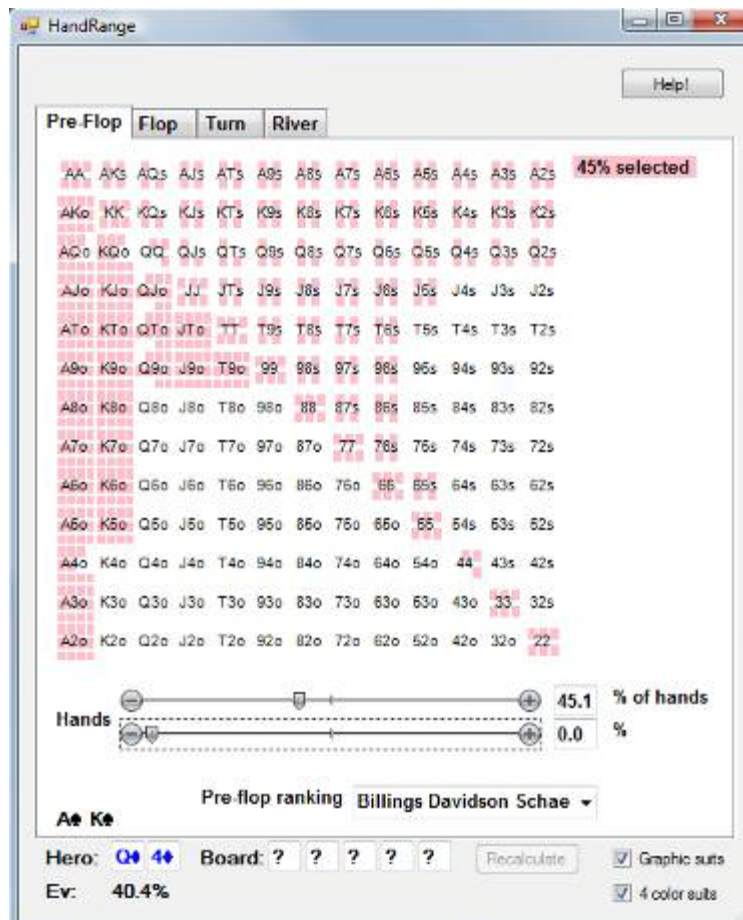
- Stakes
- Table
- Date
- Pot Size
- Pot Odds
- [Hand History](#)



Hand Range Tool

Note: Currently under development so some things may change.

The **Hand Range Tool** lets you estimate an opponent's range by eliminating hole card combinations based upon how he played each street. It was inspired by Brian Townsend's videos on **Card Runners**. I like the parts where he stops the action and busts out **PokerStove**. Also by **Stox EvCalc**. The program has a similar aim, but the user interface is quite a bit different.



How it Works:

Click a **Player Panel** in Holdem Managers **Hand Replayer**. The **Hand Range Tool** will appear. You should see your cards for the hand at the bottom of the screen. In this case the action was folded to me in the small blind. I raised with KdJs and the big blind called. (See Image on previous screen)

All the hand combinations are shown in a grid. You can select these by moving the sliders. The combinations are selected based upon the ranking of the pre-flop hands. (AA then KK etc) You can change the order by choosing from the 4 pre-flop ranking systems.

Note: If you are really keen, you could make your own file and add it to the config\preflopranges folder.

When you move the top slider you will see pink boxes show under each of the hole cards. Each box represents one pre-flop combination. The suited cards have 4 boxes, the paired have 6 and the off-suit cards have 12. The **Ts8s** hand is the last hand you selected or deselected.

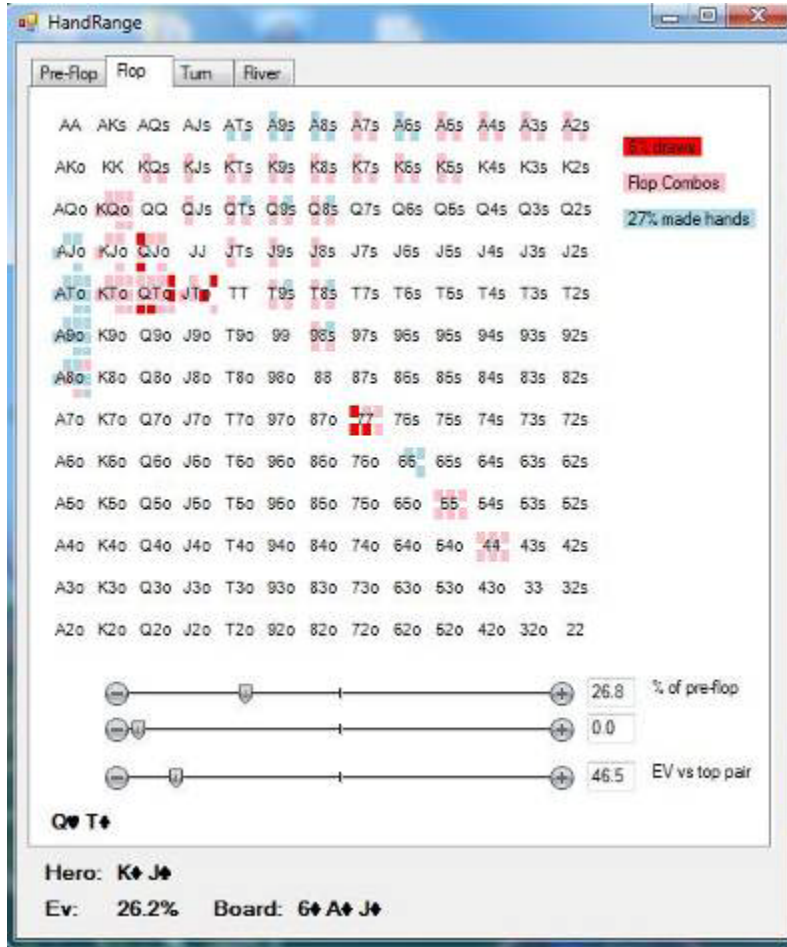
You may notice some of the boxes don't light up even when the slider is all the way to the right. This is because some combinations are excluded because you have two cards from the deck.

The 2nd slider excludes hands at the top of the range. This is used when someone took an action that would exclude the best hands. In this hand because my opponent just called in the big blind and he had been 3-betting a reasonable amount, I don't think he has anything better than AJs.

- You can also manually select the hands, by clicking on them.
- If you enter a % into the text box by the slider it will go to that position.

Now click the **Flop Tab**.
(Next Page)

HOLD'EM MANAGER Instruction Manual



You should see all the hands you selected pre-flop. You can now choose which of these hands are included or excluded from you opponents range.

The top slider selects the hands in order of their made hand value on the flop. The board is all diamonds so flushes come first then 3 of a kind ect. The actual value is shown in this case is "top pair" because that the last hand selected with the slider was Ah8d. The hands selected show in blue.

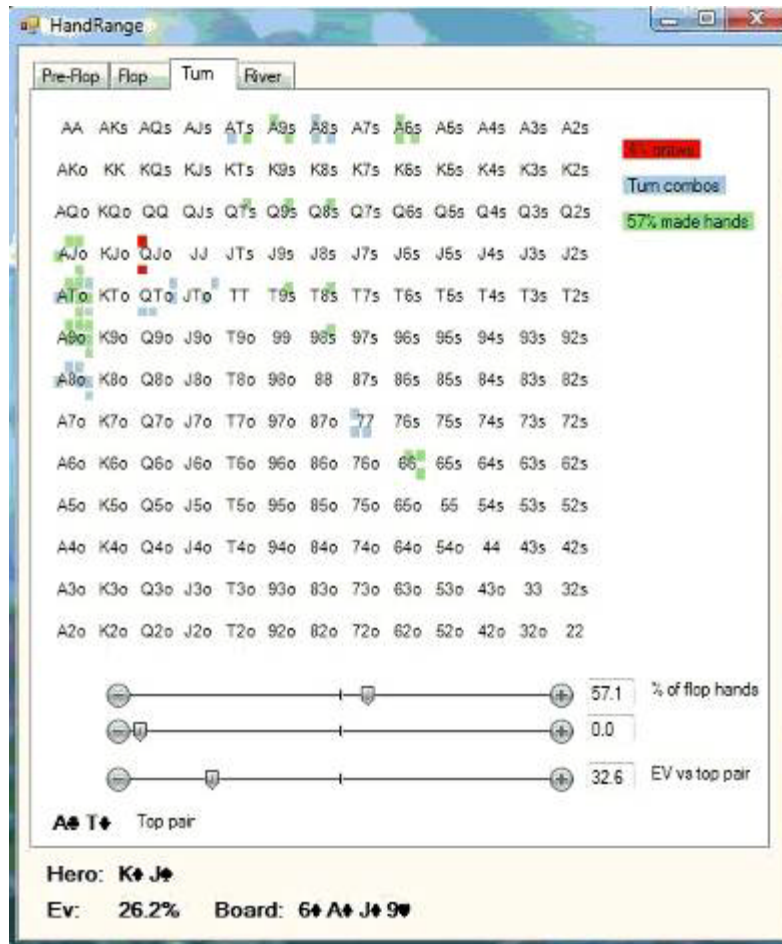
The 2nd slider below allows you to exclude the strongest made hands.

The 3rd slider (Draws) selects from hands that are currently weaker than a top pair hand with no flush draws or over cards. (Something like Ac2c here) They are selected in the order of their probability to beat top pair by the river. You can enter a desired probability in the box to the right. The draw combos show up in red.

As you select the hands by moving the sliders, your expected value (Ev) vs the range selected changes.

In this hand I lead out and got min-raised. I reraised the pot thinking I could fold the weaker hands in his range and I'm not in bad shape even if he calls. I have the nut flush draw and a pair. He actually called.

Now click the **Turn Tab**.

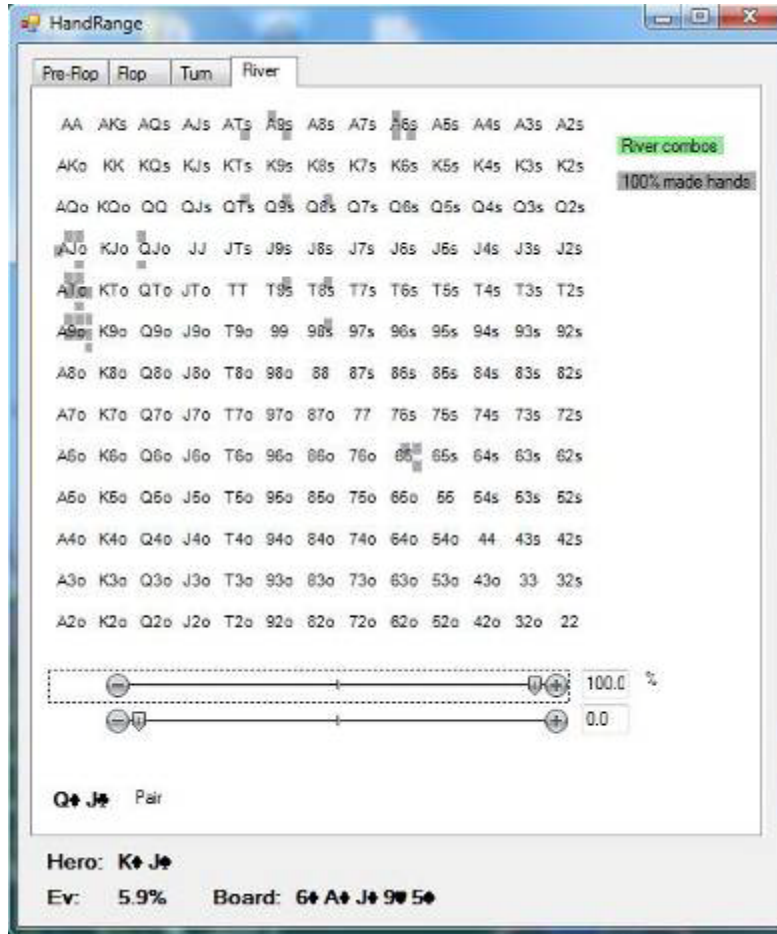


You will see all the hands you selected on the flop. Again you can select using the made hands and draw sliders.

In this hand I checked and my opponent bet all-in giving me around 30% odds to call. I don't really have EV to call, given the range we input. But there's a reasonable chance my opponent is doing something silly with air. I called.

HOLD'EM MANAGER Instruction Manual

Now click the **River Tab** – No draws on the river.



I'm toast. I was all-in but would have to fold to any semi-serious bet. He had A6 for a flopped 2 pair. Doh!

ICM - Independent Chip Model

The **ICM** calculator calculates your luck and EV for Tournament hands. To open the **ICM** calculator, click the **ICM** button in the bottom right of the **Hand Replayer** when Re-playing tournament hands.

The screenshot shows a window titled 'ICM' with the following content:

Payouts	
1	\$4.00

Start EV	End EV	Diff	Player
\$2.04	\$4.00	\$1.96	Ogni73
\$1.96	\$0.00	(\$1.96)	Mglmstr

SNG EV analysis
Board - AhJc6c
Prizes \$4.00

EV	Result	Luck	Hand	Player
\$3.95	\$4.00	\$0.05	AcJd	Ogni73
\$0.05	\$0.00	(\$0.05)	Ad9d	Mglmstr

hand order AcJd > Ad9d probability 97.9798%
0 stack 3000, icm ev \$4.00
1 stack 0, icm ev \$0.00

hand order Ad9d > AcJd probability 0.3030%
0 stack 60, icm ev \$0.08
1 stack 2940, icm ev \$3.92

hand order AcJd = Ad9d probability 1.7172%
0 stack 1530, icm ev \$2.04
1 stack 1470, icm ev \$1.96

In this hand, Mglmstr was basically drawing dead so his EV was \$.05 for the 2% chance he had of winning the hand. Now if Ogni73 lost the hand, he would've lost \$3.95 in EV to Mglmstr.

Bottom Line: The ICM calculator ties \$ amounts to your chips and calculates how much money you won or lost based on All-in situations.

Tabs / Import – Cash Games – Tourney – Players

Tabs in Holdem Manager allow users to analyze every single area of a player's game.

Information about all the Tabs can be found on the following pages. Below are some links to get to the information you're looking for quicker.

Tabs:

- [Import](#)
- [Cash Games](#)
- [Tourney](#)
- [Players](#)

Import

To get your HUD working, you must correctly setup Auto Import Folders!!!

The Import Tab is where you can:

- Import Specific Hand History Files
- Import Hand History Files from a Folder
- Start Auto Import

Import Files and **Import from Folder** is where you import **Hand Histories** that are stored on your hard drive.

The **Start Auto Import** button launches the **Table Manager**. This is displayed on your Windows task tray with a black spade icon. Never close **Table Manager** when you are playing otherwise your HUD will stop working.



***Note:** Without the **Table Manager** open, your **HUD Elements** will not be displayed. You will need to click **Start Auto Import** every time you launch the Holdem Manager application to get your **HUD** working.*

Setting Up Auto Import Folders

To get your HUD working, you must correctly setup Auto Import Folders!!!

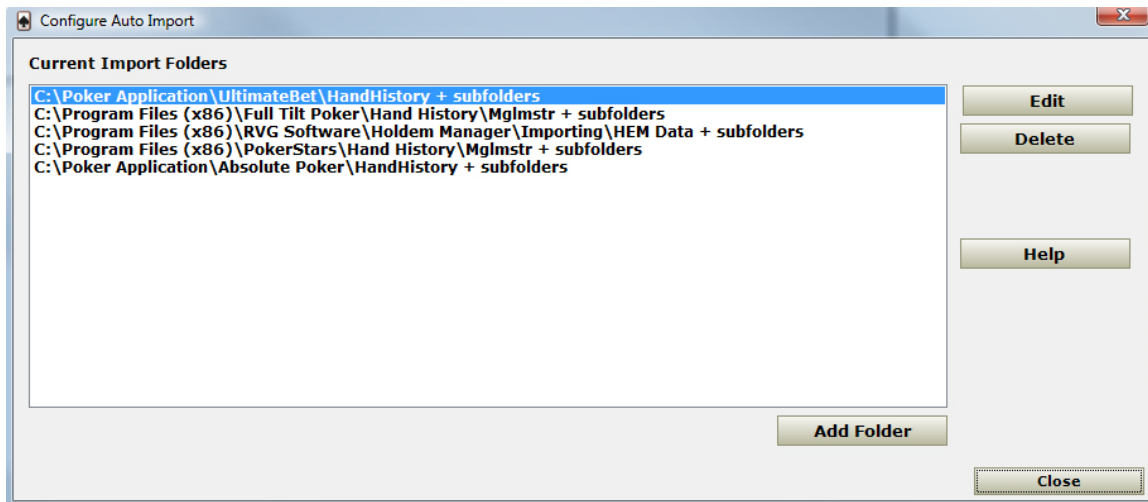
Correctly setting up the **Auto Import Folders** allow Holdem Manager to grab a hand from your hard drive and add it to the **Holdem Manager Hand Database**.

Caution: Do not add C:\ for any Auto Import Folder! This will severely slow down your PC.

Here you also setup an **Archive** folder so you will always have imported hand histories on your hard drive.

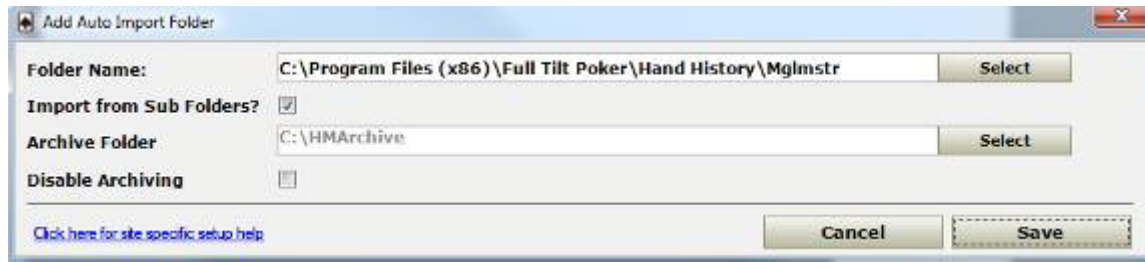
See the following page for specifics on how to setup your **Auto Import Folders** and **Archive Folders**.

1. Go to your Poker Client and make sure it is saving Hand Histories. Also open up the Hand History Option in your poker client so you can make sure hand histories are being saved and you can see where they are being saved to your PC
2. Select Options / Configure Auto Import Folders from the Options dropdown menu. You should be presented with the following screen. This screen may be blank. The Current Import Folders on this screen shows all of my Auto-Import folders.



3. If you don't see your poker site listed, click the **Add Folder** button.

HOLD'EM MANAGER Instruction Manual



4. The above screen shows the Full-Tilt Poker client for username Mglmstr. For Full Tilt make sure you go into the Full Tilt Hand history folder and not just the Full Tilt folder. A FTP Text Bug in the client will occur if you set the Auto Import folder to the root of your Full Tilt install.
5. Check the **Import for Sub Folders?** checkbox if it's not already checked.
6. Add a **Archive Folder**. This allows you to save your hand histories to a different part of your hard drive because poker clients automatically delete hand histories after a while.
7. Click Save

Now when you click **Auto Import**, Hold'em Manager will constantly be scanning these folders we just setup for new hand histories. If everything is setup correctly your HUD should be working and importing hands to your database.

Cash Games

The **Cash Game Tab** is the area where **Cash Game Players** spend most of their time analyzing their game. You can analyze your play by position, stakes, preflop cards, sessions, vs. players, etc. Those examples barely scratch the surface of this powerful tool.

We're going to break down the basics of the **Cash Games Tab** on the following pages, but first we need to know what all this information is. See the image below and the following text explanations for the quick overview of the **Cash Games Tab**.

- A – Cash Game Sub Tabs**
- B – Report Name**
- C – Main Filters**
- D – Stat Selection**
- E – Main View**
- F – Hand View**

The screenshot displays the Hold'em Manager Professional 1.09 beta 35 interface. The main window title is "Hold'em + Omaha Manager Professional 1.09 beta 35 www.holdemmanager.net DATABASE: March09". The "Cash Games" tab is active, showing a report for "Players (253316)".

Section A (Sub Tabs): Includes "Reports", "Preflop Cards", "Hands", "Sessions", "Graphs", and "Vs PFR".

Section B (Report Name): "Select Report Name from List" dropdown menu.

Section C (Main Filters): Includes "Player", "Mglnstr (FT)", "Change", "Refresh", "All Hands", "Hold'em", "Filter", and "No Filter".

Section D (Stat Selection): A list of statistics including "\$ (EV adjusted)", "bb/100", "EV bb/100", "VPIP%", "PFR%", "3Bet%", "WTSD%", "W\$SD%", "Agg", "Agg%", and "Set%".

Section E (Main View): A table with columns: Game Type Description, Game, Hands, \$, \$ (EV adjusted), bb/100, EV bb/100, VPIP%, PFR%, 3Bet%, WTSD%, W\$SD%, Agg, Agg%, and Set%. The table shows data for various game types like "0.5/1 PL", "0.25/0.5 NL", etc.

Section F (Hand View): A detailed view of hands with columns: Time, Stakes, Cards, Flop, Turn, River, \$, bbs, EV \$ Diff, Pos, Facing Preflop, Action, All-In, Equity %, and Winn. It shows a sequence of hands with cards dealt and actions taken.

D - Cash Game Sub Tabs

Once you're in the **Cash Game Tab** there's six **Cash Game Sub Tabs**:

- Reports
- Preflop Cards
- Hands
- Sessions
- Graphs
- Vs Players

B – Report Name

The **Report Name** section has a dropdown menu where you can select **Reports** on the following:

- By Stakes
- Hand at Showdown
- Hand at Showdown (Detailed)
- Holecards
- Number of Players
- Overall
- Plugging Leaks 01 – Overall
- Plugging Leaks 02 – The Basics
- Plugging Leaks 03 – Flop Hand Strength
- Position
- Preflop Activity
- Stack Size
- Winnings Summary

C – Filters

The **Filter** part of the **Cash Game Tab** is where you apply **Filters** to the information being displayed in the **Main View**.

D – Stat Selection

Stat Selection is where you add and remove stats in the **Main View**.

E – Main View

This is the center of the window and is where all your statistics will change based on **Report Name, Filters** and **Stat Selection**.

F – Hand View

Displays **Hands** based on what's selected in the **Main View**.

Reports

At the top-left of the **Cash Games / Reports Tab** there's a dropdown menu that says, **Select Report Name from List**.

Changing the **Select Report by Name from List** changes what's displayed in the **Main View**. The following headings detail some of the information that can be found in the different **Select Report Name from List** menu.



Stat Selection – Reports



The **Stat Selection** on the far left of the **Cash Games / Reports Tab** allows you to add and remove stats being displayed along with changing the order stats are displayed.

Change Order:

Simply highlight a stat and click the green **Up** and **Down** arrows.

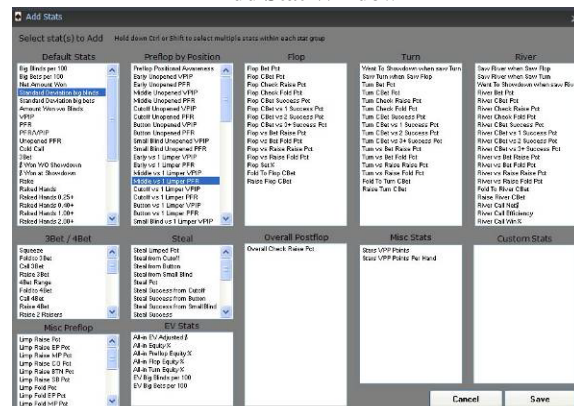
Add Stat:

1. Click the green **Plus** button to bring up the **Add Stats** window. (Below)
2. Highlight a stat or stats by holding down the **CTRL** button when selecting multiple stats.
3. Click **Save**.

Remove Stat:

Highlight a stat and click the red **Minus** button.

Add Stat Window



Main View – Reports

Below lists the main functionality of the **Main View**:

- All of the columns can be sorted by clicking the column heading at the top.
- At the bottom of the **Main View**, (above the **Hand View**) totals for the columns are displayed.
- Hands are displayed in the **Hand View** based on what is highlighted in the **Main View**.
 - For Example: If you just want your **.25/.50 PL** hands to be displayed, click the **Game Type Description, .25/.50 PL**.
- Right clicking in the **Main View** gives the option to save your **Main View** out as a CVS file. (Comma Separated Values) This file can be seamlessly imported into Excel or other spreadsheet type programs for later viewing.

By Stakes – Reports

The default view displays the type of Holdem game played along with the number of hands, money won, bb/100, VPIP, PFR etc. All of these columns can be customized by the window on the far left labeled, **Stat Selection**.

Game Type Description	Games	Hands	\$	\$ Adj. (adjusted)	\$/100	\$/100	VPIP%	PFR%	3Bet%	WTS%	WSD%	Agg	Agg%	Sel%	Rake
0.5/1 PL	holdem	31	-\$37.95	-\$37.95	-122.42	-122.42	23.3	13.3	0.0	40.0	50.0	2.50	55.0	50.0	
0.25/0.5 NL	holdem	76598	\$3575.00	\$4569.24	9.33	11.93	25.1	16.8	6.3	26.6	49.5	2.69	31.3	12.3	
0.25/0.5 PL	holdem	15207	\$1808.25	\$1486.44	23.78	19.55	22.5	13.6	5.7	24.7	52.3	2.55	30.3	11.9	
0.1/0.25 PL	holdem	55	\$15.86	\$15.86	115.35	115.35	33.3	25.0	10.0	16.7	33.3	7.00	43.8	0.0	
0.1/0.25 NL	holdem	1811	\$181.83	\$74.46	40.16	16.45	23.7	18.0	8.2	28.4	45.3	2.52	30.5	11.8	
0.05/0.1 NL	holdem	73	\$9.73	\$1.41	133.29	19.32	26.6	21.4	7.1	29.2	42.9	2.60	28.3	0.0	
0.02/0.05 PL	holdem	2	-\$0.07	-\$0.07	-70.00	-70.00	0.0	0.0	0.0	na	na	na	na	na	
0.01/0.02 PL	holdem	11	-\$0.08	-\$0.08	-36.36	-36.36	27.3	18.2	0.0	0.0	na	na	25.0	na	
0.01/0.02 NL	holdem	92	-\$5.42	-\$6.02	-294.57	-327.17	42.4	18.5	6.7	21.3	10.0	2.09	23.0	0.0	
		93880	\$5547.15	\$6103.29	12.08	12.93	24.7	16.3	6.2	26.3	49.8	2.66	31.1	12.2	

Hand at Showdown – Reports

Shows all the possible poker hands and showdown stats based on those hands.

River Made Hand Value	Hands	Won Hand%	\$	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%
6) flush	149	83.2	\$2538.45	3067.55	85.9	39.6	16.2	100.0	83.2	2.02	40.7
7) full house	146	81.5	\$2402.45	3200.65	87.0	52.1	31.7	100.0	81.5	2.41	45.0
4) three of a kind	258	64.0	\$2198.70	1594.61	84.1	41.1	22.1	100.0	64.0	2.23	40.1
5) straight	156	68.6	\$1476.95	1694.13	75.6	33.3	22.9	100.0	68.6	1.80	42.3
8) four of a kind	12	100.0	\$378.10	5705.83	100.0	25.0	25.0	100.0	100.0	1.67	41.7
9) straight flush	1	100.0	\$55.15	11030.00	100.0	0.0	na	100.0	100.0	2.00	33.3
3) two pair	1271	56.3	-\$49.45	52.76	77.8	43.6	30.4	100.0	56.3	1.21	26.9
0) unknown	9	0.0	-\$122.50	-2722.22	77.8	33.3	0.0	100.0	0.0	0.45	18.5
1) high card	372	16.1	-\$1585.45	-773.44	71.5	40.3	29.5	100.0	16.1	0.89	8.4
2) one pair	1600	43.3	-\$3904.75	-436.13	73.1	43.3	27.6	100.0	43.3	1.08	19.4
	3974	50.3	\$3387.65	185.35	76.3	42.7	27.7	100.0	50.3	1.31	24.8

Hand at Showdown (Detailed) – Reports

A more detailed version of the **Hand at Showdown** report showing much more detail about all the hands the player went to **Showdown** with.

River Made Hand Value	Hands	Won Hand%	\$	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%
7) full house - pocket pair no trips	46	95.7	\$1272.75	5282.28	97.8	73.9	42.9	100.0	95.7	4.29	48.6
4) three of a kind - set	98	72.4	\$1183.80	2509.39	95.9	45.9	10.3	100.0	72.4	2.27	44.2
3) two pair - with top pair	118	70.3	\$946.95	1558.18	85.6	41.5	9.7	100.0	70.3	2.02	46.9
6) flush - 2 cards nut	28	85.7	\$757.65	4895.36	96.4	60.7	0.0	100.0	85.7	2.50	50.0
4) three of a kind - top set	27	85.2	\$743.05	4212.59	100.0	85.2	66.7	100.0	85.2	4.88	43.2
6) flush - 1 card nut	20	100.0	\$709.50	6563.00	90.0	65.0	57.1	100.0	100.0	2.45	40.0
7) full house - 1 card	54	77.8	\$602.80	2188.15	74.1	35.2	23.5	100.0	77.8	2.26	46.3
5) straight - 2 cards nut	33	81.8	\$510.00	2959.39	87.9	42.4	20.0	100.0	81.8	2.25	49.5
6) flush - 2 card low	32	81.3	\$478.55	2375.16	90.6	18.8	0.0	100.0	81.3	1.93	52.1
5) straight - 1 card	68	67.6	\$470.35	1037.06	69.1	27.9	11.1	100.0	67.6	1.39	39.7
7) full house - 2 card no pocket pair	22	81.8	\$418.85	3807.73	90.9	31.8	16.7	100.0	81.8	1.71	51.5
8) four of a kind - with pocket pair	9	100.0	\$343.85	6846.67	100.0	22.2	33.3	100.0	100.0	1.38	40.7
	3974	50.3	\$3387.65	185.35	76.3	42.7	27.7	100.0	50.3	1.31	24.8

Holecards – Reports

Details all of your **Holecards** and stats associated with those **Holecards**.

Cards	Hands	Won Hand%	⚡	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W⚡SD%	Agg	Agg%
AA	299	89.3	\$1954.80	1231.87	98.7	98.0	97.9	47.5	69.8	7.05	55.8
KK	283	88.7	\$1343.80	934.43	96.5	95.8	97.5	49.4	68.4	4.52	48.9
AKo	656	75.0	\$1150.35	286.43	99.1	95.4	89.5	38.6	47.7	3.27	36.9
AJo	613	61.2	\$999.05	302.21	90.5	71.3	25.5	30.5	62.5	2.91	35.7
88	332	61.7	\$493.95	329.13	92.2	60.2	12.7	26.5	71.6	2.71	35.5
66	298	50.0	\$426.90	258.36	93.0	51.0	4.7	27.0	67.9	1.66	25.1
JJ	336	77.1	\$393.10	222.60	97.0	89.3	76.4	38.5	48.0	3.18	44.9
AQo	602	68.8	\$298.90	123.50	96.5	85.5	63.3	32.2	57.0	2.72	36.4
33	300	39.0	\$280.80	180.93	92.0	35.7	4.2	18.0	61.4	2.60	26.8
99	322	64.9	\$277.30	252.22	96.9	74.2	21.7	37.6	58.8	3.00	40.8
TT	329	68.7	\$257.00	270.32	96.4	71.1	28.0	38.3	58.7	2.80	41.7
44	305	42.0	\$204.15	141.98	89.5	38.7	2.9	22.4	58.5	2.46	25.1
	67300	15.9	\$3356.70	11.24	23.5	13.8	4.8	26.7	50.4	2.44	30.0

Number of Players – Reports

Breaks down the hands you've played based on how many players were dealt into the hand.

Size	Hands	⚡	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W⚡SD%	Agg	Agg%
2	185	\$35.40	25.73	41.6	20.5	10.5	30.6	46.2	2.08	29.5
3	734	-\$127.60	-25.80	31.2	20.3	6.5	26.2	45.8	2.89	30.2
4	4773	\$221.40	13.00	26.3	16.5	4.8	29.5	44.3	2.19	29.4
5	21306	\$938.20	9.72	23.1	14.0	5.0	26.0	49.8	2.66	30.9
6	41646	\$2213.30	11.68	23.0	13.1	4.6	26.3	51.5	2.38	29.7
	68644	\$3280.70	10.80	23.4	13.7	4.8	26.5	50.3	2.45	30.1

Overall – Reports

Simple overall stats on all the stakes and Holdem games you've played.

Hands	\$	bb/100	YPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%
68644	\$3280.70	10.80	23.4	13.7	4.8	26.5	50.3	2.45	30.1
68644	\$3280.70	10.80	23.4	13.7	4.8	26.5	50.3	2.45	30.1

Plugging Leaks 01 (Overall) – Reports

This **Report** coincides with the **Article – Plugging Leaks Vol 1**.

Read the **Article; Plugging Leaks - Determining typical bb/100 based on Stat Ranges (Added June 4, 2008)** and use the following **Report** to compare your stats with the most profitable stats.

Size	Hands	\$	bb/100	YPIP%	PFR%	Agg	Agg%	WTSD%	W\$SD%	W\$WSE	3Bet%	4Bet Range	vs 3Bet Call%	Flop vs Raise Fold%	Flop cBet%	Turn cBet%	Flop Fold vs cBet	Turn Fold vs cBet
6 max	68459	\$3245.30	10.76	23.3	13.7	2.45	30.1	26.4	50.3	40.4	4.8	1.8	43.4	28.4	60.7	51.9	54.6	34.8
heads up	185	\$35.40	25.73	41.6	20.5	2.08	29.5	30.6	46.2	47.1	10.5	0.0	60.0	na	64.3	100.0	41.7	40.0
68644	68644	\$3280.70	10.80	23.4	13.7	2.45	30.1	26.5	50.3	40.5	4.8	1.8	43.4	28.4	60.7	52.1	54.5	34.9

Plugging Leaks 02 (The Basics) – Reports

This **Report** coincides with the **Article – Plugging Leaks Vol 2**.

Read the **Article; Plugging Leaks - The Basics (Added June 30th, 2008)** and use the following **Report** to compare your stats with the most profitable stats.

Size	Hands	bb/100	PFR/VPIP Ratio	Preflop Positional Awareness	Steal Pct	Steal from Cutoff	Steal from Button	Steal from SB	Check Raise
6 max	68459	10.76	58.7	2.23	27.6	21.3	33.4	35.2	8.6
heads up	185	25.73	49.4	na	31.9	na	na	31.9	7.7
68644	68644	10.80	58.7	2.23	27.6	21.3	33.4	35.0	8.6

Plugging Leaks 03 (Flop Hand Strength) – Reports

This **Report** coincides with the **Article – Plugging Leaks Vol 3**.

Read the **Article; Plugging Leaks - The Fuzz Rule (Added July 14th, 2008)** and use the following **Report** to compare your stats with the most profitable stats.

Flop Made Hand Value	Draw Strength	Hands	bb/100	\$	WTSD%	W\$SD%	Won Hand%
		53626	-7.74	-\$2277.35	na	na	8.9
top pair q+ kicker	weak/no draw	663	720.66	\$2556.50	40.3	60.3	78.1
2 pair+	good draw	6	4555.00	\$136.65	33.3	100.0	100.0
top pair q+ kicker	good draw	13	1521.15	\$128.95	53.8	71.4	84.6
2 pair+	weak/no draw	850	1346.53	\$6163.40	34.2	69.8	87.9
overpair	weak/no draw	478	825.61	\$1863.70	46.7	63.7	78.2
top pair weak kicker or worse	good draw	1351	85.44	\$635.45	28.8	44.2	47.9
top pair weak kicker or worse	weak/no draw	11375	-95.72	-\$6260.55	24.2	47.0	32.0
unknown		195	-37.18	-\$36.25	4.6	0.0	36.9
top pair weak kicker or worse	great draw	84	711.37	\$305.40	34.5	55.2	67.9
overpair	good draw	3	4320.00	\$64.80	33.3	100.0	100.0
		68644	10.80	\$3280.70	26.5	50.3	15.8

Position – Reports

Stats based on **Position** at the table.

Position	Hands	⚡	⚡ (EV adjusted)	EV bb/100	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%	Steal from Cutoff	Cutoff vs Raiser VPIP
1) small blind	12663	-\$1252.55	-\$1290.41	-13.16	-12.77	34.4	12.0	4.6	24.7	50.6	2.68	29.4	na	na
2) big blind	12826	-\$1260.40	-\$1807.17	-21.82	-16.57	17.1	7.0	5.4	26.2	48.3	2.01	24.3	na	na
3) early	6767	\$305.90	\$456.19	15.52	12.94	16.9	15.0	na	30.8	52.5	3.14	37.5	na	na
4) middle	11132	\$1507.35	\$1570.44	26.75	25.31	17.9	14.9	4.9	28.3	53.5	2.92	38.1	na	na
5) cutoff	12423	\$1063.05	\$1644.06	23.23	16.64	21.2	16.3	4.0	28.6	51.5	2.36	33.3	21.3	14.2
6) button	12833	\$2917.35	\$3138.44	44.89	42.04	29.0	18.1	4.5	25.6	50.3	2.69	34.7	na	na
68644	68644	\$3280.70	\$3711.55	11.96	10.80	23.4	13.7	4.8	26.5	50.3	2.45	30.1	21.3	14.2

Preflop Activity – Reports

Stats based on the **Preflop** action of hands.

Action Facing Player	Hands	⚡	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%
2) unopened	30598	\$2019.85	13.75	23.9	21.5	na	29.2	50.0	3.05	37.8
3) 1 limper	11068	\$1664.00	26.62	33.3	13.5	na	27.7	49.7	2.42	28.1
6) raiser + caller(s)	4516	\$796.80	37.84	22.6	4.9	4.9	22.6	55.6	2.31	26.5
4) 2+ limpers	3571	\$355.45	21.39	29.2	8.7	na	21.0	46.2	2.20	23.2
1) folded to bb	1076	\$292.00	48.61	0.0	0.0	na	na	na	na	na
7) 2+ raisers	1235	-\$725.55	-100.68	4.9	1.9	na	53.5	47.8	1.25	15.2
5) raiser	16580	-\$1121.85	-9.01	17.7	4.8	4.8	26.2	53.8	1.90	29.5
68644	68644	\$3280.70	10.80	23.4	13.7	4.8	26.5	50.3	2.45	30.1

Stack Size – Reports

Broken down into **Big Blinds**, this report shows stats based on how many **Big Blinds** a player has when the hand started.

Stack Size	Hands	↓	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$50%	Agg	Agg%		
5) big stack 150-250 bb	13911	\$1631.60	25.36	23.2	13.7	4.6	28.7	52.3	2.26	30.0		
4) large stack 115-150 bb	14411	\$840.15	15.23	23.5	14.0	5.1	26.7	49.0	2.58	30.5		
3) medium stack 85-115 bb	37201	\$528.80	2.85	23.4	13.8	4.8	25.4	49.7	2.51	30.1		
6) huge stack 250+ bb	2903	\$261.25	20.35	22.6	11.4	4.4	27.4	55.9	2.00	28.1		
2) small stack 50-85 bb	175	\$31.75	36.29	38.9	20.0	6.7	36.1	36.4	3.25	29.8		
1) short stack 0-50 bb	43	-\$12.85	-61.63	39.5	14.0	0.0	13.3	0.0	1.00	12.0		
		68644	68644	\$3280.70	10.80	23.4	13.7	4.8	26.5	50.3	2.45	30.1

Winnings Summary – Reports

Winning Summary is just that, a summary of your winnings based on the stake and type of game played.

Game Type Description	Size	Hands	↓	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$50%	Agg	Agg%	
\$0.5/1 NL	hu	16	\$23.20	145.00	37.5	25.0	0.0	40.0	50.0	2.50	45.5	
\$0.5/1 PL	6 max	615	-\$819.35	-133.23	23.7	14.0	5.0	31.9	40.9	1.82	30.4	
\$0.5/1 NL	6 max	6687	\$160.65	2.40	21.4	13.4	4.2	26.1	55.2	2.01	27.7	
\$0.25/0.5 NL	6 max	53975	\$3025.75	11.21	23.5	13.8	4.8	26.7	50.0	2.53	30.2	
\$0.25/0.5 NL	hu	149	-\$2.15	-2.89	43.0	20.1	15.4	28.8	42.9	1.82	26.7	
\$0.25/0.5 PL	hu	20	\$14.35	143.50	35.0	20.0	0.0	42.9	66.7	7.00	46.7	
\$0.25/0.5 PL	6 max	7104	\$794.75	22.37	24.0	13.3	5.3	24.4	49.4	2.39	30.9	
\$0.1/0.25 NL	6 max	45	\$75.40	670.22	35.6	20.0	13.3	35.7	80.0	2.60	39.3	
\$0.05/0.1 NL	6 max	33	\$8.10	245.45	18.2	15.2	14.3	25.0	50.0	2.00	26.7	
		68644	68644	\$3280.70	10.80	23.4	13.7	4.8	26.5	50.3	2.45	30.1

Preflop Cards

The **Preflop Cards** Tab under **Cash Games** allows users to analyze starting hands in multiple ways.

1. Filter by the standard Holdem Manager **Main Filter** at the top.
2. There are **Quick Filters** check boxes on the far left for the most common filter types.
3. Quickly filter by number of **Big Blinds** and **Players**.

The screenshot displays the 'Preflop Cards' analysis tool. On the left, 'Quick Filters' include options like 'All Cards', 'Raise Unopened', 'Cold Call', 'Over Limp', '3 Bet', 'Call 3 Bet', '4 Bet', 'Call 4 Bet', 'Limp Reraise', 'Early Position', 'Middle Position', 'Cutoff', 'Button', 'Small Blind', and 'Big Blind'. The central 'Known Cards' grid lists 52 hand combinations with their win and loss percentages. For example, AA has a 0.32% win rate and 0.28% loss rate. The 'Unknown Cards' table on the right shows win/loss rates for Preflop (0.0%/0.0%), Flop (0.0%/0.0%), Turn (0.0%/0.0%), River (0.0%/0.0%), and Showdown (0.0%/0.0%). At the bottom, a hand history table shows a hand on 09/29/09 at 11:38:02 with stakes \$0.25/0.5 NL, cards AARRC, flop 5TAX, turn J, river R, and a final equity of 90.9.

Preflop Cards Continued...

Quick Filters on the left have the following checkboxes for **Preflop Action**:

- All Cards
- Raised Unopened
- Raise Limper(s)
- Cold Call
- Over Limp
- 3 Bet
- Call 3 Bet
- 4 Bet
- Call 4 Bet
- Limp Reraise

*Note: You can only select one **Preflop Action** at a time.*

Position Filters in the **Quick Filters** include the following:

- Early Position
- Middle Position
- Cutoff
- Button
- Small Blind
- Big Blind

*Note: Multiple **Position Filters** can be applied simultaneously.*

To **Filter by Players** and **Big Blinds**, check the corresponding checkbox and input the parameters you'd like to filter by.

The image shows a screenshot of a filter settings panel. It contains two sections, each with a checkbox and a range input. The first section is labeled 'Filter by Effective BB's' and has a range of '50 to 150'. The second section is labeled 'Filter by # Players' and has a range of '2 to 10'. Both checkboxes are currently unchecked.

Once you've setup the **Filters** you want to use, click on a hand in the **Hand Chart** and the **Hand View** will populate with the hands meeting this criteria.

You can filter more than just the **Quick Filters** by clicking the **Main Filter** button at the top-center of the **Known Cards Hand Chart**.

Unknown Cards:

This shows the percentage of **Unknown Cards** on different streets when the pot was won or lost. This is for when you are looking at a player other than yourself.

Hands

The **Hands Tab** is just an expanded version of the **Hand View** that is displayed on most of the **Tabs**.

This is a good place to use the **Main Filter** to sort specific hands and situations with less clutter on the screen.

Only Show Marked Hands:

Only Show Marked Hands displays hands that you have **Marked** for later viewing.

There's two ways to **Mark** a hand for later viewing:

1. The **HUD Overlay** displays the last three hands on the table with the person who won and the \$ amount they won. When you open that up there's a checkbox directly to the left of the players name on pot, click this checkbox. See the [Hand History](#) section for a screenshot of this.
2. Right clicking the hand in the **Hand View** brings up the option, **Mark Selected Hands**.

Show Known Holecards:

Show Known Holecards is for **Villain** analysis. If you have a **Villain** selected as the player in your **Filters**, you can uncheck this box to hide the **Villains Known Holecards**.

Time	Stakes	Cards	Flop	Turn	River	Pot	EV \$ Diff	Pos	Facing Preflop	Action	All In	Equity %
09/29/09 16:47:23	\$0.25/0.5 NL	97	R	5 8 7	B	\$1.35	2.70	\$0.00	SB	Unopened	PFR	Mi
09/29/09 16:47:16	\$0.25/0.5 NL	72	R			\$0.25	0.50	\$0.00	BB			Mi
09/29/09 16:47:10	\$0.25/0.5 NL	55	F			-\$0.25	-0.50	\$0.00	SB	Unopened		Lc
09/29/09 16:47:04	\$0.25/0.5 NL	53	F			\$0.25	0.50	\$0.00	BB			Mi
09/29/09 16:46:59	\$0.25/0.5 NL	02	F			-\$0.25	-0.50	\$0.00	SB	Unopened		Lc
09/29/09 16:46:35	\$0.25/0.5 NL	3K	C	0 0 7	X 6	\$3.15	6.30	\$0.00	BB	1 Raiser	VPIP	Mi
09/29/09 16:46:01	\$0.25/0.5 NL	K7	RC	8 0 7	X K	\$3.15	6.30	\$0.00	SB	Unopened	PFR	Mi
09/29/09 16:45:54	\$0.25/0.5 NL	36	F			-\$0.50	-1.00	\$0.00	BB	1 Raiser		Lc
09/29/09 16:45:23	\$0.25/0.5 NL	04	RC	3 A 5	X 5	\$5.50	11.00	\$0.00	SB	Unopened	PFR	Mi
09/29/09 16:45:02	\$0.25/0.5 NL	43	C	A 5 6	X 9	\$0.90	1.80	\$0.00	BB	1 Raiser	VPIP	Mi
09/29/09 16:44:53	\$0.25/0.5 NL	40	R			\$0.50	1.00	\$0.00	SB	Unopened	PFR	Mi
09/29/09 16:44:42	\$0.25/0.5 NL	AK	R			\$0.50	1.00	\$0.00	BB	1 Limper	PFR	Mi
09/29/09 16:44:35	\$0.25/0.5 NL	67	R			\$0.50	1.00	\$0.00	SB	Unopened	PFR	Mi
09/29/09 16:44:04	\$0.25/0.5 NL	6B	C	T 5 3	X 6	-\$4.95	-9.90	\$0.00	BB	1 Raiser	VPIP	Lc
09/29/09 16:43:57	\$0.25/0.5 NL	A5	R			\$0.50	1.00	\$0.00	SB	Unopened	PFR	Mi
09/29/09 16:43:47	\$0.25/0.5 NL	29	R			\$0.25	0.50	\$0.00	BB			Mi
09/29/09 16:43:33	\$0.25/0.5 NL	2A	RF			-\$1.50	-3.00	\$0.00	SB	Unopened	PFR	Lc
09/29/09 16:43:12	\$0.25/0.5 NL	5A	C	K 8 T	XR	\$2.25	4.50	\$0.00	BB	1 Raiser	VPIP	Mi
09/29/09 16:43:05	\$0.25/0.5 NL	A4	R			\$0.50	1.00	\$0.00	SB	Unopened	PFR	Mi
09/29/09 16:42:59	\$0.25/0.5 NL	32	F			-\$0.50	-1.00	\$0.00	BB	1 Raiser		Lc
09/29/09 16:42:53	\$0.25/0.5 NL	2T	F			-\$0.25	-0.50	\$0.00	SB	Unopened		Lc
09/29/09 16:42:16	\$0.25/0.5 NL	4K	C	6 7 5	XR	\$2.70	5.40	\$0.00	BB	1 Raiser	VPIP	Mi
09/29/09 16:42:07	\$0.25/0.5 NL	KJ	R			\$0.50	1.00	\$0.00	SB	Unopened	PFR	Mi
09/29/09 16:41:51	\$0.25/0.5 NL	84	C	7 4 3	X 5	\$0.90	1.80	\$0.00	BB	1 Raiser	VPIP	Mi
09/29/09 16:41:45	\$0.25/0.5 NL	64	F			-\$0.25	-0.50	\$0.00	SB	Unopened		Lc
09/29/09 16:41:39	\$0.25/0.5 NL	73	F			-\$0.50	-1.00	\$0.00	BB	1 Raiser		Lc
100 hands						\$52.90	105.80	\$0.00				

Sessions

HOLD'EM MANAGER Instruction Manual

The **Sessions Tab** displays all the **Sessions** you've played. There's a quick sort option labeled **Group By**. This lets you sort your **Sessions** by the following:

- Session (by Table)
- Session
- Day
- Month



Start Time of Session	End Time of Session	Minutes Played	Stakes	Hands	\$	\$/hr	\$ EV	Avg Players	VPIP%	PF%
09/29/09 05:51:00	09/29/09 16:48:23	657.3	\$0.25/0.5 NL	3490	-4386.50	-125.28	-4298.33	2.0	63.0	48
09/28/09 22:35:30	09/28/09 22:39:51	4.4	\$0.1/0.25 NL	10	\$23.63	\$23.93	\$2.51	5.5	22.2	22
09/26/09 07:19:52	09/26/09 08:26:22	66.5	\$0.25/0.5 NL	359	-187.50	-169.17	-191.62	2.0	60.9	45
09/26/09 02:01:49	09/26/09 06:00:48	239.0	\$0.25/0.5 NL	927	\$107.85	\$49.67	\$17.14	2.0	65.1	48
09/25/09 06:22:25	09/25/09 06:26:53	4.5	\$0.1/0.25 NL	11	\$8.46	\$113.64	\$8.46	4.9	20.0	20
09/25/09 04:55:29	09/25/09 05:37:09	41.7	\$0.25/0.5 NL	162	\$82.00	\$118.08	-\$0.05	2.0	60.6	46
09/24/09 01:04:43	09/24/09 01:08:19	3.6	\$0.25/0.5 NL	12	-\$3.75	-\$62.50	\$4.23	4.1	45.5	26
09/22/09 22:46:36	09/22/09 22:50:07	3.5	\$0.25/0.5 NL	9	-\$2.50	-\$42.65	-\$2.50	5.1	11.1	0
09/20/09 23:07:25	09/21/09 02:23:24	196.2	\$0.25/0.5 NL	800	\$134.70	\$41.20	\$142.63	2.0	69.5	55
09/20/09 20:05:55	09/20/09 21:26:08	80.2	\$0.25/0.5 NL	302	\$70.30	\$52.60	\$136.26	2.0	62.3	50
09/20/09 07:00:47	09/20/09 14:57:48	477.0	\$0.25/0.5 NL	3739	-\$152.50	-\$19.18	-\$98.08	5.5	30.0	22
				120.68 hrs	120.68 hrs					
				49152	\$2058.66	\$17.06	\$2155.35	5.0	26.2	18

Time	Stakes	Cards	Flop	Turn	River	\$	bbs	EV \$ Diff	Pos	Facing Preflop	Action	All-In	Equity %
09/29/09 16:47:23	\$0.25/0.5 NL	97	R 587	B		\$1.35	2.70	\$0.00	SB	Unopened	PFR		M
09/29/09 16:47:16	\$0.25/0.5 NL	72	F			\$0.25	0.50	\$0.00	BB	Unopened			M
09/29/09 16:47:10	\$0.25/0.5 NL	55	F			-\$0.25	-0.50	\$0.00	SB	Unopened			U
09/29/09 16:47:04	\$0.25/0.5 NL	53	F			\$0.25	0.50	\$0.00	BB	Unopened			M
09/29/09 16:46:59	\$0.25/0.5 NL	02	F			-\$0.25	-0.50	\$0.00	SB	Unopened			U
09/29/09 16:46:35	\$0.25/0.5 NL	3K	C 007	X 6	B 3	\$3.15	6.30	\$0.00	BB	1 Raiser	VPIP		M
09/29/09 16:46:01	\$0.25/0.5 NL	K7	RC 807	X K	B	\$3.15	6.30	\$0.00	SB	Unopened	PFR		M
09/29/09 16:45:54	\$0.25/0.5 NL	36	F			-\$0.50	-1.00	\$0.00	BB	1 Raiser			U
09/29/09 16:45:23	\$0.25/0.5 NL	04	RC 3A5	X 5	C 2	\$5.50	11.00	\$0.00	SB	Unopened	PFR		M
09/29/09 16:45:02	\$0.25/0.5 NL	43	C A56	X 9	B 2	\$0.90	1.80	\$0.00	BB	1 Raiser	VPIP		M
09/29/09 16:44:53	\$0.25/0.5 NL	40	R			\$0.50	1.00	\$0.00	SB	Unopened	PFR		M
09/29/09 16:44:42	\$0.25/0.5 NL	AK	R			\$0.50	1.00	\$0.00	BB	1 Limper	PFR		M
100 hands						\$52.90	105.80	\$0.00					

Session (by Table):
Shows your Sessions on a per table basis

Start Time of Session	End Time of Session	Table Name
12/27/08 21:48:05	12/27/08 21:55:52	Vern (deep 6)
12/27/08 21:45:41	12/27/08 21:54:58	Selkirk (6 max)
12/27/08 21:45:19	12/27/08 23:10:21	Clifton (6 max)
12/27/08 21:31:54	12/27/08 22:11:01	Ken (6 max)
12/27/08 21:31:36	12/27/08 21:59:30	Joshua (6 max)
12/27/08 20:54:46	12/27/08 21:57:49	Griffith (6 max)

Session:

If you are multi-tabling, all the tables you are playing at the same time show up under **Start Time** and **End Time** of the **Session** in a single row.

Day:

Sorts your Sessions by day in a single row

Month:

Sorts your Sessions by Month in a single row

Special things that are only displayed in the **Sessions Tab Main View** are:

- Start Time of Session
- End Time of Session
- Minutes Played
- Money won Per Hour (\$/hr)
- Average Players

Right clicking on the Main View of the Sessions Tab give you two options:

1. Update all Filters to Session Date and Time Range
2. Save Grid to CVS File

Update all Filters to Session Date and Time Range applies the time stamp of your overall session to your other **Tab's Main Filters**.

Save Grid to CVS File (Comma Separated Values) Once Saved, this file can be seamlessly imported into Excel or other spreadsheet type programs for later viewing.

Graphs

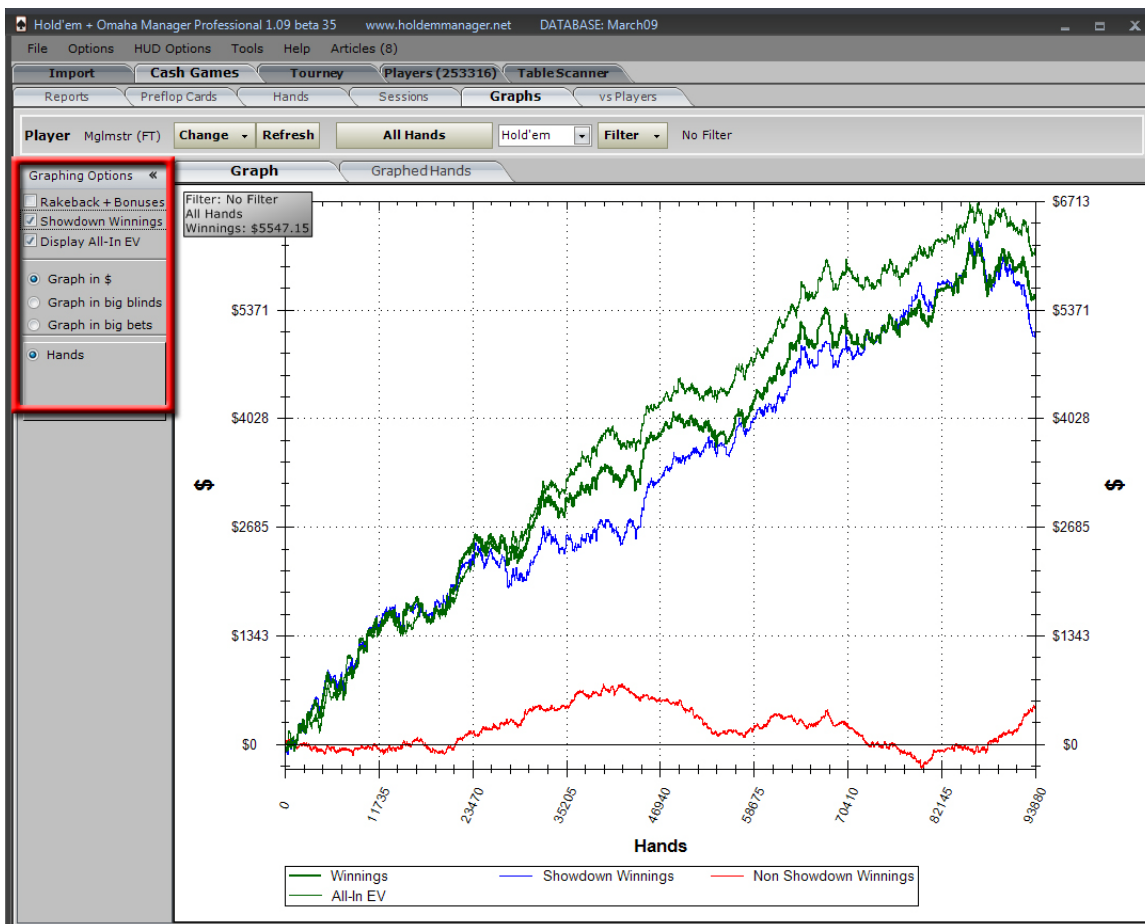
Graphs are a great way to see your performance in trends. The Hold'em Manager Graphs allow you to display the following trend lines:

- Winnings
- Rackback and Bonuses
- Showdown Winnings
- Non Showdown Winnings
- All-in EV

Along with the above chart lines, you can display your graph in:

- Dollars \$
- Big Blinds
- Big Bets (**Big Bets** are = to 2 **Big Blinds**)

You can also view **Hand Histories** of the hands currently in the graph window by pressing the **Graphed Hands** button.



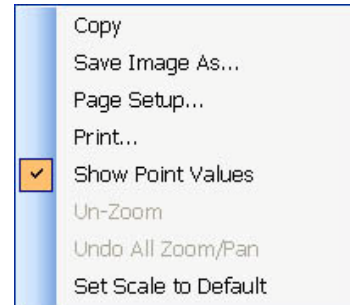
Graphs Continued...

As with all the other **Tabs** in Holdem Manager, you can use the **Main Filters** to filter your graph by numerous parameters.

Left clicking on the **Graph** and dragging your mouse **Zooms** that part of the **Graph**.

Right clicking the graph brings up the following options:

- Copy
- Save Image As
- Page Setup
- Print
- Show Point Values
- Un-Zoom
- Undo All Zoom/Pan
- Set Scale to Default



Copy

Copies the graph to your clipboard for pasting into Photoshop, MS Paint, etc

Save Image As

Save Image As allows you to save your graph to your hard drive in the following formats:

- EMF
- PNG
- GIF
- JPG
- TIF
- BMP

Page Setup

Page Setup is strictly for **Printer** type options. You can set the size of the graph for **Printing** along with margins and orientation. (Landscape/Portrait)

Print

Print brings up **Printing Options** for you **Graph**.

Show Point Values

Show Point Values allows you to get specific information when hovering your mouse over a line on the **Graph**. The information displayed shows the details of the **Graph** line where you mouse is.

Un-Zoom

Un-Zoom is like an **Undo** button when you have **Zoomed** in on your **Graph**. Checking this will **Undo** the most recent **Zoom**. Continue checking this menu to keep undoing **Zoom** levels.

Undo All Zoom/Pan

Undo's all Zoomed actions.

Set Scale to Default

By default, Holdem Manager uses all the screen space possible for the **Graph** to give as much detail as possible. **Set Scale to Default** makes your hands and winnings columns round numbers.

Vs Players

Ever have a player that's constantly giving you trouble? The **Vs Player Tab** lets you analyze your hands based on opponents.

The Columns at the top sort by:

- Opponent
- 50BB+ Wins
- Wins
- 50BB+ Loses
- Losses
- Largest Single Win
- 20BB+ Wins
- Largest Single Loss
- 20BB+ Losses
- Overall Winnings

At the bottom above the **Hands View** window there's also a **Min BB's Won or Lost** field. This allows you to sort the **Hands View** window by minimum **Big Blinds** won or lost.

Tip: To find the player you're looking for fast; sort the **Opponent** column by clicking the **Opponent** text at the top. Then highlight a player and enter the first character of the player's name you're trying to find. If I'm trying to find the player DonkeySucksMeOut, I'd press **D** on my keyboard and it will take me to all the players' names that start with **D**.

The screenshot shows the Hold'em Manager Professional 1.09 beta 35 interface. The main window is titled 'vs Players' and displays a table of player statistics. The table has columns for Opponent, Wins, Losses, 20BB+ Wins, 20BB+ Losses, 50BB+ Wins, 50BB+ Losses, Largest Win, Largest Loss, and \$. The data is sorted by Opponent. Below the table is a 'Hands View' window showing a list of hands with columns for Time, Stakes, Cards, Flop, Turn, River, \$, bbs, EV \$ Diff, Pos, Facing Preflop, Action, All-In, and Equity %.

Opponent	Wins	Losses	20BB+ Wins	20BB+ Losses	50BB+ Wins	50BB+ Losses	Largest Win	Largest Loss	\$
OrraMassaHein (ft)	84	70	5	2	2	1	\$63.85	-\$27.00	\$159.60
Lord Xail (ft)	219	197	9	6	2	0	\$58.10	-\$18.00	\$138.95
ludd1t3 (ft)	133	107	9	11	4	3	\$89.65	-\$50.00	\$132.55
saload78 (ft)	141	90	5	2	1	0	\$60.25	-\$19.50	\$112.50
BetToLive (ft)	135	112	6	2	1	0	\$60.00	-\$24.00	\$102.50
Nas85 (ft)	47	51	6	4	2	2	\$68.60	-\$32.00	\$95.60
Ch3rish (ft)	18	4	3	0	1	0	\$50.00	-\$3.50	\$95.50
hed_vegas (ft)	138	131	8	6	5	2	\$48.00	-\$48.50	\$92.80
Tommygunn50 (ft)	48	36	3	1	1	0	\$38.75	-\$11.00	\$76.10
nocallnoshov (ft)	75	72	3	1	2	0	\$47.55	-\$16.50	\$55.95
enlaplaya (ft)	12	5	1	1	1	0	\$48.50	-\$12.50	\$49.50
Eznuts78 (ft)	13	8	1	0	1	0	\$47.20	-\$6.50	\$48.70
GG_BOY8 (ft)	20	12	1	0	1	0	\$39.35	-\$8.00	\$48.60
MoeDoe77 (ft)	76	76	7	1	1	0	\$41.05	-\$17.00	\$47.20

Time	Stakes	Cards	Flop	Turn	River	\$	bbs	EV \$ Diff	Pos	Facing Preflop	Action	All-In	Equity %		
09/29/09 12:04:25	\$0.25/0.5 NL	A9	R	A55	B7	B	\$22.50	45.00	\$0.00	BB	1 Raiser	PFR			
09/29/09 11:52:51	\$0.25/0.5 NL	JK	C	4J6	XR2	B	\$15.00	30.00	\$0.00	BB	1 Raiser	VPIP			
09/29/09 11:52:04	\$0.25/0.5 NL	AQ	R	73K	BK	B	\$63.35	126.70	\$0.00	BB	1 Raiser	PFR			
09/29/09 11:51:30	\$0.25/0.5 NL	JJ	RC	KT4	C3	X	\$10.00	20.00	\$0.00	SB	Unopened	PFR			
09/29/09 11:49:15	\$0.25/0.5 NL	66	RC	858	C2	X	9	C	-\$27.00	-\$4.00	\$0.00	SB	Unopened	PFR	
09/29/09 11:38:02	\$0.25/0.5 NL	AA	RRC	5TA	XJ	R	4	(AI)	\$49.50	99.00	-\$9.05	SB	Unopened	PFR	Turn 90.9
7 hands							\$116.85	233.70	-\$9.05						

Tourney

Brand new for 2009 is an insanely powerful **Tourney / Results Tab!!!** Think of it as your own personal **Tournament Manager!** Now you're able **Filter Tournaments** by Buy-in, # of Players, Speed, Game Type, Single Table SNG's and MTT's for easy analysis.

On top of that, all these powerful **Filters** work seamlessly with the brand new **Trending Graphs!** The **Trending Graphs** display **Finish Distribution** over time (1st through 10th) along with **ROI, ITM** (Return on Investment & In the Money) and **Luck Adjusted Winnings**.

It gets even better! All of your **Filtered Tournament Stats** are always displayed on the left side of the **Tournament / Results Tab** for easy viewing of your **Tournament Performance** at any time, with any **Filter**.

The screenshot displays the 'Tourney Results' tab in Hold'em Manager. On the left, there are 'Tourney Result Filters' including 'Filter by Date' (All Hands), 'Filter by Tourney Details' (Buyin: 0 to 5000, # Players: 2 to 20000, Speed: All Speeds, Game: All Games, Tables: All), and 'Filtered Data' (Tournaments: 50, Completed: 50, Not Finished: 0, Unknown Buyin: 0). Below these are statistics: ROI%: 34.6%, In the Money%: 48.0%, Winnings: \$22.48, Time Played: 6.9 hours, \$/hr: \$3.27, Avg Buyin: \$1.30, and Avg Duration: 30.5 min. A bar chart shows finish distribution for 10 positions. The main table lists 14 hands with columns for #, Sum, Start Time, Buyin, Rebuys, Finish, Size, \$ Won, \$EV Won, and Time. The bottom section shows '58 hands returned' with a profit of 29.75 and a loss of -1.32.

The **Tourney Tab** in Holdem Manager is broken down into five **Sub-Tabs**:

- [Reports](#)
- [Hands](#)
- [Preflop Cards](#)
- [Results](#)

Results

First we're going to talk about the **Tourney Results Filters** that populate the left side of every single **Tourney / Results** window. After that we'll breakdown the four **Tourney / Results Sub-Tabs** listed below:

- [Data View](#)
- [Trending](#)
- [Graph](#)
- [Stats](#)

Tourney Results Filters

Filter By Date allows you to **Filter** all your **Tournaments** by specific time periods.

Filter by Tournament Details:

- Buy-in – Self Explanatory (\$ Amount)
- # of Players – Here you're able to sort your **Tournament** results by **Single Table Tournaments** or **Multi Table Tournaments** by adjusting the **# of Players**.
- Speed – All / Turbo / Normal
- Game – All / No Limit / Pot Limit / Limit
- Tables – All / Single Table / Two Table / Multi-Table
- Refresh – Always click the **Refresh** button after changing a **Filter** anywhere in Holdem Manager.
- Show EV\$ Adjusted Values – When checked, this changes your stats to show EV\$ Adjusted Values.



The numbers at the bottom (1-10) is your average finishing position based on the filters applied.

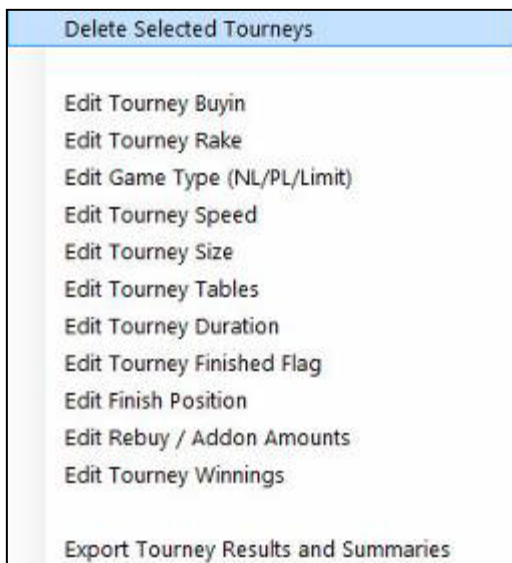
Data View – Tourney Results Tab

The Data View shows your Filtered Tournaments by:

- Start Time
- Buy-in
- Finish (Position)
- Size (# of Entrants)
- \$ Won
- Time (Duration of Tournament)
- # Played (how many tables you were multi-tabling at the time)
- Speed
- Tables
- Game
- Tourney #

You can press any of the above column text to sort your **Data View Tournaments** by column.

Right clicking on the **Data View** window brings up the following options:



Use this to edit any tournament information that is missing. MTT tournaments will not get all the correct information unless you make it deep into the tournament or Final Table the tournament.

***Note:** There's three buttons right above the **Hand View** that perform the same function as right clicking in the **Data View** window.*

Color Coding:

The rows in the Data View are color coded based on:

- Green = ITM (In the Money)
- White = Did not Cash
- Grey = Incomplete Tournament

Note: FTP Matrix tournaments will show the Matrix part of the tournament as incomplete if you closed the tournament lobby before the Matrix prize pool was distributed.

#	Sum	Start Time	Buyin	Finish	Size	\$ Won	Time	# Played	Speed	Tables	Game	Tourney #
162	✓	2008/12/02 03:51 AM	1.20	2	9	3.24	42.6	5	Regular	1 Table	NL	709314884
163	✓	2008/12/02 03:51 AM	1.20	2	9	3.24	45.9	5	Regular	1 Table	NL	709314882
164	✓	2008/12/02 03:51 AM	1.20	2	9	3.24	36.2	5	Regular	1 Table	NL	709314882
165	✓	2008/12/02 03:51 AM	1.20	6	9	0.00	26.1	5	Regular	1 Table	NL	709314881
166	✓	2008/12/02 03:51 AM	1.70	2	9	3.24	46.2	5	Regular	1 Table	NL	709314880
167	✓	2008/12/02 03:27 AM	1.70	0	9	0.00	0.0	4	Regular	1 Table	NL	710494190
168	✓	2008/12/03 01:27 AM	1.20	7	9	0.00	22.2	4	Regular	1 Table	NL	710494191
169	✓	2008/12/03 01:27 AM	1.20	3	9	2.16	36.8	4	Regular	1 Table	NL	710494191
170	✓	2008/12/03 01:27 AM	1.20	7	9	0.00	31.9	4	Regular	1 Table	NL	710494192
171	✓	2008/12/03 01:27 AM	1.20	7	9	0.00	14.0	4	Regular	1 Table	NL	710494193
172	✓	2008/12/04 03:55 AM	1.20	3	9	2.16	28.8	10	Regular	1 Table	NL	711834794
173	✓	2008/12/04 03:55 AM	1.20	7	9	0.00	13.0	10	Regular	1 Table	NL	711834793
174	✓	2008/12/04 03:55 AM	1.70	3	9	2.16	32.4	10	Regular	1 Table	NL	711834790

Manually Add a New Tourney

Here you can add a **Tournament** to the Holdem Manager database.

Fill out all of the information and click **Save** when you're done. Once completed, Holdem Manager will add this **Tournament** to your Holdem Manager database.

*Note: You can't add a **Tournament** if you're using an **Alias**. You can only add a **Tournament** using your poker client user name. Click the **Change** button next to your **Alias** to change to your poker client user name.*

Manually Add Tourney Result

Tourney Details

Tourney Number: Make up a #

Poker Site: FT

Total Buyin: ↓ (including tourney rake)

Rake: ↓

Game Type: No Limit Pot Limit Limit

Speed Type: Regular Turbo

Tourney Size:

Tourney Tables: 1 2 3 or More

Result Details

Player: Mglmstr

Tourney Start Time: Jan 09, 2009 23:39:49

Duration: minutes seconds

Is Player Finished:

Finish Position:

Rebuys / Addons: ↓

Winnings: ↓

Tourney Details

Tourney Number: 709314882

Poker Site: FT

Total Buyin: 1.20 \$ (including tourney rake)

Rake: 0.00 \$

Game Type: No Limit Pot Limit Limit

Speed Type: Regular Turbo

Tourney Size: 9

Tourney Tables: 1 2 3 or More

Result Details

Player: Mglmstr

Tourney Start Time: Dec 02, 2008 03:51:21

Duration: 36 minutes 10 seconds

Is Player Finished:

Finish Position: 2

Rebuys / Addons: 0.00 \$

Winnings: 3.24 \$

Cancel Save

Edit Selected Tourney:

Edit Selected Tourney brings up a window very similar to the **Manually Add a New Tourney** window shown above. Simply fill out the information and click **Save** to update your Holdem Manager Database with this new **Tournament** information.

Delete Selected Tourney:

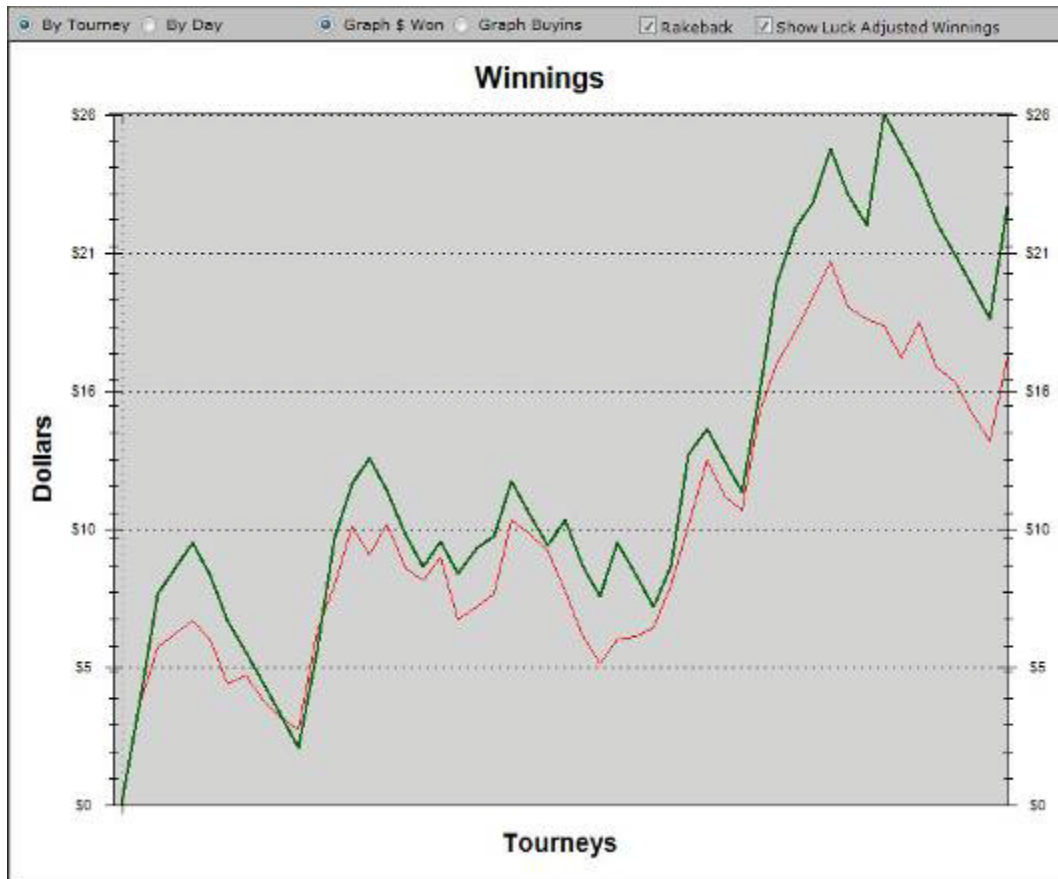
This option **Deletes** the selected **Tournament** from your Holdem Manager Database.

Graph – Tourney Results Tab

The **Graph Tab** charts your **Tournament** winnings.

There are six checkboxes at the top allowing you to **Filter** your **Graph** by:

- Tourney
- Date
- Graph in \$ Won
- Graph in Buyins
- Rakeback
- Show Luck Adjusted Winnings (RED)



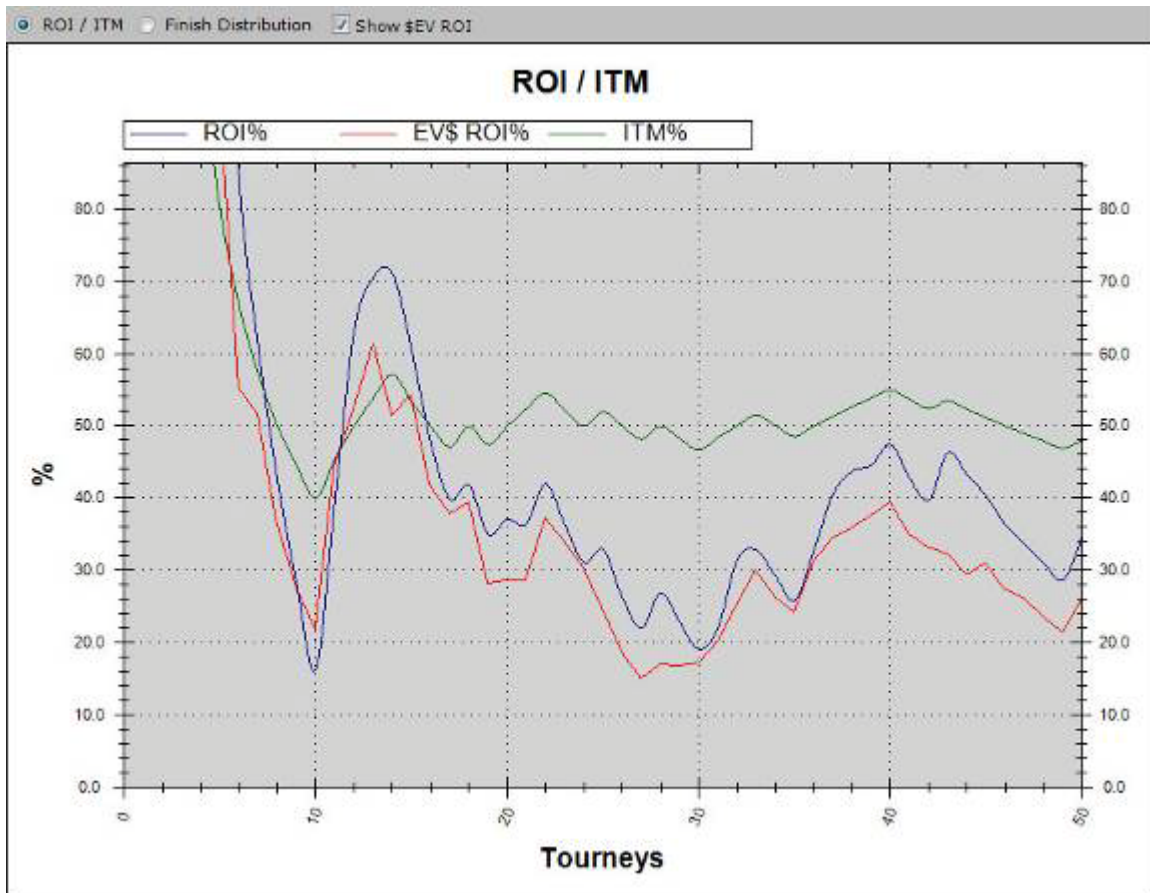
Trending – Tourney Results Tab

The **Trending Tab** shows **ROI / ITM** or **Finish Distribution**. Select the checkbox at the top and your **Graph** will display either option.

ROI = Return on Investment

ITM = Finishing in the Money

ROI Graph:

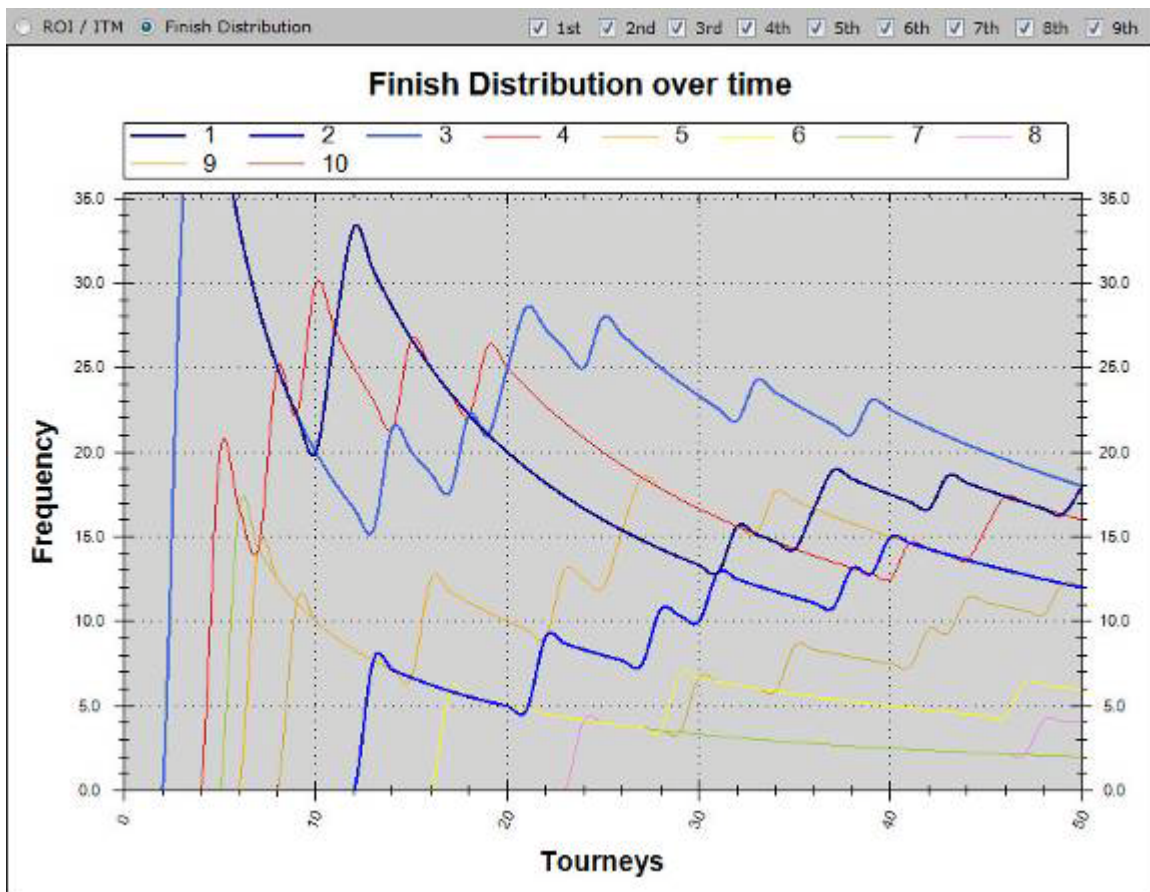


There's also an option to show your ROI based on All-in EV. This is the **RED** line above.

Finish Distribution Graph:

Finish Distribution charts your **Finishing Position** percentage over time. There's also checkboxes (1-10) at the top to remove those finish positions from the **Graph**.

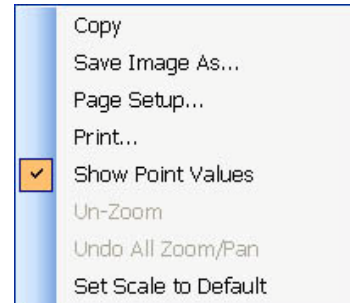
*Note: Both the **ROI / ITM** and **Finish Distribution Graphs** will be erratic on the far left. This is completely normal because your **Frequency** and **Percentages** will be jumping around until you have a solid amount of tournaments to average these statistics.*



Right Clicking any Graph:

Right clicking the **Graph** brings up the following options:

- Copy
- Save Image As
- Page Setup
- Print
- Show Point Values
- Un-Zoom
- Undo All Zoom/Pan
- Set Scale to Default



Copy:

Copies the graph to your clipboard for pasting into Photoshop, MS Paint, etc

Save Image As:

Save Image As allows you to save your graph to your hard drive in the following formats:

- EMF
- PNG
- GIF
- JPG
- TIF
- BMP

Page Setup:

Page Setup is strictly for **Printer** type options. You can set the size of the graph for **Printing** along with margins and orientation. (Landscape/Portrait)

Print:

Print brings up **Printing Options** for you **Graph**.

Show Point Values:

Show Point Values allows you to get specific information when hovering your mouse over a line on the **Graph**. The information displayed shows the details of the **Graph** line where you mouse is.

Un-Zoom:

Un-Zoom is like an **Undo** button when you have **Zoomed** in on your **Graph**. Checking this will **Undo** the most recent **Zoom**. Continue checking this menu to keep undoing **Zoom** levels.

Undo All Zoom/Pan:

Undo's all Zoomed actions.

Set Scale to Default:

By default, Holdem Manager uses all the screen space possible for the **Graph** to give as much detail as possible. **Set Scale to Default** makes your hands and winnings columns round numbers.

Stats – Tourney Results Tab

The **Stats Tab** breaks down your **Tournament Results** by:

- Stakes
- Multi-tabling
- Daily
- Monthly

At the top there's a dropdown menu with a **Run Report** button right next to it. Select the dropdown item you want to run a **Report** on and click the **Run Report** button. The **Main View** will now populate with the **Report** you selected to run.

Stakes	#	ROI%	ITM%	Time	Rake \$	Hours	\$/Hr	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
\$1.20	396	16.8	39.1	26.3	79.92	0.00	46.5	1.72	14.9	14.4	16.4	14.4	10.4	11.9	6.3	5.6	5.8	0.0
\$1.70	82	-1.6	48.8	33.4	-2.24	41.80	37.0	-0.06	18.3	18.3	18.3	15.9	11.0	4.9	8.5	1.2	3.7	0.0
\$2.20	32	9.7	43.8	29.3	6.82	0.00	5.3	1.20	0.0	34.4	9.4	15.6	12.5	6.3	12.5	3.1	6.3	0.0
\$3.20	6	-38.1	33.3	37.0	-7.32	6.00	3.7	-1.99	16.7	0.0	16.7	33.3	0.0	33.3	0.0	0.0	0.0	0.0
\$3.30	1	-100.0	0.0	54.0	-3.30	0.30	0.9	-3.67	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
\$4.40	1	-100.0	0.0	43.4	-4.40	0.40	0.7	-6.14	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	100.0	0.0
\$5.20	4	-51.9	25.0	32.4	-10.80	0.80	0.7	-16.20	25.0	0.0	0.0	0.0	0.0	50.0	25.0	0.0	0.0	0.0
\$5.25	1	90.5	100.0	8.1	4.75	0.25	0.1	35.63	100.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
\$5.50	1	-100.0	0.0	9.7	-5.50	0.50	0.2	-33.00	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
\$6.90	4	66.2	25.0	36.6	17.20	2.00	1.5	11.22	25.0	0.0	0.0	0.0	25.0	0.0	25.0	0.0	25.0	0.0
\$10.40	35	15.4	60.0	28.9	56.00	14.00	6.2	9.06	60.0	0.0	0.0	0.0	0.0	11.4	8.6	5.7	11.4	2.9
\$11.00	1	-100.0	0.0	32.2	-11.00	1.00	0.5	-20.63	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

When running a **Report**, the columns include the following **Stats**:

- # (Tournaments Played)
- ROI%
- ITM%
- Time (Minutes)
- \$ (Money Won)
- Rake \$
- Hours
- \$/Hr
- Finish Position (1st -10th)

Stakes:

Displays all **Stakes** by dollar amount in the far left column.

Multi-tabling:

Shows the number of tables a player was **Multi-Tabling** as the **Tournament** was running in the far left column.

Daily:

Breaks **Tournament Results** down by **Day** in the far left column.

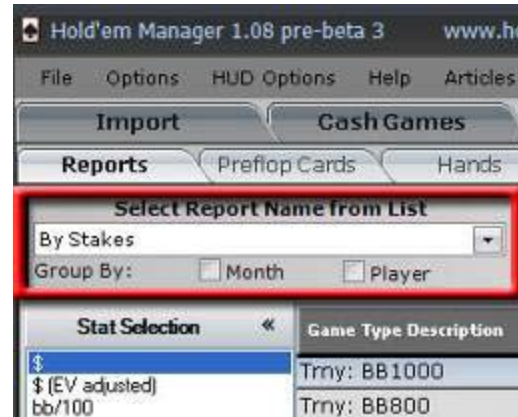
Month:

Displays **Tournament Results** by **Month** in the far left column.

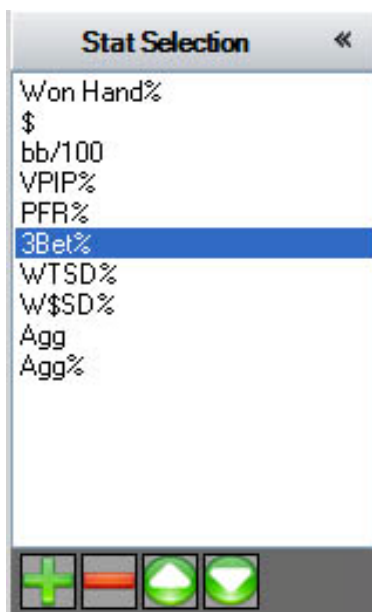
Reports – Tourney Tab

At the top-left of the **Tourney / Reports Tab** there's a dropdown menu that says, **Select Report Name from List**.

Changing the **Select Report by Name from List** changes what's displayed in the **Main View**. The following headings detail some of the information that can be found in the different **Select Report Name from List** menu.



Stat Selection – Reports



The **Stat Selection** on the far left of the **Tourney / Reports Tab** allows you add and remove stats being displayed along with changing the order stats are displayed.

Change Order:

Simply highlight a stat and click the green **Up** and **Down** arrows.

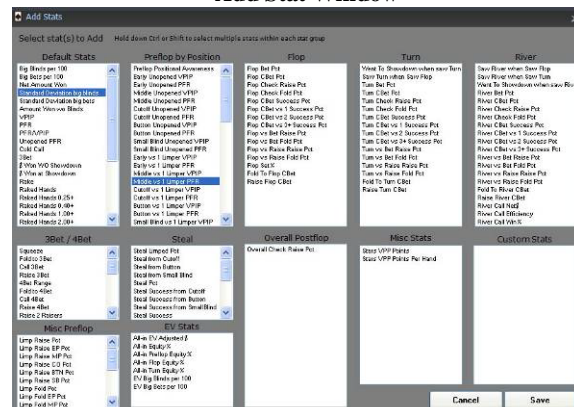
Add Stat:

4. Click the green **Plus** button to bring up the **Add Stats** window. (Below)
5. Highlight a stat or stats by holding down the **CTRL** button when selecting multiple stats.
6. Click **Save**.

Remove Stat:

Highlight a stat and click the red **Minus** button.

Add Stat Window



Main View – Reports

Below lists the main functionality of the **Main View**:

- All of the columns can be sorted by clicking the column heading at the top.
- At the bottom of the **Main View**, (above the **Hand View**) totals for the columns are displayed.
- Hands are displayed in the **Hand View** based on what is highlighted in the **Main View**.
 - For Example: If you just want your **Trny: BB200** hands to be displayed, click the **Game Type Description, Trny: BB200**.
- Right clicking in the **Main View** gives the option to save your **Main View** out as a CVS file. (Comma Separated Values) This file can be seamlessly imported into Excel or other spreadsheet type programs for later viewing.

By Stakes – Reports

Reports / By Stakes displays the **Tournament** Big Blind level along with the number of hands, money won, bb/100, VPIP, PFR etc. All of these columns can be customized by the window on the far left labeled, **Stat Selection**.

Stat Selection	Game Type Description	Hands	\$	\$ (EV adjusted)	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%	Rate	4Bet Range
\$ (EV adjusted)	Trny: BB1000	25	-\$13604.00	-\$11306.12	-54.42	52.0	36.0	12.5	100.0	36.4	na	0.0	\$0.00	na
bb/100	Trny: BB800	174	-\$19484.00	-\$19720.51	-14.00	42.5	32.2	4.8	89.1	38.8	na	2.6	\$0.00	na
VPIP%	Trny: BB600	289	-\$13310.00	-\$16117.03	-7.68	32.2	26.3	8.7	72.6	41.5	12.00	6.3	\$0.00	0.0
PFR%	Trny: BB500	461	-\$30102.00	-\$32691.01	-13.06	28.6	25.2	7.1	80.5	50.0	5.00	2.4	\$0.00	0.0
3Bet%	Trny: BB400	558	-\$4689.00	\$5196.17	-2.10	21.5	19.0	9.5	77.9	41.8	4.00	8.7	\$0.00	0.0
WTSD%	Trny: BB300	575	-\$5703.00	\$6317.06	-3.31	24.0	20.2	10.4	69.3	50.8	1.67	4.5	\$0.00	0.0
W\$SD%	Trny: BB240	640	\$16237.00	\$13107.16	10.57	19.7	17.3	6.7	62.5	53.3	2.60	5.4	\$0.00	0.0
Agg	Trny: BB200	584	\$14674.00	\$11345.19	12.56	20.2	17.5	7.3	72.7	53.6	1.86	6.6	\$0.00	0.0
Agg%	Trny: RR160	535	\$1090.00	\$270.08	1.27	17.4	16.3	9.4	65.2	55.6	3.60	10.6	\$0.00	0.0
Rate		7199	-\$18110.00	-\$9714.33	5.39	19.5	15.8	6.9	61.1	49.5	2.82	9.9	\$0.00	0.7
4Bet Range														

Hand at Showdown – Reports

Shows all the possible poker hands and **Showdown** stats based on those hands.

River Made Hand Value	Hands	Won Hand%	\$	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%
3) two pair	190	64.7	\$95787.00	245.62	89.5	66.8	50.8	100.0	64.7	0.94	5.1
4) three of a kind	51	80.4	\$64996.00	616.44	94.1	72.5	64.3	100.0	80.4	8.00	7.8
5) straight	32	84.4	\$30877.00	507.87	84.4	68.8	50.0	100.0	84.4	1.60	8.3
7) full house	26	88.5	\$29915.00	867.67	88.5	65.4	60.0	100.0	88.5	1.17	9.0
6) flush	19	73.7	\$25198.00	787.51	94.7	68.4	66.7	100.0	73.7	0.33	3.5
8) four of a kind	2	100.0	\$3995.00	1445.50	100.0	100.0	na	100.0	100.0	na	0.0
2) one pair	283	36.0	-\$106935.00	-134.60	85.5	65.0	48.3	100.0	36.0	2.33	4.5
1) high card	95	14.7	-\$126912.00	-395.23	81.1	62.1	44.4	100.0	14.7	2.50	1.8
	698	49.6	\$16921.00	84.71	87.0	66.0	50.9	100.0	49.6	1.55	4.8

Hand at Showdown (Detailed) – Reports

A more detailed version of the **Hand at Showdown** report showing much more detail about all the hands the player went to **Showdown** with.

River Made Hand Value	Hands	Won Hand%	\$	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%
3) two pair	190	64.7	\$95787.00	245.62	89.5	66.8	50.8	100.0	64.7	0.94	5.1
4) three of a kind	51	80.4	\$64996.00	616.44	94.1	72.5	64.3	100.0	80.4	8.00	7.8
5) straight	32	84.4	\$30877.00	507.87	84.4	68.8	50.0	100.0	84.4	1.60	8.3
7) full house	26	88.5	\$29915.00	867.67	88.5	65.4	60.0	100.0	88.5	1.17	9.0
6) flush	19	73.7	\$25198.00	787.51	94.7	68.4	66.7	100.0	73.7	0.33	3.5
8) four of a kind	2	100.0	\$3995.00	1445.50	100.0	100.0	na	100.0	100.0	na	0.0
2) one pair	283	36.0	-\$106935.00	-134.60	85.5	65.0	48.3	100.0	36.0	2.33	4.5
1) high card	95	14.7	-\$126912.00	-395.23	81.1	62.1	44.4	100.0	14.7	2.50	1.8
	698	49.6	\$16921.00	84.71	87.0	66.0	50.9	100.0	49.6	1.55	4.8

Holecards – Reports

Details all of your **Holecards** and stats associated with those **Holecards**.

Cards	Hands	Won Hand%	\$	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%
KK	40	92.5	\$39655.00	375.58	92.5	80.0	69.2	90.0	83.3	1.25	7.0
TT	40	85.0	\$26930.00	399.83	95.0	85.0	54.5	79.2	78.9	7.00	10.8
A8o	62	50.0	\$24745.00	136.67	51.6	50.0	30.8	68.8	81.8	4.00	10.0
AKo	68	83.8	\$23593.00	219.03	89.7	88.2	92.9	85.7	70.0	2.50	5.2
AJo	71	73.2	\$18595.00	223.60	87.3	78.9	27.3	70.0	66.7	8.00	10.8
99	35	74.3	\$16425.00	441.73	88.6	82.9	81.8	77.8	64.3	na	12.2
AA	24	91.7	\$15240.00	570.74	91.7	75.0	66.7	62.5	80.0	6.50	30.8
AKs	17	94.1	\$14795.00	815.24	94.1	82.4	50.0	88.9	87.5	na	8.0
KTo	82	19.5	\$13090.00	-2.88	17.1	17.1	0.0	45.5	80.0	3.00	11.5
	7593	18.8	-\$16610.00	5.56	19.6	15.9	6.7	60.6	49.6	2.92	10.0

Number of Players – Reports

Breaks down the hands you've played based on how many players were dealt into the hand.

Size	Hands	\$	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%
2	620	-\$44436.00	-0.18	38.1	30.2	14.1	71.7	43.5	2.57	8.1
3	819	-\$48005.00	-13.37	25.9	23.0	6.2	65.2	37.6	2.45	7.0
4	810	\$1112.00	0.88	20.7	17.4	6.6	78.2	48.8	3.67	3.7
5	929	\$3350.00	3.37	18.9	16.4	8.1	73.5	48.8	4.00	7.9
6	819	\$11269.00	7.73	18.3	16.2	6.2	67.5	59.5	1.57	3.8
7	1021	\$30235.00	22.05	16.8	13.8	5.9	55.5	59.3	4.44	11.2
8	1157	\$12900.00	3.12	14.6	11.4	7.0	48.3	53.5	2.15	15.7
9	1418	\$16965.00	11.95	14.2	9.2	4.1	37.4	52.9	3.68	20.4
	7593	-\$16610.00	5.56	19.6	15.9	6.7	60.6	49.6	2.92	10.0

Overall – Reports

Simple overall stats on all the stakes and Holdem games you've played.

Hands	↓	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W\$SD%	Agg	Agg%
7593	-\$16610.00	5.56	19.6	15.9	6.7	60.6	49.6	2.92	10.0
7593	-\$16610.00	5.56	19.6	15.9	6.7	60.6	49.6	2.92	10.0

Plugging Leaks 01 (Overall) – Reports

This **Report** coincides with the **Article – Plugging Leaks Vol 1**.

Read the **Article; Plugging Leaks - Determining typical bb/100 based on Stat Ranges (Added June 4, 2008)** and use the following **Report** to compare your stats with the most profitable stats.

Stk	Hands	↓	bb/100	VPIP%	PFR%	Agg	Agg%	WTSD%	W\$SD%	W\$W\$F	3Bet%	3Bet Range	3Bet Call%	Flip vs Hand Hold%	Flip CBet%	Turn CBet%	Flip fold vs Hand	Turn fold vs Hand
Full ring	3350	\$63100.00	11.58	15.1	11.8	3.11	15.8	43.8	53.4	48.3	3.5	3.8	48.1	15.4	48.8	52.5	59.1	50.0
5 max	3377	-\$32574.00	-0.23	20.9	18.8	2.70	5.7	70.5	48.0	41.3	5.8	0.0	76.2	66.7	52.0	0.0	57.1	na
heads up	520	-\$44405.00	-0.10	30.1	30.2	2.57	0.1	71.7	43.5	45.1	14.1	0.0	32.0	na	75.0	na	44.4	0.0
	7593	-\$16610.00	5.56	19.6	15.9	2.92	10.0	60.6	49.6	48.7	6.7	0.6	58.8	25.0	51.3	55.6	55.3	53.3

*Note: The **Plugging Leaks Articles** are based on **Cash Games** and not **Tournament** play; however, **Tournament** players have found some of the information useful in the **Articles**.*

Plugging Leaks 02 (The Basics) – Reports

This **Report** coincides with the **Article – Plugging Leaks Vol 2**.

Read the **Article; Plugging Leaks - The Basics (Added June 30th, 2008)** and use the following **Report** to compare your stats with the most profitable stats.

Size	Hands	bb/100	PFR/YPIP Ratio	Preflop Positional Awareness	Steal Pct	Steal from Cutoff	Steal from Button	Steal from SB	Check Raise
full ring	3596	11.98	74.4	3.77	29.1	21.7	34.7	37.0	8.9
6 max	3377	-0.23	87.0	1.63	27.4	18.4	27.1	37.6	5.8
heads up	620	-0.18	79.2	na	45.8	na	na	45.8	16.7
7593	7593	5.56	81.1	2.76	30.4	19.3	28.2	40.8	9.1

*Note: The **Plugging Leaks Articles** are based on **Cash Games** and not **Tournament** play; however, **Tournament** players have found some of the information useful in the **Articles**.*

Plugging Leaks 03 (Flop Hand Strength) – Reports

This **Report** coincides with the **Article – Plugging Leaks Vol 3**.

Read the **Article; Plugging Leaks - The Fuzz Rule (Added July 14th, 2008)** and use the following **Report** to compare your stats with the most profitable stats.

Flop Made Hand Value	Draw Strength	Hands	bb/100	‡	WTSD%	W‡SD%	Won Hand%
		6441	-2.64	-\$22856.00	na	na	14.5
top pair q+ kicker	weak/no draw	42	415.83	\$24310.00	76.2	75.0	78.6
top pair q+ kicker	good draw	1	64.58	\$155.00	100.0	100.0	100.0
2 pair+	weak/no draw	63	930.48	\$84225.00	68.3	90.7	93.7
overpair	weak/no draw	44	473.07	\$44912.00	90.9	75.0	77.3
top pair weak kicker or worse	good draw	119	-22.10	-\$24685.00	56.3	44.8	42.9
top pair weak kicker or worse	weak/no draw	880	-41.50	-\$131536.00	58.3	42.9	35.3
top pair weak kicker or worse	great draw	3	458.38	\$8865.00	66.7	100.0	100.0
		7593	5.56	-\$16610.00	60.6	49.6	18.8

Position – Reports

Stats based on **Position** at the table.

Position	Hands	↓	\$ (EV adjusted)	EV bb/100	bb/100	VPIP%	PFR%	3Bet%	WTSO%	W\$SO%	Agg	Agg%	Steal from Cutoff	Cutoff vs Raiser VPIP	
1) small blind	1520	-\$77219.00	-\$82445.17	-20.61	-18.75	30.1	24.1	4.9	72.2	51.2	3.13	7.8	na	na	
2) big blind	1594	-\$115542.00	-\$91570.12	-10.54	-21.37	10.4	12.0	0.0	46.7	42.4	2.69	11.1	na	na	
3) early	1188	\$36395.00	\$32198.65	24.66	30.67	10.9	9.7	6.4	64.4	61.7	7.25	16.4	na	na	
4) middle	1073	\$23188.00	\$24653.72	7.00	6.75	13.8	12.5	2.2	70.6	51.7	3.78	13.8	na	na	
5) cutoff	969	\$39679.00	\$42134.66	26.92	20.79	17.9	15.4	5.9	70.9	60.7	4.25	0.5	19.3	11.0	
6) button	1249	\$76889.00	\$73700.22	28.33	26.56	22.7	19.0	7.8	83.0	51.8	1.36	5.2	na	na	
	7593	7593	-\$16610.00	-\$1328.04	4.93	5.56	19.6	15.9	6.7	60.6	49.6	2.92	10.0	19.3	11.8

Preflop Activity – Reports

Stats based on the **Preflop** action of hands.

Action Facing Player	Hands	↓	bb/100	VPIP%	PFR%	3Bet%	WTSO%	W\$SO%	Agg	Agg%	
2) unopened	3767	\$104349.00	16.34	23.4	22.5	na	80.4	51.5	2.66	7.5	
1) folded to bb	318	\$60375.00	47.59	0.0	0.0	na	100.0	50.0	na	0.0	
3) 1 limper	1016	\$10343.00	15.78	23.3	18.1	na	43.0	45.5	3.97	17.1	
6) raiser + caller(s)	265	-\$7343.00	4.73	10.9	4.9	4.9	53.6	66.7	4.00	6.2	
4) 2+ limpers	412	-\$9390.00	-20.63	19.4	9.7	na	21.2	44.4	2.43	17.8	
7) 2+ raisers	130	-\$9620.00	-93.81	6.2	3.1	na	100.0	50.0	na	4.2	
5) raiser	1685	-\$165324.00	-18.45	14.7	7.0	7.0	87.6	49.2	1.60	2.6	
	7593	7593	-\$16610.00	5.56	19.6	15.9	6.7	60.6	49.6	2.92	10.0

Stack Size – Reports

Broken down into **Big Blinds**, this report shows stats based on how many **Big Blinds** a player has when the hand started.

Stack Size	Hands	\$	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W4SD%	Agg	Agg%
3) medium stack 85-115 bb	19	\$1555.00	158.95	31.6	26.3	0.0	50.0	100.0	1.00	12.5
2) small stack 50-85 bb	183	-\$4200.00	-18.08	20.8	15.8	5.3	34.3	50.0	2.17	17.1
1) short stack 0-50 bb	7391	-\$13965.00	5.75	19.5	15.8	6.8	61.5	49.4	2.99	9.8
	7593	-\$16610.00	5.56	19.6	15.9	6.7	60.6	49.6	2.92	10.0

Winnings Summary – Reports

Winning Summary is just that, a summary of your winnings based on the **Big Blind** level in the **Tournament**.

Game Type Description	Size	Hands	\$	bb/100	VPIP%	PFR%	3Bet%	WTSD%	W4SD%	Agg	Agg%
Try: BB1000	6 max	6	-\$1480.00	-24.67	50.0	50.0	33.3	100.0	0.0	na	0.0
Try: BB1000	hu	19	-\$12124.00	-63.81	52.6	31.6	0.0	100.0	40.0	na	0.0
Try: BB800	6 max	50	-\$10532.00	-26.33	34.0	24.0	0.0	100.0	35.7	na	0.0
Try: BB800	hu	143	-\$14012.00	-12.25	45.5	35.7	7.1	86.4	36.8	na	3.3
Try: BB600	hu	116	\$2395.00	3.44	41.4	36.2	12.5	62.5	35.0	8.00	10.0
Try: BB600	6 max	189	-\$16005.00	-14.11	25.4	19.6	6.4	77.3	44.1	na	4.3
Try: BB500	6 max	329	\$1168.00	0.71	28.6	25.2	5.2	83.0	52.3	3.00	2.1
Try: BB500	hu	149	-\$23855.00	-32.02	30.9	24.8	10.3	73.3	50.0	na	2.6
Try: BB400	hu	106	\$769.00	1.81	29.2	24.5	30.8	73.1	47.4	2.25	13.2
Try: BB400	full	9	-\$1230.00	-34.17	11.1	11.1	20.0	100.0	0.0	na	0.0
Try: BB400	6 max	468	-\$12823.00	-6.85	20.3	18.2	4.5	80.0	36.5	11.00	6.3
Try: BB300	full	26	\$1615.00	20.71	26.9	19.2	0.0	75.0	66.7	na	9.1
Try: BB300	6 max	542	-\$4569.00	-2.81	22.7	19.9	10.3	69.2	51.9	4.50	4.5
		7593	-\$16610.00	5.56	19.6	15.9	6.7	60.6	49.6	2.92	10.0

Preflop Cards – Tourney Tab

The **Preflop Cards Tab** under **Cash Games** allows users to analyze starting hands in multiple ways.

4. Filter by the standard Holdem Manager **Main Filter** at the top.
5. There are **Quick Filters** check boxes on the far left for the most common filter types.
6. Quickly filter by number of **Big Blinds** and **Players**.

The screenshot displays the 'Preflop Cards' tab in the 'Tourney' section of Hold'em Manager. The interface includes a menu bar, a toolbar with 'Import', 'Cash Games', 'Tourney', and 'Players (81089)'. Below this is a 'Player' dropdown and a 'Filter' button. The main area is divided into 'Quick Filters' on the left, a 'Known Cards' grid in the center, and an 'Unknown Cards' table on the right. The 'Quick Filters' section has checkboxes for 'All Cards', 'Raise Unopened', 'Raise Unopened', 'Call Call', 'Over Limp', '3 Bet', 'Call 3 Bet', '4 Bet', 'Call 4 Bet', 'Limp Re-raise', 'Early Position', 'Middle Position', 'Clash', 'Button', 'Small Blind', and 'Big Blind'. The 'Known Cards' grid shows a 13x13 matrix of card combinations with their frequencies. The 'Unknown Cards' table shows 'Preflop', 'Flop', 'Turn', 'River', and 'Showdown' statistics for 'Won' and 'Lost'. At the bottom, there is a list of hands with columns for Time, Level, Cards, Flop, Turn, River, Chips, Bls, cEV Diff, Pos, Facing Preflop, Action, All In, Equity %, and Winner.

Preflop Cards Continued...

Quick Filters on the left have the following checkboxes for **Preflop Action**:

- All Cards
- Raised Unopened
- Raise Limper(s)
- Cold Call
- Over Limp
- 3 Bet
- Call 3 Bet
- 4 Bet
- Call 4 Bet
- Limp reraise

*Note: You can only select one **Preflop Action** at a time.*

Position Filters in the **Quick Filters** include the following:

- Early Position
- Middle Position
- Cutoff
- Button
- Small Blind
- Big Blind

*Note: Multiple **Position Filters** can be applied simultaneously.*

To **Filter by Players** and **Big Blinds**, check the corresponding checkbox and input the parameters you'd like to filter by.

The image shows a screenshot of a filter settings panel. It contains two sections, each with a checkbox and a range input. The first section is labeled 'Filter by Effective BB's' and has a range of '50 to 150'. The second section is labeled 'Filter by # Players' and has a range of '2 to 10'. Both checkboxes are currently unchecked.

Once you've setup the **Filters** you want to use, click on a hand in the **Hand Chart** and the **Hand View** will populate with the hands meeting this criteria.

You can filter more than just the **Quick Filters** by clicking the **Main Filter** button at the top-center of the **Known Cards Hand Chart**.

Unknown Cards:

This shows the percentage of **Unknown Cards** on different streets when the pot was won or lost. This is for when you are looking at a player other than yourself.

Hands – Tourney Tab

The **Hands Tab** is just an expanded version of the **Hand View** that is displayed on most of the **Tabs**.

This is a good place to use the **Main Filter** to sort specific hands and situations with less clutter on the screen.

Only Show Marked Hands:

Only Show Marked Hands displays hands that you have **Marked** for later viewing.

There's two ways to **Mark** a hand for later viewing:

3. The **HUD Overlay** displays the last three hands on the table with the person who won and the \$ amount they won. When you open that up there's a checkbox directly to the left of the players name on pot, click this checkbox. See the [Hand History](#) section for a screenshot of this.
4. Right clicking the hand in the **Hand View** brings up the option, **Mark Selected Hands**.

Show Known Holecards:

Show Known Holecards is for **Villain** analysis. If you have a **Villain** selected as the player in your **Filters**, you can uncheck this box to hide the **Villains Known Holecards**.

Time	Level	Cards	Flop	Turn	River	Chase	Blinds	cEV diff	Pot	Facing Preflop	Action	All-in	Equity %	Winner
01/11/09 06:17:10	Tmy: \$81000	9 6	C 8 4 (A)	8	(A) J	(A) 640	0.04	-400	\$8	Unopened	VPIP		Preflop 69.7	Mgmt
01/11/09 06:16:58	Tmy: \$81000	8 2	A A 9 (A)	7	(A) K	(A) -320	-0.32	235	\$8				Preflop 26.7	Half
01/11/09 06:16:53	Tmy: \$81000	A 3	R			1000	1.00	0	\$8	Unopened	RR			Mgmt
01/11/09 06:16:49	Tmy: \$81000	7 6	R			500	0.50	0	\$8					Mgmt
01/11/09 06:16:42	Tmy: \$8800	1 5	R			800	1.00	0	\$8	Unopened	RR			Mgmt
01/11/09 06:16:38	Tmy: \$8800	5 8	R			400	0.50	0	\$8					Mgmt
01/11/09 06:16:20	Tmy: \$8800	9 A	R			900	1.00	0	\$8	Unopened	RR			Mgmt
01/11/09 06:16:26	Tmy: \$8800	K 4	R			400	0.50	0	\$8					Mgmt
01/11/09 06:16:19	Tmy: \$8800	8 9	R			900	1.00	0	\$8	Unopened	RR			Mgmt
01/11/09 06:15:52	Tmy: \$8800	A K	R			400	0.50	0	\$8					Mgmt
01/11/09 06:15:49	Tmy: \$8800	2 6	C 6 K A (A)	2	(A) 0	(A) -1198	-1.58	685	\$8	1 Raiser	VPIP		Preflop 21.7	arg05
01/11/09 06:15:46	Tmy: \$8800	7 3	F			-400	-0.50	0	\$8	Unopened				Half
01/11/09 06:15:40	Tmy: \$8800	1 7	F			400	0.50	0	\$8					Mgmt
01/11/09 06:15:37	Tmy: \$8800	1 5	F			0	0.00	0	\$8	Unopened				Half
01/11/09 06:15:36	Tmy: \$8800	2 6	F 6 4 7	8	K	0	0.00	0	\$8	Unopened				Half
01/11/09 06:15:12	Tmy: \$8800	2 6	F			0	0.00	0	\$8	Unopened				arg05
01/11/09 06:14:49	Tmy: \$8800	7 2	F 2 J K	7	5	0	0.00	0	\$8	Unopened				gman
01/11/09 06:14:43	Tmy: \$8800	9 2	C 8 7 2 X	8	X 4	X -800	-1.00	0	\$8	Unopened	VPIP			gman
01/11/09 06:14:36	Tmy: \$8800	2 5	F			-400	-0.50	0	\$8	Unopened				arg05
01/11/09 06:14:25	Tmy: \$8800	T	C 9 0 4 (A)	4	(A) 8	(A) 4440	5.55	-1010	\$8	1 Raiser	VPIP		Preflop 91.9	Mgmt
01/11/09 06:14:25	Tmy: \$8800	5 J	R			400	0.50	0	\$8					Mgmt
01/11/09 06:13:56	Tmy: \$8800	9 4	F			0	0.00	0	\$8	Unopened				gman
01/11/09 06:13:50	Tmy: \$8800	2 T	F			0	0.00	0	\$8	Unopened				cab0r
01/11/09 06:13:34	Tmy: \$8600	9 6	F			0	0.00	0	\$8	Unopened				gman
01/11/09 06:13:25	Tmy: \$8600	K T	R 5 4 6 (A)	0	(A) 7	(A) 2220	3.70	-1240	\$8	Unopened	RR		Preflop 72.1	Mgmt
01/11/09 06:13:18	Tmy: \$8600	4 4	C 4 7 6 (A)	8	(A) 0	(A) 2140	3.57	-2620	\$8	1 Raiser	VPIP		Preflop 33.2	Mgmt
01/11/09 06:13:17	Tmy: \$8600	9 J	F			0	0.00	0	\$8	Unopened				Half
01/11/09 06:13:06	Tmy: \$8600	3 2	F			300	0.50	0	\$8					Mgmt

Players

The **Players Tab** is a great way to analyze individual players. Click **Run Report** and the **Main View** populates with players and stats. Click a player's name and the **Player Analysis** window populates with those players stats. The **Player Analysis** window then color codes players stats based on if they are higher or lower than the average.

There's also a **Result Analysis** window on the bottom right that shows the average values for each stat **Report** based on what stat you clicked at the top of the **Main View**. See the **Result Analysis** heading for more information.

The screenshot shows the Hold'em Manager 1.08 pre-beta 5 interface. The main window displays a list of 6311 players under the 'Players (82600)' tab. The table includes columns for Player Name, Site, Hands, \$, bb/100, VPIP, PFR, 3Bet, Postflop Agg, Postflop Agg%, W\$SF%, WTSD%, and Worst at S. The left sidebar contains filters for game types (Cash Games, Tourneys), stakes, and date ranges. Below the table, there are sections for 'Player Analysis' and 'Result Analysis'.

Player Name	Site	Hands	\$	bb/100	VPIP	PFR	3Bet	Postflop Agg	Postflop Agg%	W\$SF%	WTSD%	Worst at S
Player 1	FT	111	-\$208.75	-376.13	97.3	52.3	41.2	2.60	50.0	50.5	41.0	
Player 2	FT	158	-\$56.80	-71.90	77.2	53.8	35.4	4.95	57.6	60.6	30.9	
Player 3	FT	101	\$102.30	202.57	76.2	33.7	33.3	3.76	45.2	61.3	41.9	
Player 4	FT	113	-\$50.30	-89.03	28.3	25.7	30.8	3.00	31.0	57.1	42.9	
Player 5	FT	111	-\$138.00	-248.65	90.1	55.0	30.6	5.09	74.5	67.4	20.9	
Player 6	FT	224	-\$50.10	-44.73	52.7	46.9	29.4	3.55	48.4	49.4	33.8	
Player 7	FT	139	\$15.60	22.45	56.1	34.5	28.3	4.71	54.1	53.1	23.4	
Player 8	FT	271	-\$201.85	-148.97	87.5	31.0	28.2	0.81	13.6	35.5	42.5	
Player 9	FT	109	\$106.00	194.50	57.8	22.0	27.0	3.14	40.0	53.7	25.9	
Player 10	FT	138	-\$30.60	-44.35	92.0	43.5	26.2	1.93	30.4	43.8	37.5	
Player 11	FT	126	-\$44.50	-70.63	65.1	17.5	26.2	1.69	30.5	54.3	32.1	
Player 12	FT	108	-\$26.45	-48.98	55.6	45.4	25.9	2.61	38.8	43.6	34.5	
Player 13	FT	132	-\$65.75	-99.62	71.2	33.3	25.5	1.72	22.8	39.2	38.0	
Player 14	FT	107	-\$107.60	-201.12	48.6	25.2	25.0	2.64	29.0	45.5	43.2	
Player 15	FT	101	-\$38.35	-75.04	73.3	31.7	25.0	2.90	35.6	44.6	30.3	
6311 players		4046...	-\$817...	-4.04	25.0	13.7	4.7	2.39	31.4	42.8	27.1	

Player Analysis

PREFLOP
 High Raise 3Bet: 194 / 1087 for 17.8% (avg 10.7%)
 Low Fold to 4Bet: 47 / 144 for 32.6% (avg 37.4%)
 VERY High Raise 4Bet: 42 / 144 for 29.2% (avg 20.3%)

GENERAL
 VERY Low River CBet: 66 / 140 for 47.1% (avg 54.7%)
 VERY High Fold to River CBet: 13 / 27 for 48.1% (avg 42.9%)

Flop as PFR
 High Bet Raise: 58 / 243 for 23.9% (avg 16.8%)
 High Check Fold: 208 / 261 for 79.7% (avg 68.9%)
 Low Check Raise: 2 / 261 for 0.8% (avg 7.3%)

Flop vs PFR
 High Fold to Raise: 19 / 36 for 52.8% (avg 40.9%)
 High Bet Raise: 8 / 36 for 22.2% (avg 12.3%)
 High Fold: 351 / 573 for 61.3% (avg 50.0%)

Limped Flop
 Low Bet: 424 / 2583 for 16.4% (avg 27.8%)
 Low Bet IP: 98 / 514 for 19.1% (avg 43.1%)
 VERY Low Fold to Raise: 6 / 30 for 20.0% (avg 37.8%)
 High Bet Raise: 5 / 30 for 16.7% (avg 10.4%)
 High Fold: 323 / 417 for 77.5% (avg 63.4%)

Flop as 3Bet
 Low Check Raise: 3 / 28 for 10.7% (avg 20.8%)

Result Analysis

Data sorted by: 3Bet
 Average Value: 4.7
 Median Value: 3.80
 Standard Deviation: 3.81

Range Distribution with Median range winrate

0.00 to 1.50: median winrate = -13.25
 1.50 to 3.00: median winrate = -6.94
 3.00 to 4.60: median winrate = -2.17
 4.60 to 6.90: median winrate = -5.35
 6.90 to 41.20: median winrate = -16.27

Players Tab Filters

The left side of the window displays all the Players Tab Filters. You can **Filter** by:

- Cash Games
- Tourneys
- No Limit
- Pot Limit
- Limit
- Stakes
- # of Players dealt into the hand (2-10)
- Date (From and To)
- Min Hands
- VPIP Range
- Only Show Players Playing Now
- All Poker Sites or Specify a Poker Site
- Report
 - Default Stats
 - 3-4Bet Stats
 - Preflop By Position
 - Big Bet/Call Showdowns
 - Get Fish List
 - Post Flop Actions
 - The Post Flop Actions dropdown adds a second dropdown to further refine your search. There are about 50 options to refine your search.

Note: For players to show up in the **Main View** you need to be sure you're not **Filtering** too much data.

Main View

The **Players Tab Main View** populates after you click the **Run Report** button in the bottom left. Player names are displayed along with stats based on the report you selected.

For example, if you chose to run the 3-4Bet Report, you'd have the following stats show up:

- Player Name
- Site
- Hands
- \$ Winnings
- bb/100
- VPIP
- PFR
- 3Bet
- Squeeze
- Raise Two Raisers
- Call Two Raisers
- Vs 3Bet Fold
- Vs 3Bet Call
- Vs 3Bet
- Raise
- Vs 4Bet Fold
- Vs 4Bet Call
- Vs 4Bet Raise

All of these stats are related to 3-4Bet. Same applies to any other Report you run.

Default Stats = Most common stats.

3-4Bet Stats = Stats related to 3&4 Betting.

Preflop by Position = Stats related to Positional Preflop play.

Big Bet/Call Showdowns = Big Bet and Call Showdown stats.

Post Flop Actions = Actions related to Post Flop play.

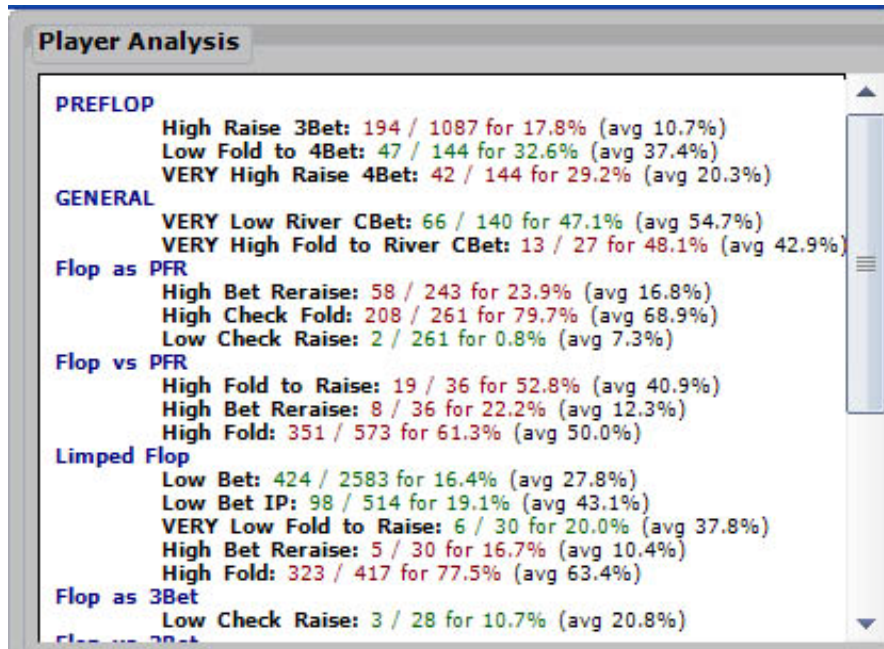
Get Fish List = PFR Stats above 53% displaying all the Fish.

The bottom of the **Main View** shows the totals for hands and winnings along with averages for all the other stats.

Handed	FT	132	-\$65.75	-99.62	71.2	33.3	25.5	1.72	22.8	39.2	38.0
Handed	FT	107	-\$107.60	-201.12	48.6	25.2	25.0	2.64	29.0	45.5	43.2
5311 players		4046...	-\$817...	-4.04	25.0	13.7	4.7	2.39	31.4	42.8	27.1

Player Analysis

The **Player Analysis** window populates based on the player you have selected in the **Main View**. Holdem Manager automatically filters out stats on players in the **Player Analysis** window if there are not enough hands for a decent sample.



Looking at the Preflop “**High Raise 3Bet: 194 / 1087 for 17% (avg 10.7%)**”

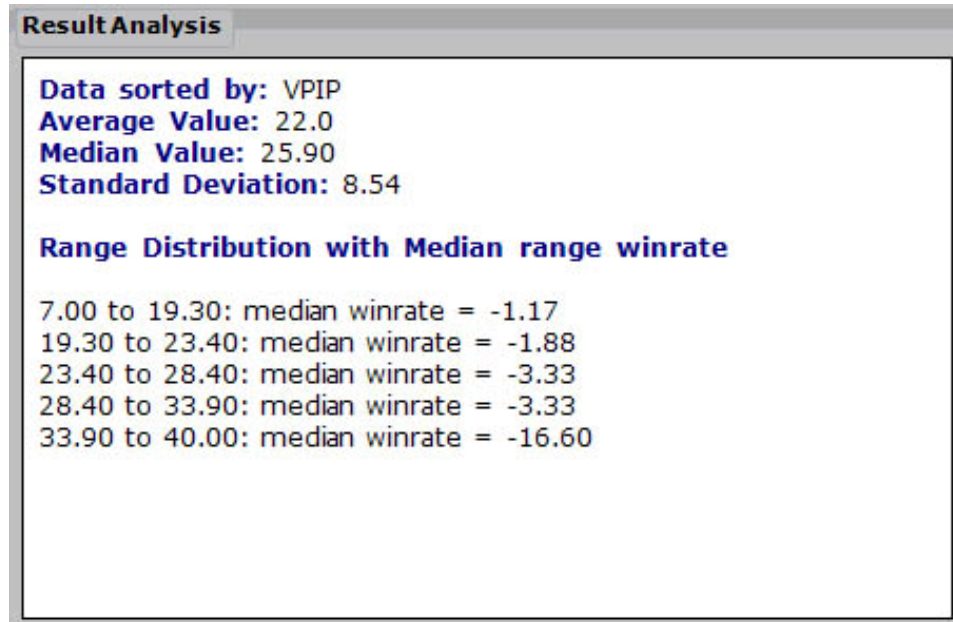
What that means is:

Out of 1087 chances to raise a 3Bet, this person raised a 3Bet 194 times for a total of 17%. The (avg) is the average % a player raises a 3Bet in your Holdem Manager database which happens to be 10.7% in the above database

If stats are in line with the average for all players in your Holdem Manager Database, they do not show up in the **Player Analysis** window.

Result Analysis

The Result Analysis window allows you to look at a range of stats too see how much the average person in your database win or loses. See the screen below, then the text below for a quick explanation.



From top to bottom:

Date sorted by: VPIP (This is the VPIP Result Analysis)
Average Value: 22.0 (Average VPIP in your database)
Median Value: 25.90 (Median Value in your database)
Standard Deviation: 8.54 (Standard Deviation in your database)

The bottom stats show the **VPIP** on the left with the **Median Winrate** on the right.

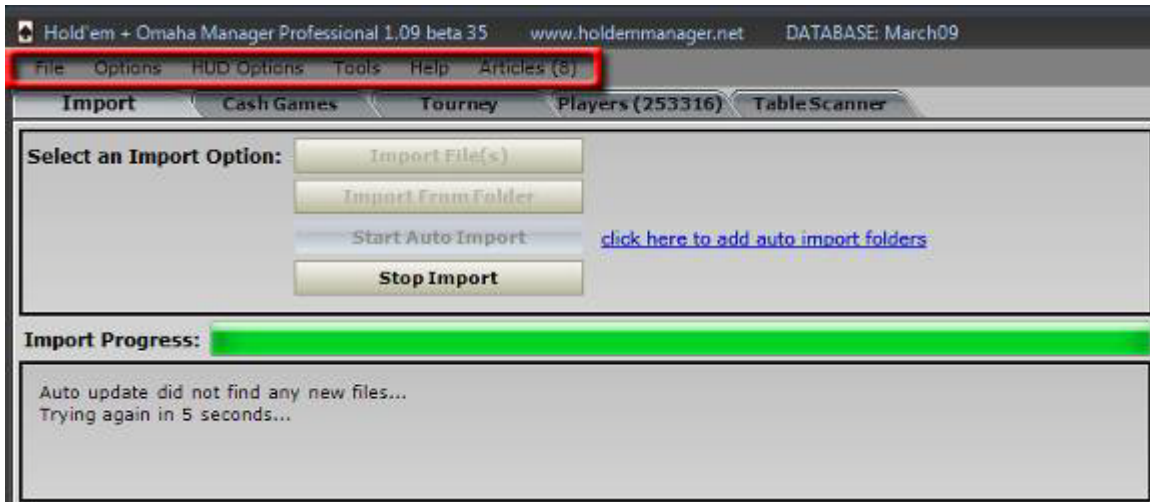
Translated into simple terms - Players with a low **VPIP** lose less money than players with a high **VPIP**.

Note:

1. Stats are based on your Holdem Manager database only.
2. Not all columns will populate the **Results Analysis** window.

Main Dropdown Menus

The Main Dropdown Menus are used to setup and configure Holdem Manager. We will now outline the options highlighted in red below.



To skip to a section highlighted in red above, follow the links below:

- [File](#)
- [Options](#)
- [HUD Options](#)
- [Tools](#)
- [Help](#)
- [Articles](#)

File

The only option under **File** is **Exit** – This closes the Holdem Manager application.

Note: If you get a warning that says, “Import is still running. Do you still want to exit and have Holdem Manager stop the import?” This is because Holdem Manager is trying to import hands. (Completely Normal)

- Click “Yes” to stop the import process and close Holdem Manager.
- Click “No” if you want to keep Holdem Manager open.

Options

The **Options Drop-Down Menu** includes all items related to database management. These items include:

- [Player Aliases](#)
- [Configure Auto Import Folders](#)
- [Vacuum analyze Database](#)
- [Database Management](#)
- [Rakeback and Bonuses](#)
- [Hands View Column Selection](#)
- [Fix EV For Current Player](#)
- [Miscellaneous Options](#)
- [Notes](#)
- [Observed Hand History Configuration](#)
- [Purge Hands](#)
- [Tab Settings](#)
- [Auto Rate](#)
- [Change Tourney Default Buyins \(10 + 1\)](#)

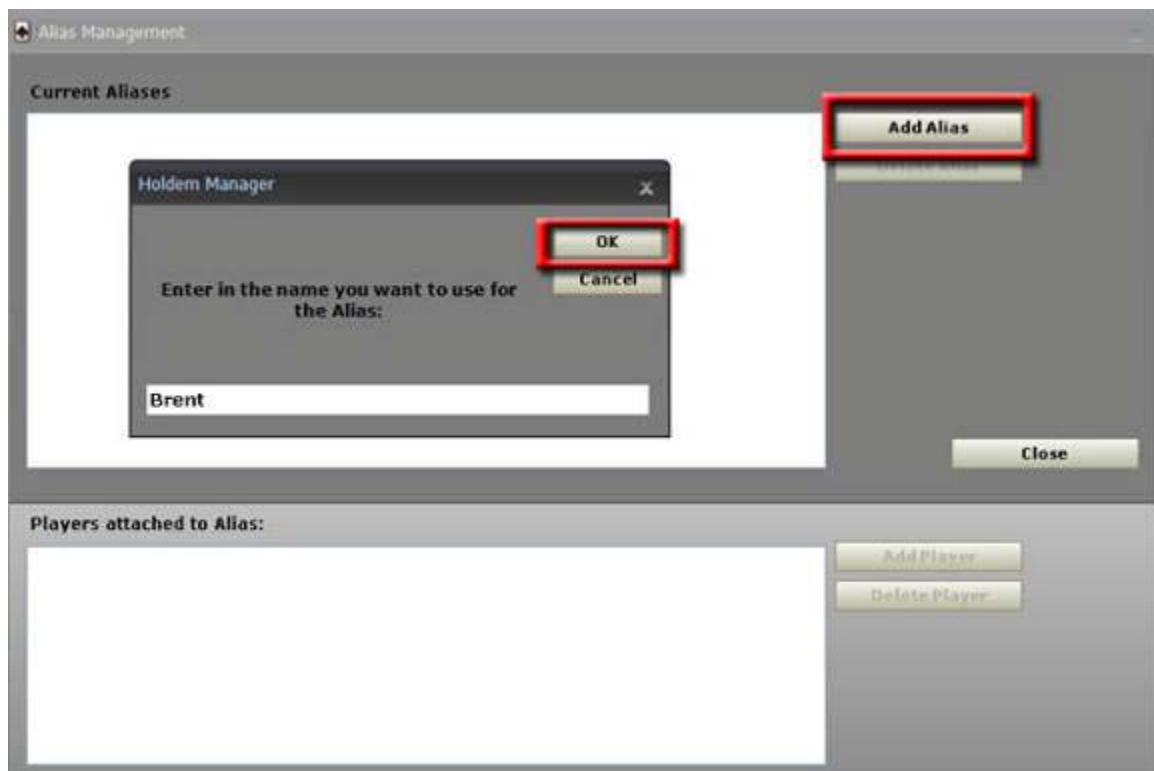
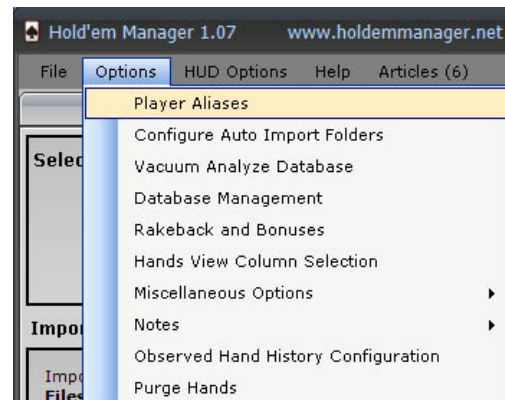
Player Aliases

Setting up a **Player Alias** allows you to combine user names from different sites into the same database for review in the **Tabs**. You can even add users from the same site into an **Alias**.

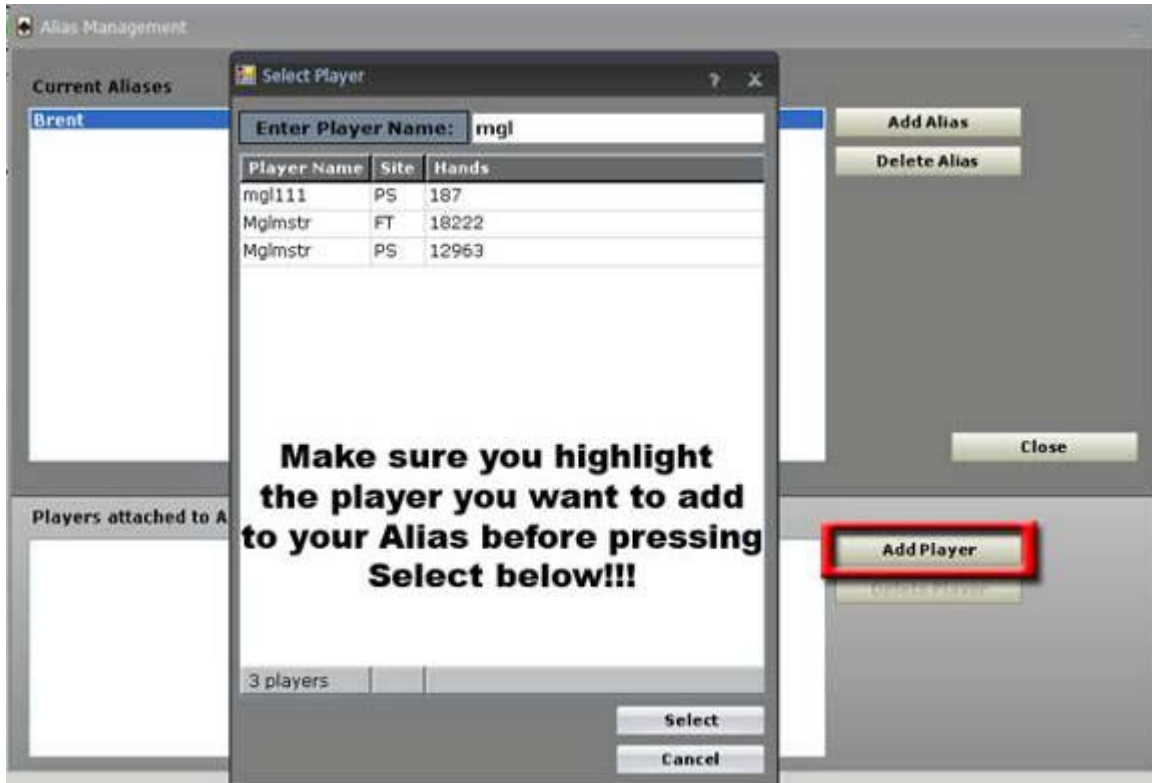
Simple Alias Explanation: Combine multiple users into one Holdem Manager Account.

Adding Aliases:

1. To add different user names to an Alias, select “**Options/Player Aliases**”.
2. This takes you to the Alias Management Window where you select “**Add Alias**”.
3. Now enter the name you want to use for the Alias. Remember this name because we will use this name to find the **Alias** in the **Tabs**.
4. Once you’ve entered the name of your **Alias**, click “**OK**”.



5. Once we've created an **Alias**, now we must add players to this **Alias**. Click **Add Player** and the following screen will appear.



6. Type the first few letters of the user names you use at the poker sites and the list will populate on its own. Above you can see the user names I want to combine into an **Alias** are Mglmstr FT and Mglmstr PS.

You can only add one **Player Name** at a time. Select the **Player Name** you want to add to your **Alias**, and then click "Select". Do the same thing until you've added all the **Player Names** to the **Alias** list. These **Player Names** will show up in the "**Players attached to Alias:**" list if done correctly.

Now I have **Brent** as my **Alias** and I've attached two **Player Names** to this **Alias**. Now it's time to see this in action.

7. Go to the **Cash Games** Tab.
8. Select **Change** that's highlighted in the following image.

*Note: Make sure you click a letter of **Change** and not the down arrow to the right of the letters **Change**.*

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9. If you clicked change properly you'll be brought to the **Select Player** window. (If not, see the note in step 8.) Type in the name of the **Alias** you created. Mine was Brent, so I'm going to type that in. The list populates automatically as you type, just like before. If you used the same name as your **Player Names** that's ok too. Under the **Site** heading you'll see "**Alias**" instead of a poker site abbreviation.

10. Select your **Alias** name and click **Select** at the bottom right of the window.



When you click the down arrow to the right of **Change**, you can quickly change between the **Alias** you created and the **Player Names** of your different poker sites. It should resemble something like the image below:



Configure Auto Import Folders

We use the **Configure Auto Import Folders** to tell Holdem Manager where the hands histories are for our poker clients.

*New in 1.08 - You can now edit a previously created **Auto Import Folder** instead of deleting it and making a new one.*

At the bottom of this page are direct links to the Holdem Manager FAQ's that detail exactly how to setup each poker clients **Auto Import Folders**.

Here are a couple quick tips to help you out:

1. When setting up a **Folder Name** for your poker clients hand histories, go as deep as you can in the directory structure. You don't want Holdem Manager scanning your whole C:\ drive looking for hand histories.
2. Setup an **Archive Folder** with each poker client you add. Many poker clients delete hand histories from your hard drive after a set amount of time. If you setup an **Archive Folder**, all your hand histories will be copied and saved indefinitely to this location. C:\HMArchive is a good place.



3. Make sure your poker client is saving hand histories. Most do not by default.

- [How do I configure Holdem Manager to work with Poker Stars?](#)
- [How do I configure Holdem Manager to work with Ogame?](#)
- [How do I configure Holdem Manager to work with Full Tilt Poker?](#)
- [How do I configure Holdem Manager to work with Ipoker?](#)
- [How do I configure Holdem Manager to work with Prima?](#)
- [How do I configure Holdem Manager to work with Ultimate Bet?](#)
- [How do I configure Holdem Manager to work with Party Poker?](#)
- [How do I configure Holdem Manager to work with Pacific Poker?](#)
- [How do I configure Holdem Manager to work with Betfair Poker?](#)
- [How do I configure Holdem Manager to work with Dracula Holdem?](#)
- [How do I configure Holdem Manager to work with Absolute Poker?](#)
- [How do I configure Holdem Manager to work with the Cryptologic Poker Network?](#)
- [How do I configure Holdem Manager to work with Bodog?](#)
- [How do I configure Holdem Manager to work with Everest Poker?](#)

Vacuum Analyze Database

Holdem Manager may ask you to do run a **Vacuum** on your database. Doing this frees up disk space and allows your database to run faster.

Morny says, “It’s like getting your engine serviced.”

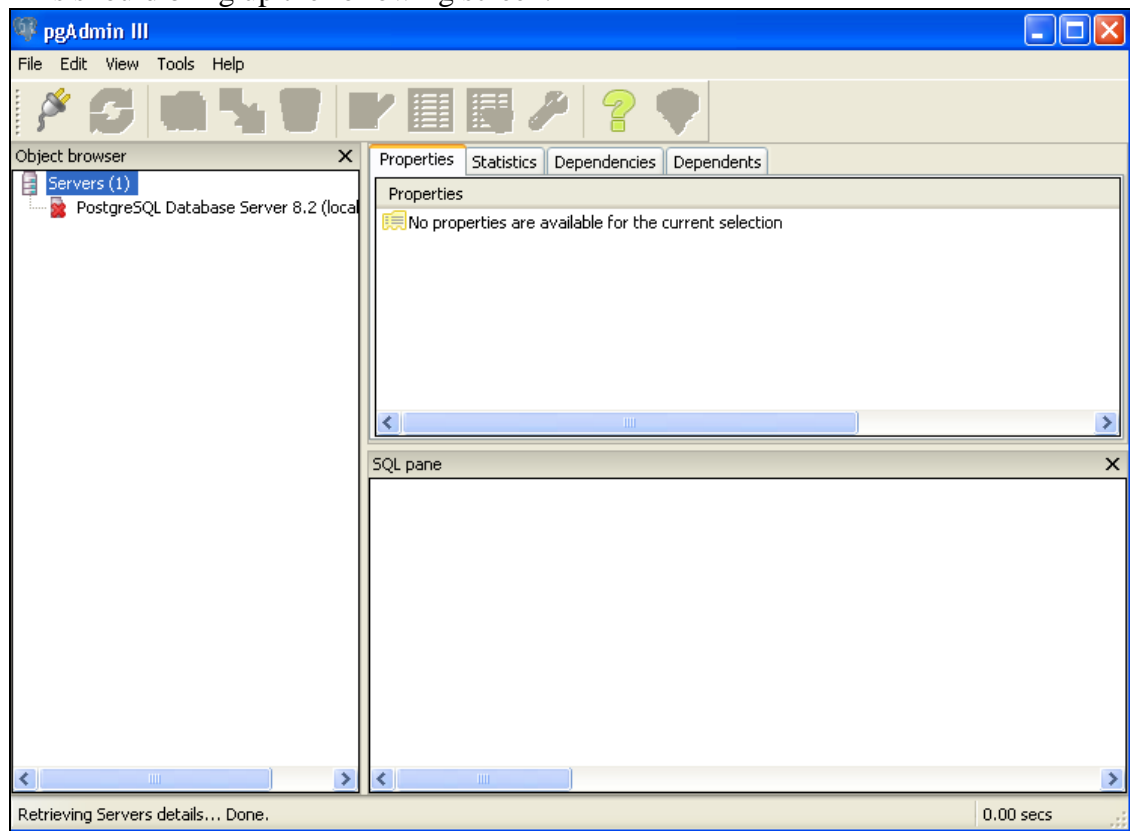
There’s two ways to **Vacuum Analyze** your database:

1. Go to **Options / Vacuum Analyze Database**.
2. Manually **Vacuum** your database with the **PostgreSQL** application.

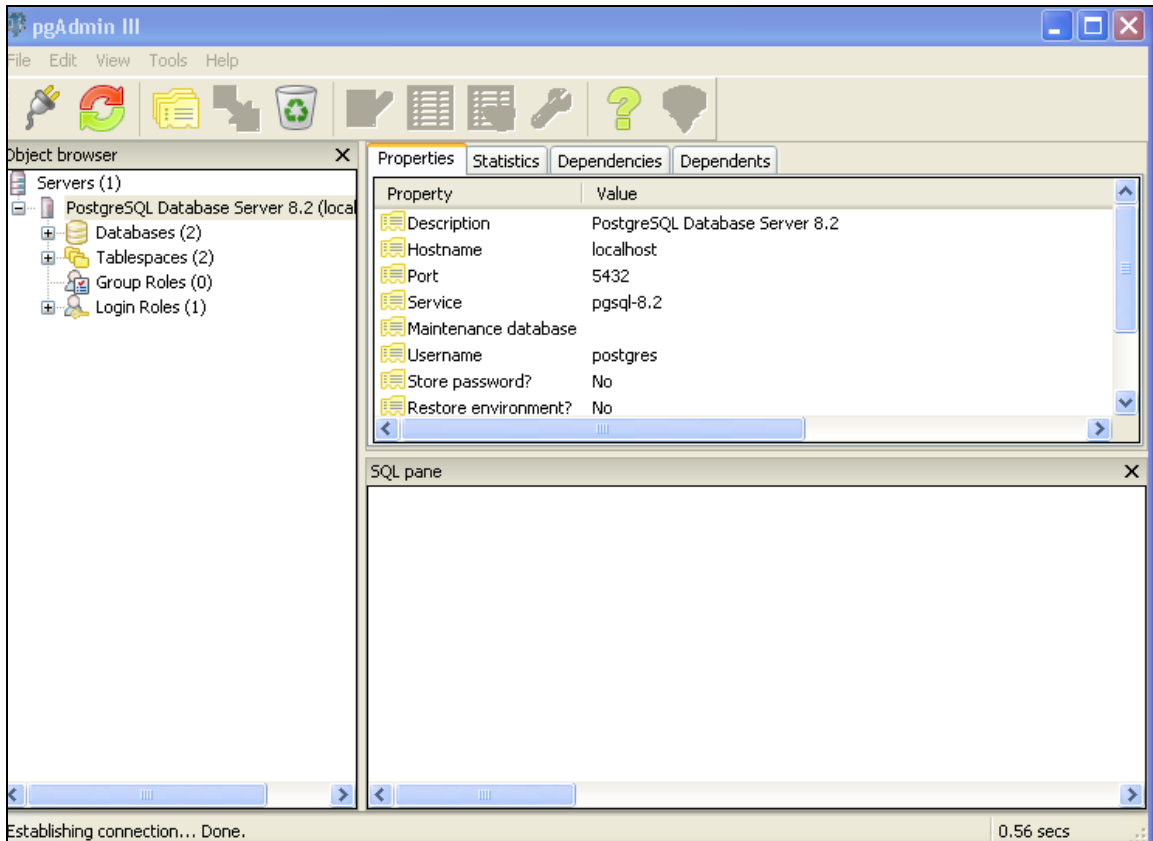
*Note: Sometimes a manual **Vacuum** is required through **PostgreSQL**. See below for how that’s done.*

Go to Start > All Programs > PostgreSQL 8.2 > PG Admin III or you can navigate to the .exe file by going to C:\Program Files\PostgreSQL\8.2\bin\ and click on the elephant icon called pgAdmin3.exe

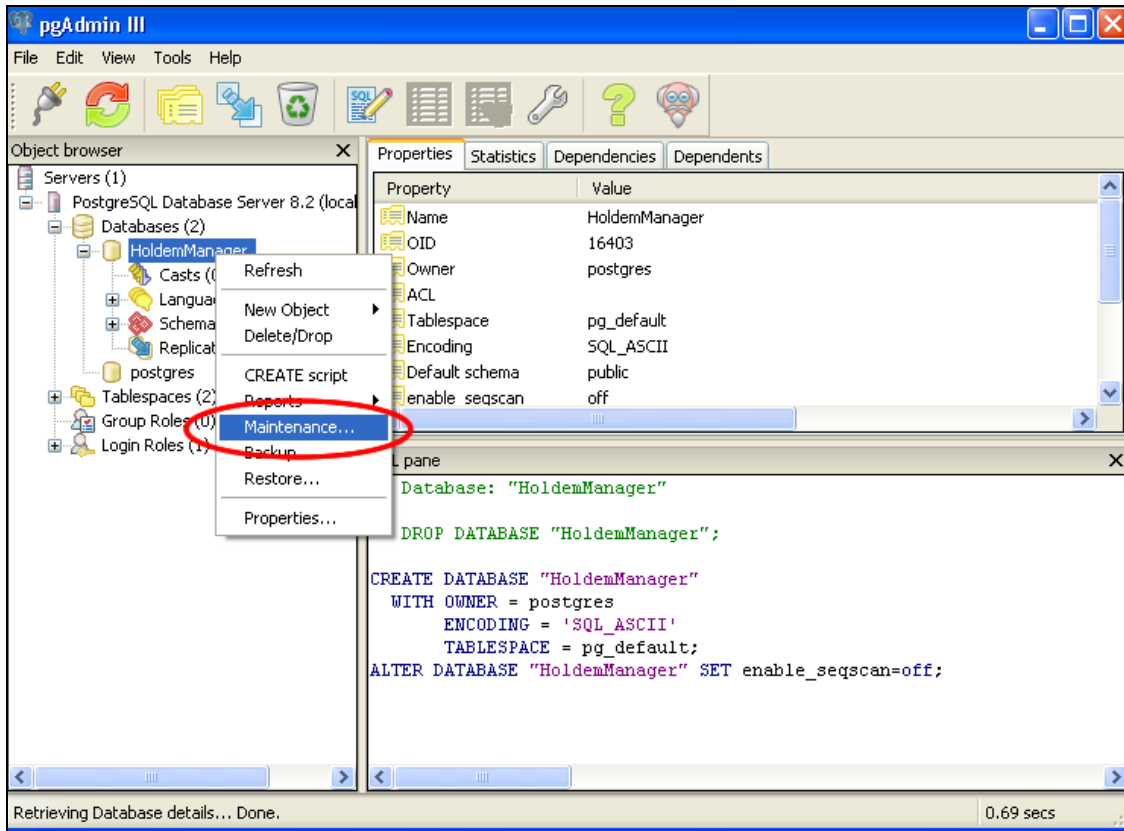
This should bring up the following screen:



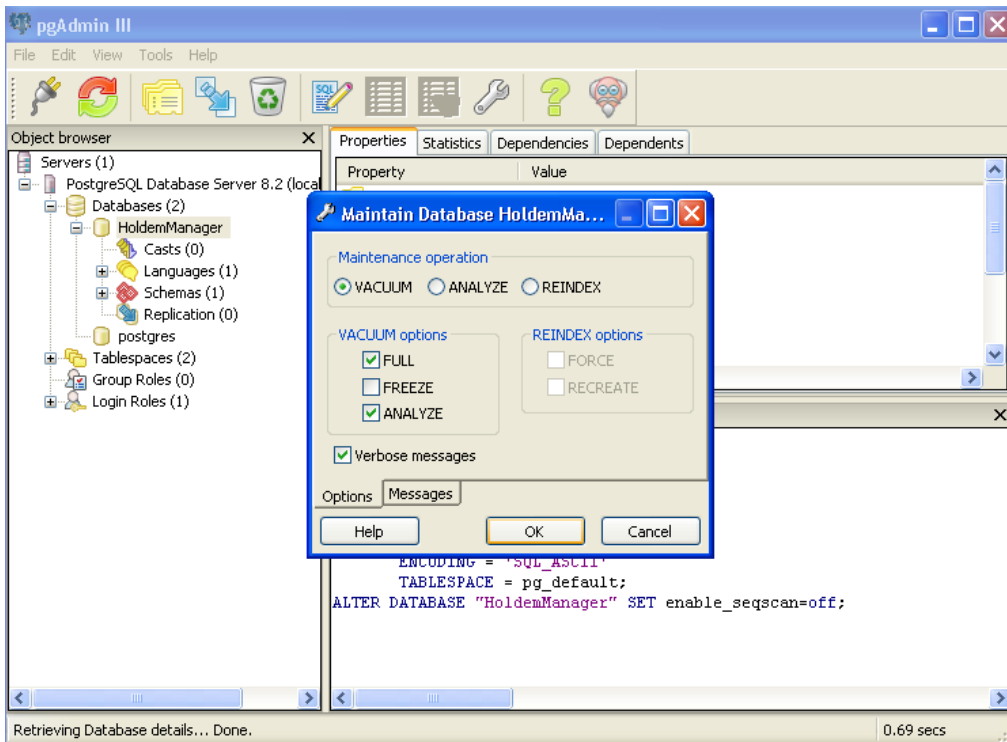
Double click on “PostgreSQL Database Server 8.2” in the object browser window in the top left and it will prompt you for your password. This is your password that you used when setting up PostgreSQL. When you enter the correct password you should now see a screen like this:



You then need to expand the database folder and choose the applicable database (HoldemManager by default). It may bring up a popup window about database encoding and if so click on “don’t show this tip again and just click ok. The right click on the applicable database which will bring up a pop up and choose the “Maintenance” option as seen below:



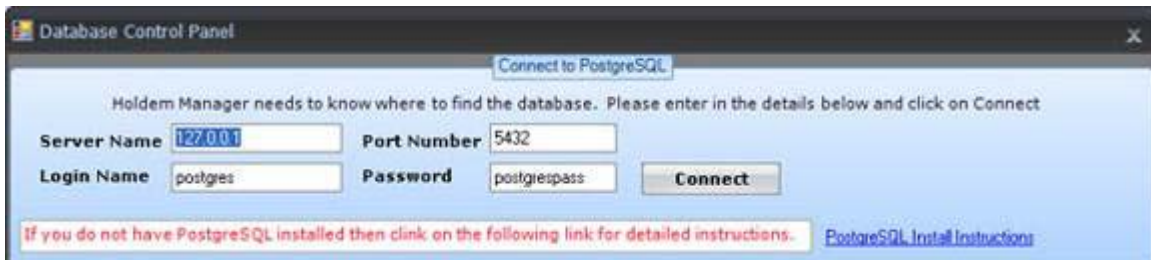
This will bring up the maintenance screen and make sure that **Vacuum**, **Analyze** and **Full** are selected and select **OK**.



Database Management

Database Management allows you to add a **New Database**, change the **Default Database**, **Export Hands** from a database and **Fix Indexes**.

When this option is selected, Holdem Manager will close and you will be taken to the PostgreSQL login screen. Importing of hands must be stopped before this will happen.



The above screen is probably familiar to you from installing PostgreSQL and Holdem Manager. To add a new **Database**, change the **Default Database**, **Export Hands** from a database or **Fix Indexes**, follow the instruction below:

- Click “Connect”. This will take you to the **Database Control Panel**.



Change Default Database

Holdem Manager loads the **Default Database** when starting. To change the **Default Database**, do the following:

1. Highlight a **Database** and click **Set as Default**.

Add New Database

1. Click **Create New Database**.
2. Type in the name of your new Database.
3. Click **OK**.

Note: It will take about 5-15 seconds to create the database depending on your PC.

Export Hands

1. Select the **Database** you want to export.
2. Click **Export Hands**.
3. Hand Histories will be saved to C:\Program Files\RVG Software\Holdem Manager\HandHistoryExport_InstallGuide

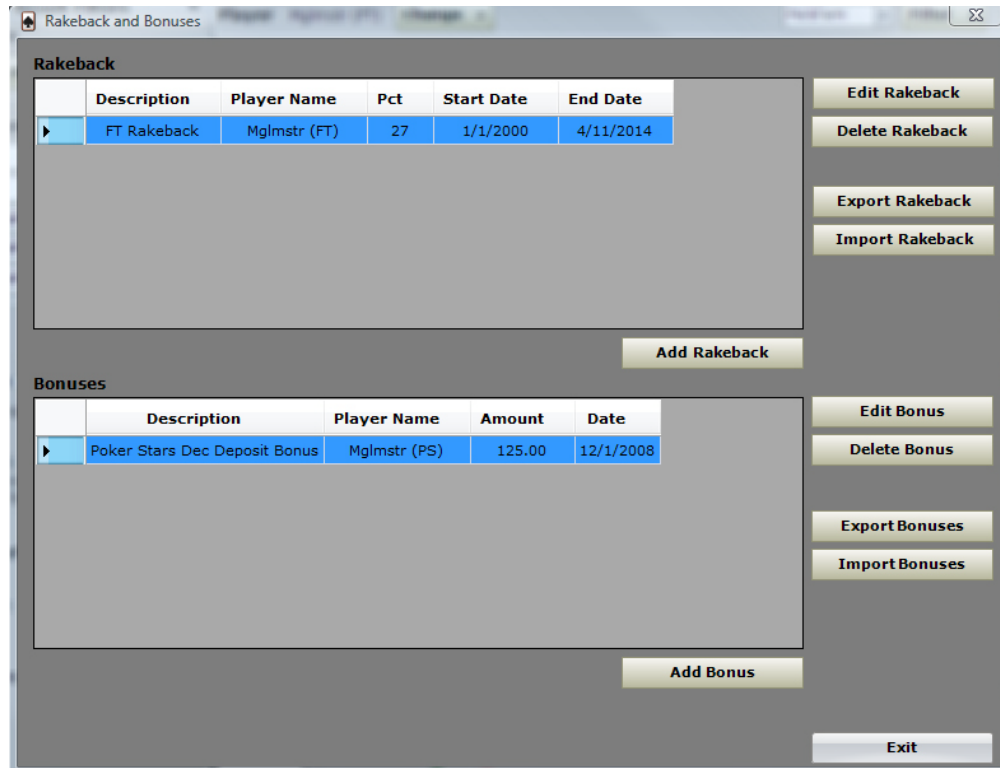
Fix Indexes

Users should only use the **Fix Index** option if you are getting strange errors on **Hand Imports** or other areas of Holdem Manager. The log file generally tells us what index needs to be rebuilt. The Holdem Manager Support Team will work with you on figuring out what index is corrupted causing the error. Once we've narrowed down the corrupt index, follow the steps below to rebuild an **Index**.

1. Select the **Database** you want to **Fix Indexes** with.
2. Click the **Fix Indexes** button.
3. Select the **Index** you want to fix.
4. Click **Rebuild**.

Rakeback and Bonuses

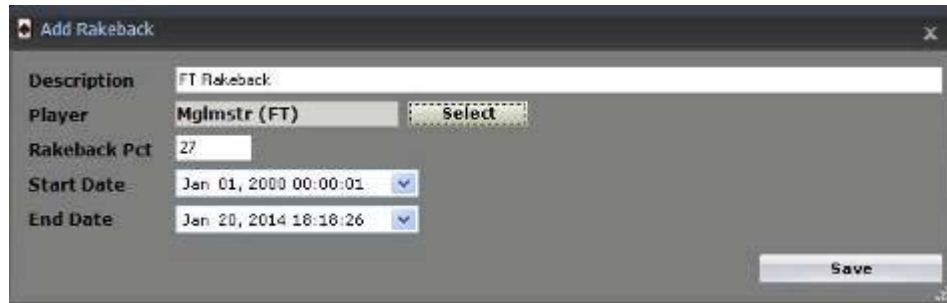
Rakeback and Bonuses allows Holdem Manager to calculate these figures into your **Cash Games Graphs** and **Tournament Graphs**.



You can see the above screen has my **Rakeback** for Full Tilt and my Poker Stars December **Deposit Bonus**. To add **Rakeback** and **Bonuses**, follow the directions on the next page:

- **Export Rakeback** - Allows you to **Export** your Rakeback history to another database.
- **Import Rakeback** - Allows you to **Import** your Rakeback history to another database.

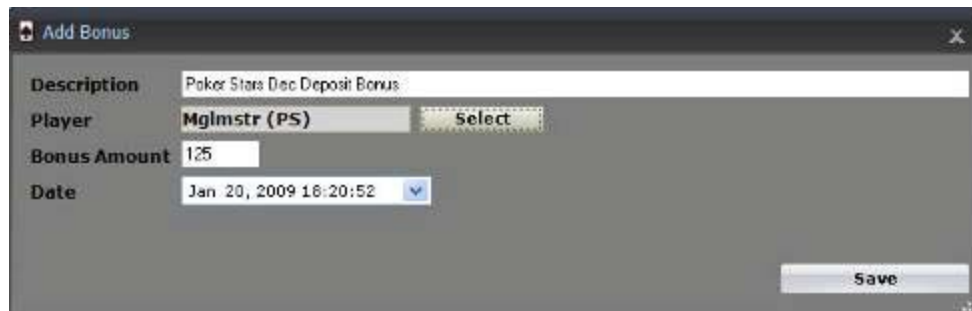
Add Rakeback



1. Enter a description of the **Rakeback**. (FT Rakeback)
2. Click the Select button next to the player box and find the player you want to assign the **Rakeback** to.
3. Enter the **Rakeback** percent.
4. Enter a start date and end date for the **Rakeback**.
5. Click Save.

When you go to your **Cash Game Graphs** and check the **Rakeback and Bonuses** checkbox, the line will show up displaying your **Rakeback** and **Bonuses**.

Add Bonus



1. Enter the description of the bonus. (Poker Stars Dec Deposit Bonus)
2. Click the Select button next to the player box and find the player you want to assign the **Bonus** to.
3. Enter the bonus amount.
4. Enter the date the bonus was applied to your account.
5. Click Save.

When you go to your **Cash Game Graphs** and check the **Rakeback and Bonuses** checkbox, the line will show up displaying your **Rakeback** and **Bonuses**.

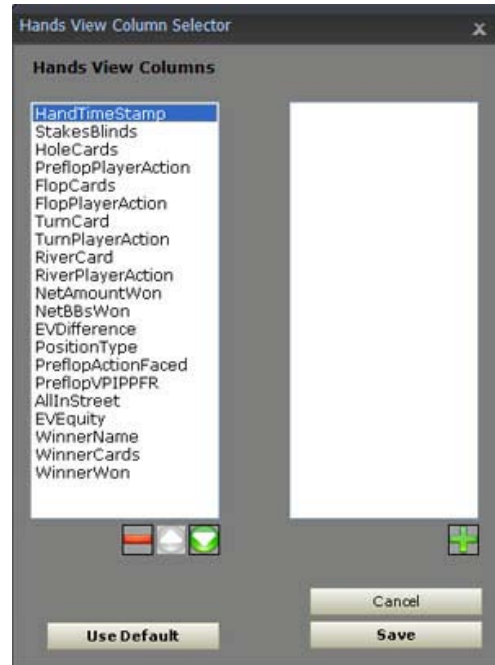
Hands View Column Selection

The **Hands View Column Selection** allows you to remove headings above the hand details. The hand details are in virtually every **Tab** inside of Holdem Manager.

To remove a heading simply select the heading you want to remove and click the **Red Minus Button**.

You can also sort how these headings are displayed by selecting a heading and pressing the **Green Up or Down Arrow Buttons**.

To get the **Hands View Column Stats** back to their default state, simply click the **Use Default Button** and all the stats will return to the window on the left.



The screen below highlights the **Hands View Column Stats** in red.

Stat Selection	Game Type	Description	Game	Hands	\$	\$ (EV adjusted)	bb/100	EV bb/100	VPIP%	PFR%	3Bet%	WSD%	WSD%	Agg	Ac
\$ (EV adjusted)	\$0.5/1 PL	holdem		31	-\$37.95	-\$37.95	-122.42	-122.42	23.3	13.3	0.0	40.0	50.0	2.50	
bb/100	\$0.25/0.5 NL	holdem		76598	\$3575.00	\$4569.24	9.33	11.93	25.1	16.8	6.3	26.6	49.5	2.69	
EV bb/100	\$0.25/0.5 PL	holdem		15207	\$1808.25	\$1486.44	23.78	19.55	22.5	13.6	5.7	24.7	52.3	2.55	
VPIP%	\$0.1/0.25 PL	holdem		55	\$15.86	\$15.86	115.35	115.35	33.3	25.9	10.0	16.7	33.3	7.00	
PFR%	\$0.1/0.25 NL	holdem		1811	\$181.83	\$74.46	40.16	16.45	23.7	18.0	8.2	28.4	45.3	2.52	
3Bet%	\$0.05/0.1 NL	holdem		73	\$9.73	\$1.41	133.29	19.32	28.6	21.4	7.1	29.2	42.9	2.60	
WSD%	\$0.02/0.05 PL	holdem		2	-\$0.07	-\$0.07	-70.00	-70.00	0.0	0.0	0.0	na	na	na	
WSD%	\$0.01/0.02 PL	holdem		11	-\$0.08	-\$0.08	-36.36	-36.36	27.3	18.2	0.0	0.0	na	na	
Agg	\$0.01/0.02 NL	holdem		92	-\$5.42	-\$6.02	-294.57	-327.17	42.4	18.5	6.7	21.3	10.0	2.09	
App%				93880	\$5547.15	\$6103.29	12.08	12.93	24.7	16.3	6.2	26.3	49.8	2.66	3
Rate															

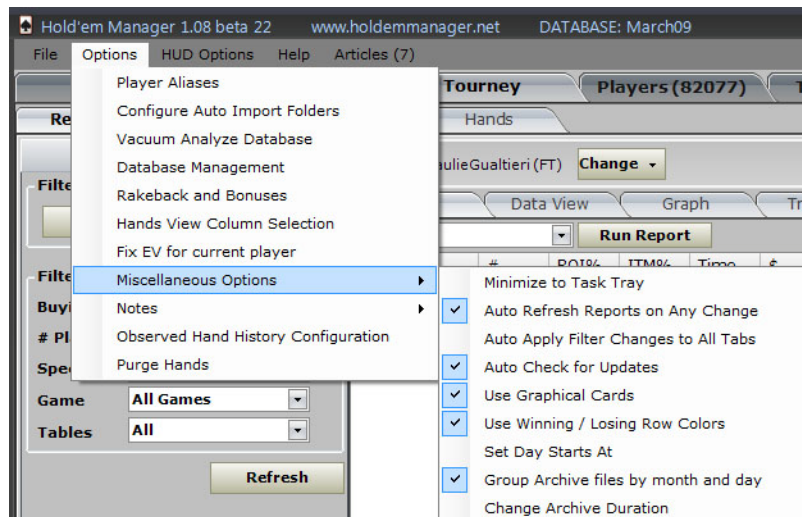
Time	Stakes	Cards	Flop	Turn	River	\$	lbs	EV \$ Diff	Pos	Facing Preflop	Action	All-In	Equ
04/24/09 03:14:35	\$0.5/1 PL	3K	R			\$1.50	1.50	\$0.00	BTN	Unopened	PFR		
04/24/09 03:13:59	\$0.5/1 PL	94	F			-\$0.50	-0.50	\$0.00	SB	1 Raiser			
04/24/09 03:13:32	\$0.5/1 PL	62	F			-\$1.00	-1.00	\$0.00	BB	2+ Raisers			
04/24/09 03:12:04	\$0.5/1 PL	56	F	990	4	\$0.00	0.00	\$0.00	MD	Unopened			
04/24/09 03:11:47	\$0.5/1 PL	42	F			\$0.00	0.00	\$0.00	CD	Unopened			
31 hands						-\$37.95	-37.95	\$0.00					

Fix EV for Current Player

During part of the Beta 1.08, the EV adjusted calculations we're not being calculated correctly. Using this option will fix the EV adjusted calculations in your database on the currently selected player.

Miscellaneous Options

See the headings below for information about **Options/Miscellaneous Options**:



Minimize to Task Tray

(Default = Off)

When checked, Holdem Manager will move to the Task Tray in Windows when minimized. (Task Tray is all those little icons in the bottom right of your screen.)

To open Holdem Manager when it's in the Windows Task Tray you will need to double click the Holdem Manager Spade Icon.

Auto Refresh Reports on Any Change

(Default = On)

When **NOT** enabled, users can change the **Player, Date Range** and other **Filters** without the Holdem Manager Database updating. Some users requested this for performance issues.

Auto Apply Filter Changes to All Tabs

(Default = Off)

When checked, Holdem Manager will keep the **Filter Settings** you've used in all the **Tabs**. Uncheck this and Holdem Manager will save your individual **Filter Settings** in all the **Tabs**.

Auto Check for Updates

(Default = On)

Currently not supported, but in the future this will notify you if there is a newer version of Holdem Manager available.

The Holdem Manager Forums always show the latest releases of Holdem Manager at the very top of the main page.

<http://www.holdemmanager.net/forum/>

Use Graphical Cards

(Default = On)

This option toggles the displayed cards in the **Hand View** to be graphical or text based.

Graphical

Text Based

<input checked="" type="radio"/> Last 100 <input type="radio"/> Last 500 <input type="radio"/> All <input type="checkbox"/> Only Show Marked				<input checked="" type="radio"/> Last 100 <input type="radio"/> Last 500 <input type="radio"/> All <input type="checkbox"/> Only Show Marked			
Time	Stakes	Cards	Flop	Time	Stakes	Cards	Flop
12/21/08 19:33:11	\$0.25/0.5 NL	 F		12/21/08 19:33:11	\$0.25/0.5 NL	 F	
12/21/08 19:32:36	\$0.25/0.5 NL	 F		12/21/08 19:32:36	\$0.25/0.5 NL	 F	
12/21/08 19:29:55	\$0.25/0.5 NL	 F		12/21/08 19:29:55	\$0.25/0.5 NL	 F	
12/21/08 19:29:24	\$0.25/0.5 NL	 F		12/21/08 19:29:24	\$0.25/0.5 NL	 F	
12/21/08 19:29:09	\$0.25/0.5 NL	 F		12/21/08 19:29:09	\$0.25/0.5 NL	 F	
				12/21/08 19:28:45	\$0.25/0.5 NL	 F	

*Note: If you are sorting large amounts of hands, Holdem Manager will automatically use **Text Based Cards** for faster database response times.*

Use Winning / Losing Row Colors

(Default = On)

This option allows the hands in the **Hand View** to be color coded based on money won or lost.

- Green = Money Won
- Red = Money Lost
- White = No Money Won or Lost

Set Day Starts At

This option allows you to:
Set the time you want your day to start for all **"Today"** based filters.

North America Users

- East Coast Time = Leave it alone

- Central Time = 1 Hour
- Mountain Time = 2 Hours
- West Coast Time = 3 Hours

For users in other countries, add the hours between North American East Coast time and the time in your region. The difference is what you want to use here.

If you're still having problems with the "**Today**" filters, try the following:

1. Play poker hands until 23:59 or 11:59pm
2. Set your filter to filter hands from the last 24 hours. (Note your earnings or number of hands)
3. Now set the filter to filter hands from "Yesterday". If your time of day is set correctly, your earnings and hands in the **Reports Tab** will be the same as the filter from the Last 24 hours.

Group Archive Files by Month and Day

When checked, this will put your Archived Hand Histories into organized folders so you can easily access Hand Histories for a particular Month, Day or Year.

Change Archive Duration

This allows you to adjust how often Holdem Manager moves your **Hand Histories** from your poker clients default **Hand History** folder and the Holdem Manager **Archived Hand History** folder.

Notes

This allows you to import notes from a few Poker Clients so they show up in your Holdem Manager notes on players.

You can also export these notes to back them up for future use.

Observed Hand History Configuration

Observed Hand History Configuration allows you to remove useless **Hand Histories** that won't improve your stats on players and essentially just take up space.

Note: Most poker sites do not allow mining or importing of hands you did not participate in. Read your poker sites terms and conditions before importing Hand Histories.

When you first load the **Observed Hand History Configuration** option you are presented with the following window.



Insert all Hand Histories:

Inserts all **Hand Histories** on **Import**

Do Not Insert Any Observed Hand Histories

Does not import any **Hand Histories**

Insert Observed Hand Histories Meeting Any of these Requirements:

Here you can choose to only import hands that are greater than X amount of **Big Blinds** to rule out useless hands where someone raises preflop and everyone folds for example. To do this, change the size in the **Min Pot Size in BB's** column. For tournaments you can also limit the size in chips instead of **Big Blinds**.

You can also tick the **Saw Flop** column and Holdem Manager will only import hands that saw the flop. Lastly you can also tick the **Saw Showdown** column to only import hands that saw a showdown. This might be useful if you're only interested in hands where the holecards are shown for example.

You can still use the columns in conjunction with each other so you can tick **Min Pot Size in BB's = 10** along with **Saw Showdown = true** so it only shows hands that got to showdown that weren't just checked through to the river.

The other option is that you can also specify different rules for different types of games. (I.e. Limit, Cash, Tourneys NL, Tourneys Limit)

Insert Standardized Hand Format

Insert Standardized Hand Format changes your imported **Hand History** format to a standardized XML format that is site-independent.

Note: Rarely used – See the Holdem Manager forums if you require help on this.

Purge Hand History Options - Observed Hands

The **Purge Hand History Options** here removes the **Hand History**, but keeps the stats.

For example, let's say we have 100 hands on a player and purge them using this option. We can still see the players VPIP is 32 and his 3bet% was 10 etc., but we can't review any of the **Hand Histories** in the **Hand Replayer** as those details have been deleted. The advantage to this is being able to keep the **HUD** stats while downsizing the overall size of your Holdem Manager database.

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The other option for purging is talked about on the next page and this completely deletes the hands from the database as if they never existed.

The screenshot shows a dialog box titled "Purge Observed Hand Histories" with a close button (X) in the top right corner. Below the title bar is a paragraph of text: "The options on this form tell Hold'em Manager which hand history files it should delete from the database. Please note, this does not remove any of the stats from any of the deleted hand history hands. However, you will not be able to replay the hand or view / save / export the deleted histories." The form contains several sections with checkboxes and dropdown menus:

- Cash or Tourney:** A dropdown menu set to "Cash".
- Game Type:** A dropdown menu set to "No Limit".
- Do not Delete Hand Histories that went to Showdown:** A checked checkbox.
- Do not Delete Hand Histories that saw a Flop:** An unchecked checkbox.
- Do not Delete Hand Histories with Pot size in Big Blinds bigger than:** A checked checkbox with a numeric spinner set to "5".
- Do not Delete Hand Histories with Pot size in Chips bigger than:** A checked checkbox with a numeric spinner set to "3".
- Do not Delete Hand Histories played by:** A checked checkbox with a text field containing "Mglmstr (FT)" and a "Change" button.
- Poker Sites:** Radio buttons for "All Poker Sites" (selected) and "Party Poker".
- Date Ranges:** Radio buttons for "All Dates" (selected) and a date range from "Jan 01, 2000" to "Jan 20, 2009".

At the bottom right of the dialog box are two buttons: "Cancel" and "Purge Hand Histories".

Pretty simple here – Just enter the parameters you want to filter by and click the **Purge Hand Histories** button in the bottom right. There's some explanation on the next page about what some of these options do, but for the most part its self explanatory.

Purge Hands

This method of **Purging Hands** completely removes the hands from your Holdem Manager database. Stats are removed, etc.

The screenshot shows a window titled "Purge Hands" with a close button (X) in the top right corner. Below the title bar is a paragraph of instructions: "The options on this form tell Holdem Manager which hands should be completely purged from the database. The hands will no longer be included in report results however will still appear in HUD stats for the time being until the Cache Rebuilder is completed." Below this are several sections:

- Cash or Tourney:** A dropdown menu currently set to "Cash".
- Stakes:** A list of checkboxes for different stake levels: \$500/1000 NL, \$200/400 NL, \$25/50 NL, \$0.5/1 PL, \$0.5/1 NL, \$0.25/0.5 PL, \$0.25/0.5 NL, \$0.1/0.25 NL, and \$0.05/0.1 NL. All are currently unchecked.
- Do not Delete Hands played by:** A checkbox is checked, and a text field contains "Mglmstr (FT)" with a "Change" button next to it.
- Poker Sites:** Radio buttons for "All Poker Sites" (selected) and "Party Poker" (with a dropdown arrow).
- Date Ranges:** Radio buttons for "All Dates" (selected) and a date range from "Jan 20, 2009" to "Jan 20, 2009" (with dropdown arrows).

At the bottom right are two buttons: "Cancel" and "Purge Hands".

Cash or Tourney – Select which game you want to **Purge**

Stakes – Make sure you check the stakes you want to **Purge**. Leaving this blank will not **Purge** any hands. If you want to delete all the stakes, then you must check all of the stakes listed above.

Do not Delete Hands Played by: – This is useful if you don't want your **Hand Histories Purged** so you can review them in the **Hand Replayer**.

Poker Sites / Date Ranges – Only change these options if you want to filter by poker site or date.

Tab Settings

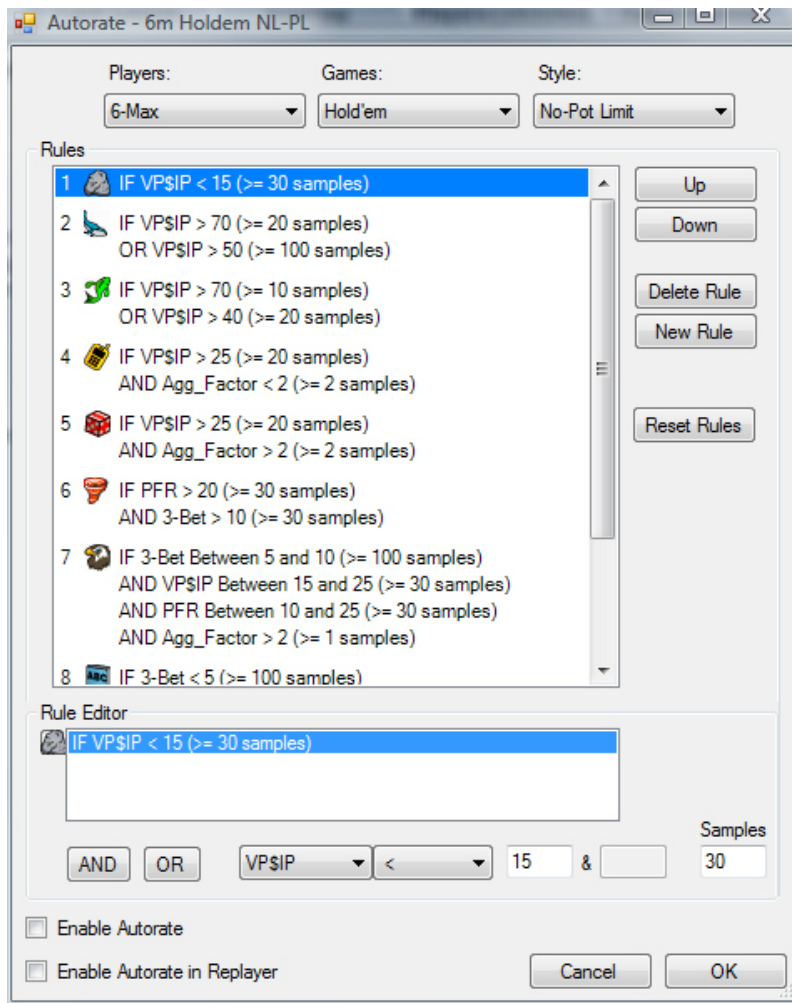
Tab Settings allows you to customize the **TABS** in Holdem Manager. You can remove any **TABS** in Holdem Manager that you don't want to use.

- Cash Tab
- Tourney Tab
- Players Tab
- Table Scanner Tab
- Show HM Offers
- Show Special Offers Tab
- Show Leak Buster Tab

Auto Rate

Auto Rate changes your note icons into little graphics based on the rules you setup in this section.

There's 8 rules setup for you, but you can customize these rules, add rules and delete rules too.



For any of this to work, you must check the **Enable Aurorate** and/or **Enable Aurorate in Replayer** checkboxes at the bottom of the above screen.

At the top of the screen there are **Players**, **Games** and **Style** dropdown boxes. Here you can make specific rules for the specific type of games you play. 27 different combinations of game types detailed on the following page.

Main Buttons - Auto Rate

The following headings detail the uses of the **Main Buttons** in the **Autorate** window. For **Rule Editor** functionality, click [HERE](#).

Players

Users can choose between:

- Full Ring
- 6-MAX
- Heads UP

Games

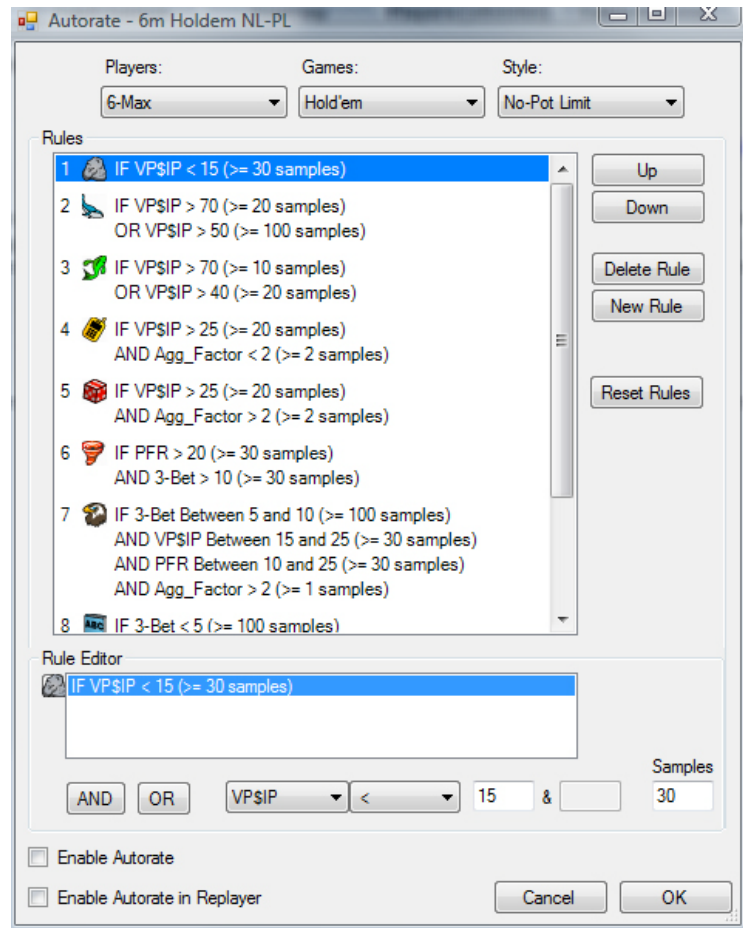
Users can choose between:

- Holdem
- Omaha (Hi)
- Omaha 8 (Hi/Lo)

Style

Users can choose between:

- No Limit & Pot Limit
- Fixed Limit
- Tournament



Up

Moves the selected **Rule Up** in the Rules List

Down

Moves the selected **Rule Down** in the Rules List

Delete Rule

Deletes a selected Rule

New Rule

Creates a New Rule

Reset Rule

Resets all the rules back to their default state

OK

Accepts changes and exits the **Autorate Editor**

Cancel

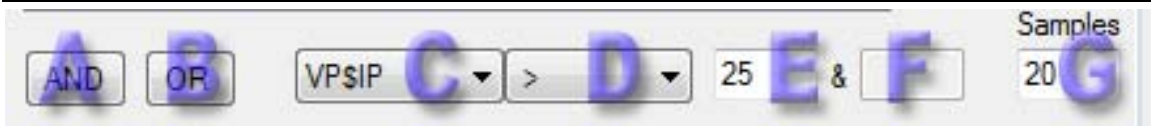
Cancels any changes and exits the **Autorate Editor**

Rule Editor

Editing and making rules is easy. We'll cover it all here. Along with button explanations, we'll detail the step by step process for the following:

- Editing a Rule
- Adding a Rule(s)

Buttons



A - And

Use then when you want to add a rule to the current rule so both rules must be met before the rule is triggered for Autorate.

B - OR

Use this when you want to add a rule to the current rule but you want any part of the multiple rules to trigger your rule.

C - Stat

You can select between the following stats here for your rule:

- VP\$IP
- PFR
- 3-Bet
- Steal_Att
- WTSD
- W\$SD
- WWSF

* If you want to learn the definition of stats, Check out the [Stat Definition](#) part of this manual.

D - Greater Than / Less Than

This is where you enter greater than or less than parameters for your rule. You can also choose **Between** which enables the second **Stat Number** window. This is **F - Stat Numbers** below.

E - Stat Numbers

The first of the **Stat Number** windows. If there is a greater than or less than symbol in the previous box, enter the number for the stat than you want to be greater than or less than.

F - Stat Numbers

When **Between** is selected in the **Greater Than / Less Than / Between** box, you can enter a number here. This is the second number in the between series.

Example:

You chose 3-Bet for your Rule and Between. The first stat number box has a 3.7 and the second stat box has a 6. This rule will now only be active when the players 3-Bet stat is between 3.7 and 6.

G - Samples

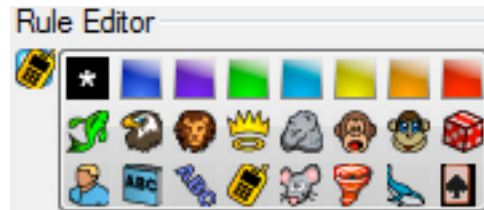
Minimum number of **Hand Samples** on the stat for this rule to be active.

Example:

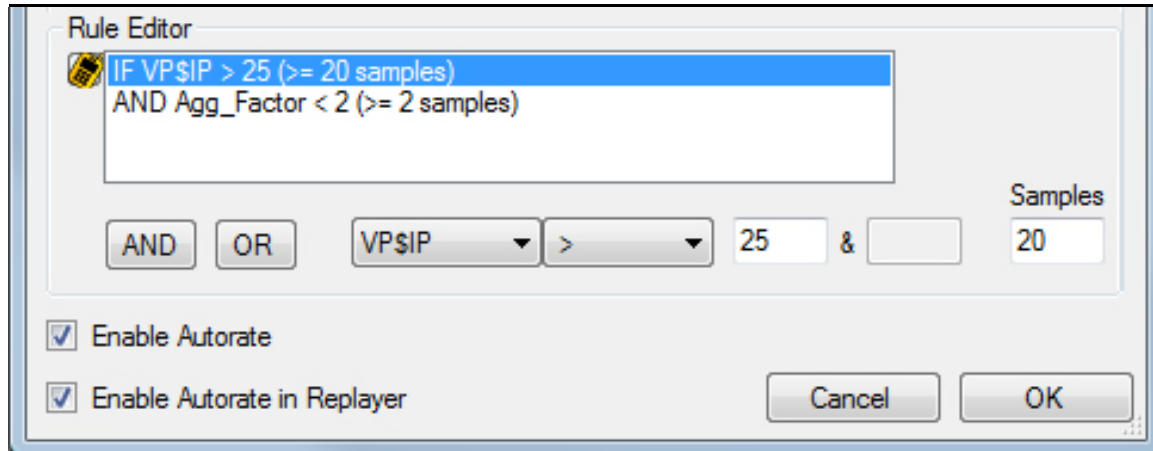
Let's take the 3-Bet stat for an example again. If you have the **Samples** set to 5, your 3-Bet stat would need five samples or more before the rule would be active.

Editing a Rule

Here we're going to edit the Calling Station Rule that's signified by a cell phone image. If you wanted to change the cell phone image to a different image, simply click the cell phone image and you'll be able to select from the images on the right.



1. If you play **6-MAX, HU or Full Ring**, make sure those options are selected correctly at the top of the **Autorate** window in the **Players, Games** and **Style** dropdown boxes.
2. Select Rule 4 - It should now enter the **Rule Editor** portion of the **Autorate** window and look like the following.



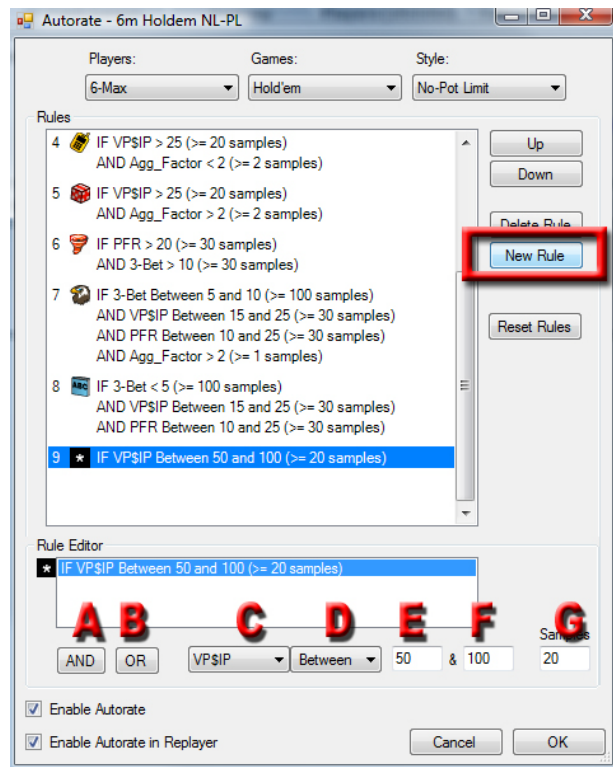
3. Right now the VP\$IP rule is selected and you can see that it's mathematical parameters are also below the rule. Select the second rule here which is **Agg_Factor**.
4. Right now the **Agg_Factor** says - **If Agg_Factor** is less than 2 with greater than or equal to 2 samples, include this in Autorate.
5. Change the 2 in the **Agg_Factor** box to 2.5 - Now for this rule to be active the **Agg_Factor** must be lower than 2.5 for it to be included in the Autorate part of your HUD.

Adding a Rule(s)

You can add single rules or multiple rules to classify your opponents. In the following example we add 2 rules using the "AND" link.

We're going to add a New Rule with a VP\$IP of more than 60% over 20 samples and a 3-bet of more than 9% over 10 samples.

1. Click New Rule
2. Select C and make sure the VP\$IP is selected
3. Select D and change it to a greater than sign ">"
4. Enter 60 in Box E
5. Enter 20 in Box G - Samples
6. Click A - And
7. Select C and change it to 3-Bet
8. Select D and change it to a greater than sign ">"
9. Enter 9 in Box E
10. Enter 10 in Box G - Samples



***Note:** This was an "AND" rule. You can also make "OR" rules which don't require both rules to be triggered before **Autorating** is applied to the opponent.*

Change Tourney Default Buyins (10 + 1)

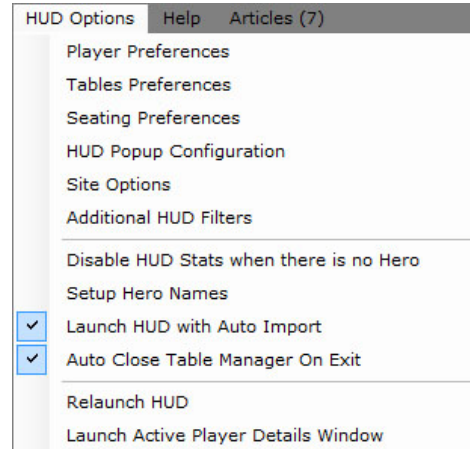
Some sites such as Ogame and Everest do not record the buy-in and rake amounts for tourneys. Holdem Manager lets you choose a default value that will be applied to all tourneys that are imported where there is no buy-in information.

HUD Options

The **HUD Options** in Holdem Manager is where you setup everything to do with the on-screen **HUD Overlay**.

Seating Preferences, Hero Names, HUD Filters, it's all done through the **HUD Options** drop-down menu.

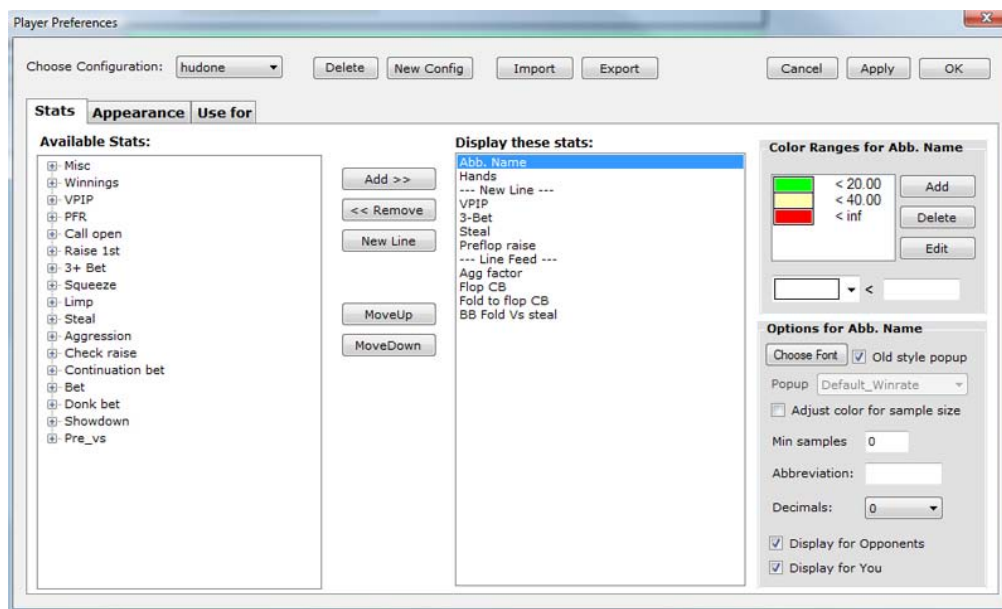
The following pages detail everything about all of these options.



Player Preferences

The **Player Preferences** window controls what stats are displayed in the **HUD** and how they are displayed. There's quite a bit to these windows so we're going to break it down into the **Choose Configuration** and the **3 Tabs**:

- Choose Configuration (Used On all Tabs)
- Stats - Tab 1
- Appearance - Tab 2
- Use For - Tab 3



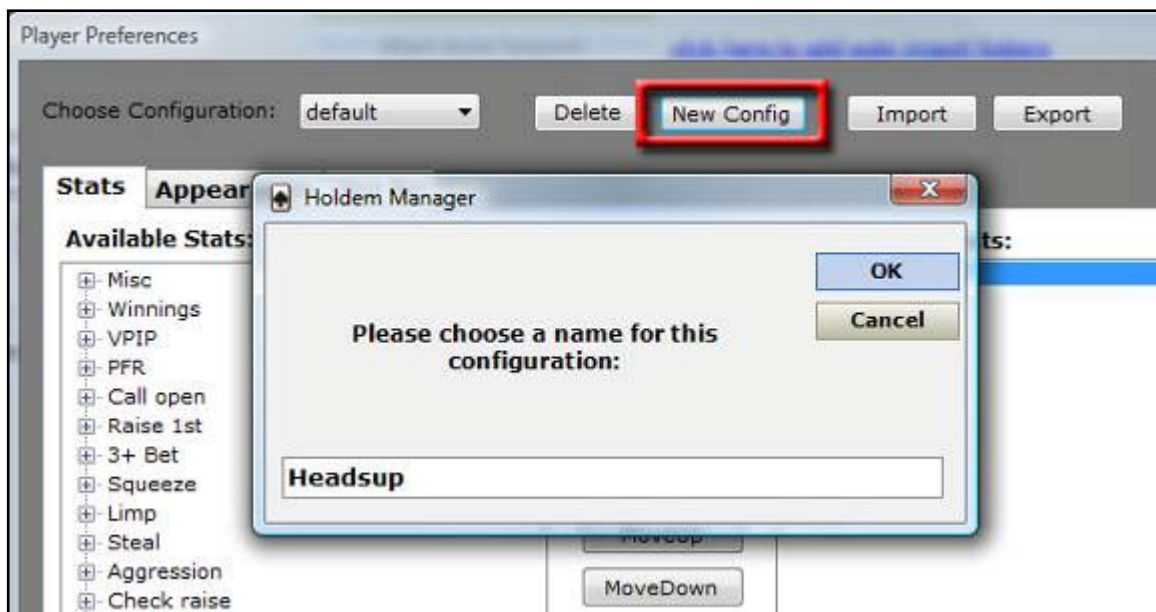
Choose Configurations

You can create different **HUD Configurations** for different types of games.

- Delete - Deletes the currently selected **HUD Configuration**.
- New Config - Creates a **New HUD Configuration**. (See more below)

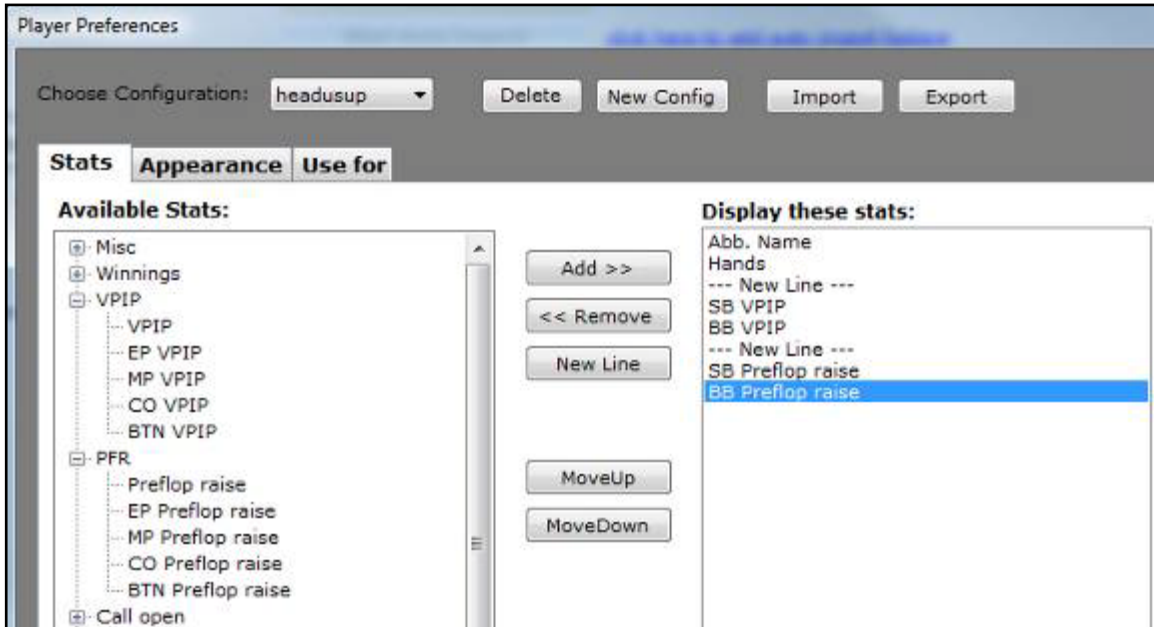
Example: If you play heads-up and want this HUD to be different than your 6-MAX HUD so the **VPIP** stat is broken down for **Small Blind** and **Big Blind**, you can create a Heads Up config file. Here's how you do that:

1. Select New Config
2. Enter Headsup and click OK.

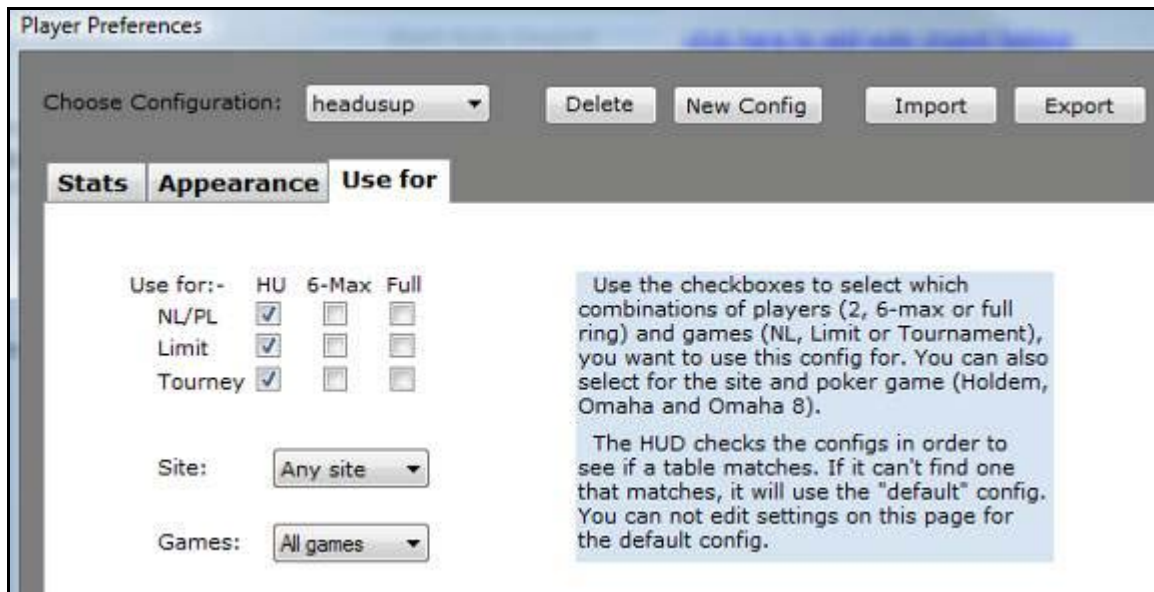


3. Remove all the stats from the **Display These Stats** column.
4. Add stats that are related to BB and SB play
 - a. BB VPIP
 - b. SB VPIP
 - c. BB Preflop Raise
 - d. SB Preflop Raise

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- Now click the **Use For Tab** and check the **HU** checkboxes and make sure the **6-MAX** and **Full** checkboxes are unchecked.



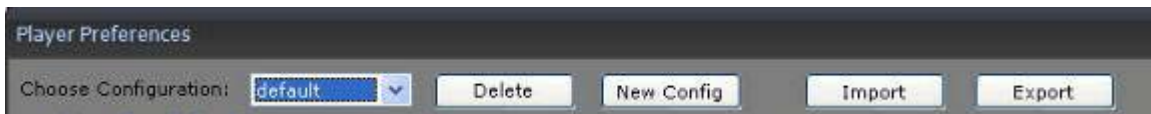
- You have now created a Heads Up config file. Anytime you are playing heads up now, Holdem Manager will display your **HUD Overlays** with only Heads Up stats we just created

7. You should probably take this a step further and go to **HUD Options/HUD Filters** and change this so only hands where 2 players were dealt into the hand will show. This will remove all hands played at 6-MAX and 9-MAX so your **HUD** only displays **Heads Up Stats**.

Import/Export - Choose Configuration

You can save as many **HUD Configurations** as you like. Having more than one **HUD Configuration** allows you to save different **HUD Configurations**. You can create different configurations for different types of games.

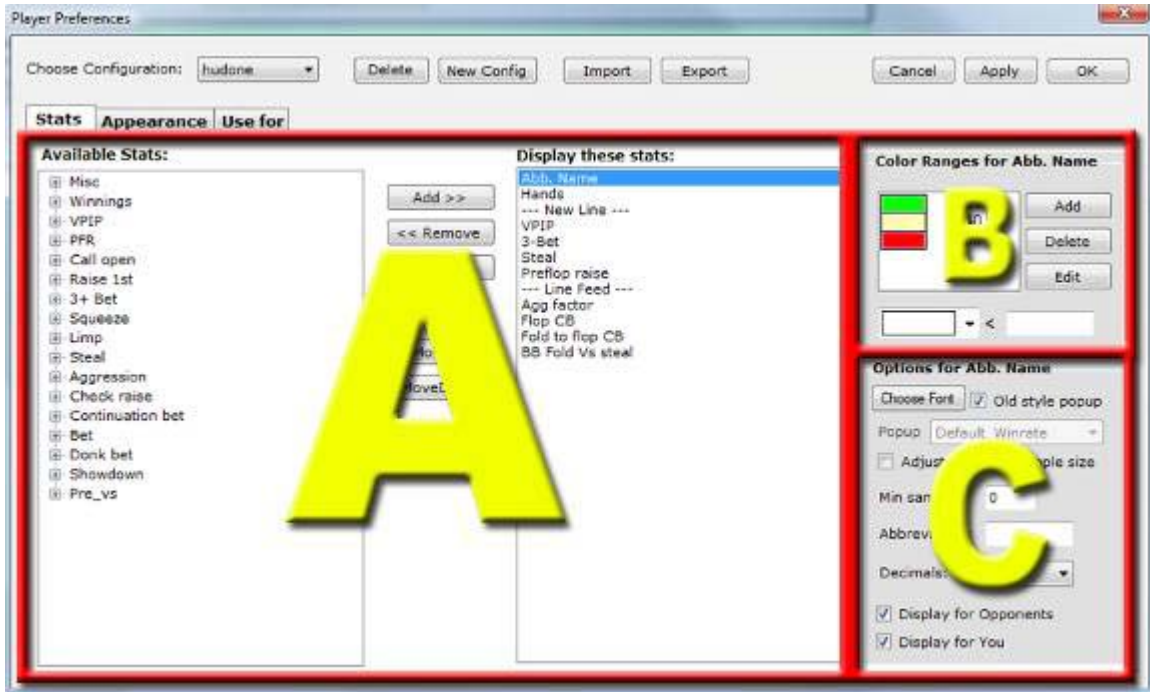
Example: If you play Heads-up and want the VPIP stat broken down for **Small Blind** and **Big Blind** for these games, you can create a **HUD Configuration** for this. The next page details this process.



- **Delete** – Deletes your current **HUD Configuration**
- **New Config** – Creates a new **HUD Configuration**
- **Import** – You will need to do this without the HUD running otherwise the panel positions will not be correctly imported. We have a HUD Configuration section in the forums where users have posted their own files.
- **Export** – You are exporting the config and the panel positions for the site you select to export. You can then send the file to friend who can import it.

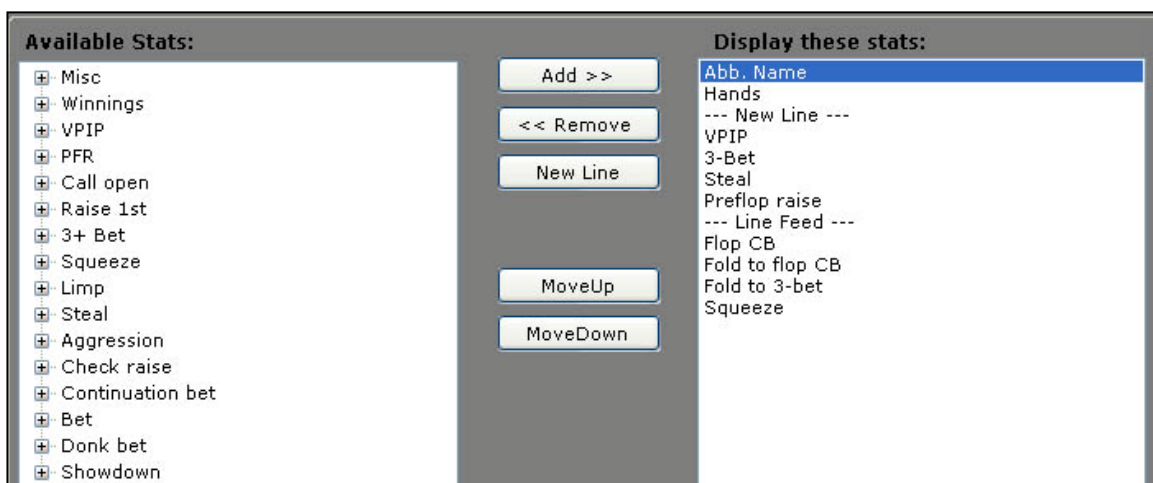
Note: The HUD uses the list of configs and tries to find one that matches the table. If it cannot find one, it will use the default config file– that's why you can't delete the default config file.

Stats - Tab 1



A – HUD Overlay Stats

This part of the **Player Preferences** is fairly straight forward. (Picture below)



- On the left you have the **Available Stats Column**.
- On the right you have the stats that get displayed on a **HUD Overlays**. (Display These Stats)

Adding Stats:

To add a new stat to your **HUD**, simply find the stat in the left column; then click the **Add** button. If you want the stat in a different position, highlight the stat and click the **Move UP** and **Move Down** buttons.

You can also double click any stat to add or remove it.

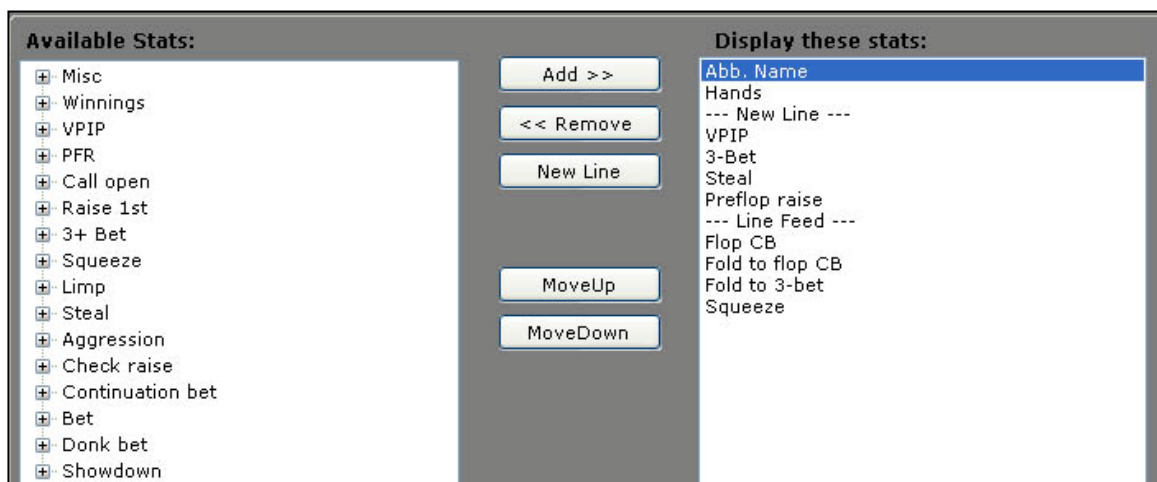
Removing Stats:

Simply highlight the stat you want to remove and click **Remove**, or double click the stat to remove it.

Add New Line Break:

To add a new row of stats, click the **New Line** button and move it up or down by clicking the **Move Up** & **Move Down** buttons to position it where you want your line break to be.

You can add as many rows of stats you like by using the add **New Line** button.



B – HUD Overlay Stat Colors

HUD Overlay Stat Colors is a very powerful tool allowing you to color code stats based on greater-than / less-than values.

Click on any stat in the right column of the **HUD Overlay Stats** (Previous Page) and you'll adjust the colors for that stat. (Right) is the 3-Bet stat I have highlighted. This is signaled by the top text that reads, "**Color Ranges for 3-Bet.**" If you click a different stat in the **HUD Overlay Stats**, the text at the top will change to that stat to verify you are adjusting the colors of the proper stat.



How it Works:

1. Highlight the stat you want to color code.
2. Select a color for the range you want.
3. Enter a value to the right of the less-than sign (Under **Edit**)
4. Click Add

Overview:

For the 3-bet stats (above right) you see the following:

- **Green** < 3.00
- **White** < 8.00
- **Red** < inf

This means:

- **3-bet stats below 3.00 will be displayed in Green**
- **3-bet stats between 3.00 and 8.00 will be displayed in White**
- **3-bet stats above 8.0 will be displayed in Red**

***Note:** You can have up to 5 color codes per stat. You can change the colors and values by selecting the stat in the list, selecting the new color and value and clicking **Edit**.*

C – HUD Overlay Options

HUD Overlay Stat Colors has the following Options:

- Choose Font
- Old Style Popup
- Adjust Color for Sample Size
- Min Samples
- Abbreviation
- Decimals
- Display for Opponents
- Display for You



Choose Font

Selects the Font for the Selected Stat

Old Style Popup

Legacy support for hardwired popups

Adjust Color for Sample Size

This grays out stats that do not have a large sample size. The larger the sample size, the brighter the stat will be. (Very useful for quick analysis of how valid someone's stats are. Obviously, you don't want to put much weight into player's stats with less than 20 hands of stats.)

Min Samples

Number of hands that must be played before selected stat shows up in the users HUD.

Abbreviation

Display name used if the **Show Abbreviations** checkbox is checked.

To change the **Abbreviation** for a stat, highlight the stat in the **Display These Stats:** window and change the text in the **Abbreviation** box. Click **Apply**.

Decimals

How many decimals to use for stats.

Display for Opponents

Option to exclude the highlighted stat from your opponents.

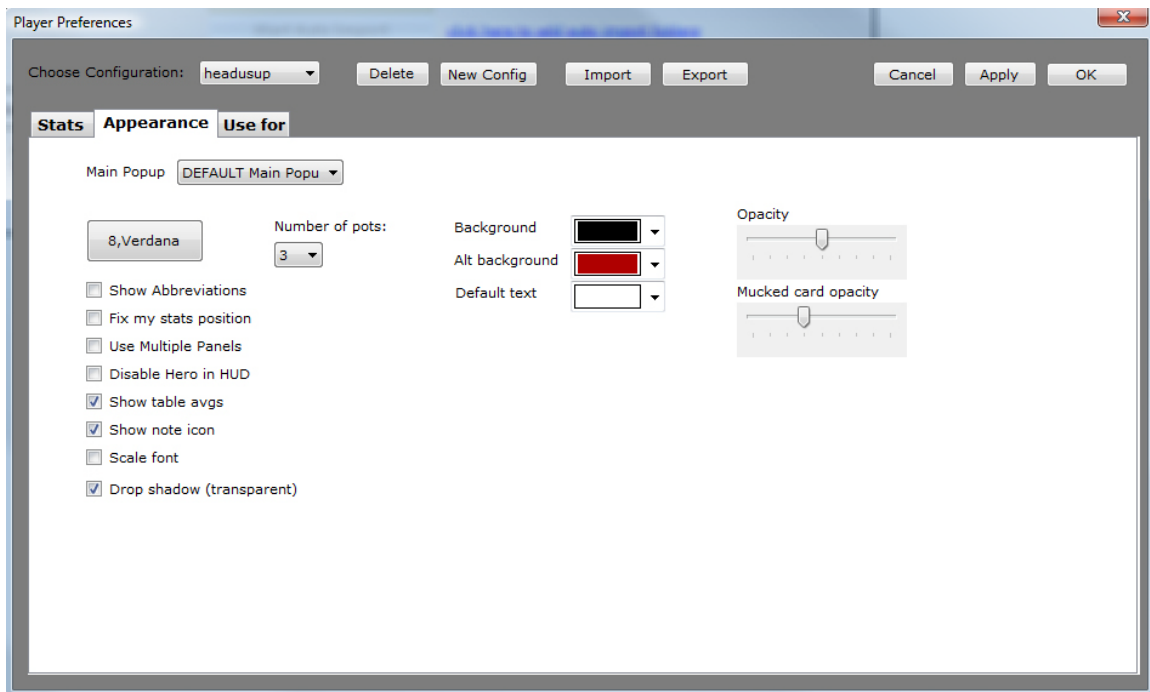
Display for You

Option to display the highlighted stat for the Hero.

Appearance - Tab 2

This Tab includes the following options for your HUD:

- Main Popup
- Font
- Number of Pots
- Show Abbreviations
- Fix my Stats Position
- Use Multiple Panels
- Display HERO in the HUD
- Show Table Averages
- Show Note Icon
- Scale Font
- Drop Shadow (Transparent)
- Background
- Alt Background
- Default Text
- Opacity
- Mucked Card Opacity



Main Popup

Here you can choose to select what **Popup** is displayed when you click a player's name on the HUD.

Font

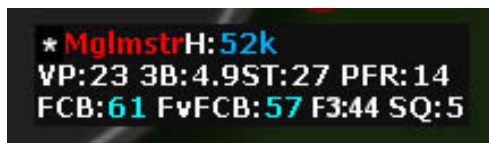
This lets you change the default font of your HUD stats.

Number Of Pots

Number of Pots displays up to the last 3 pots if **Show Table AVGS** is checked.

Show Abbreviations – Options for Configuration

Show Abbreviations enables abbreviations for HUD Stats to show in your HUD Overlay. New users to HUD software should check this box until they are familiar with the HUD Stats and where they are located. See the two pictures below to see the differences:



Show Abbreviations Checked



Not Checked

You can edit the abbreviations as well. See [Abbreviations](#)

Fix My Stats Position – Options for Configuration

Checking this box will allow you to move the **HUD Elements** around on every single table you have open by just moving a **HUD Element** on a single table. Basically this lets you adjust one table's **Stats Position** and it automatically moves the stats on the other tables for you.

When the option is not checked, you need to manually move the same **Stat Overlay** on every single table you have open.

Use Multiple Panels – Options for Configuration

Using **Multiple Panels** breaks up your HUD into multiple pieces. This is very useful if you want full customization of your **HUD Overlays**. Some poker sites don't have much free-space on their tables so using **Multiple Panels** may clean up your screen a little.

The screens below show the difference between not using **Multiple Panels**, and using **Multiple Panels**:



No Multiple Panels

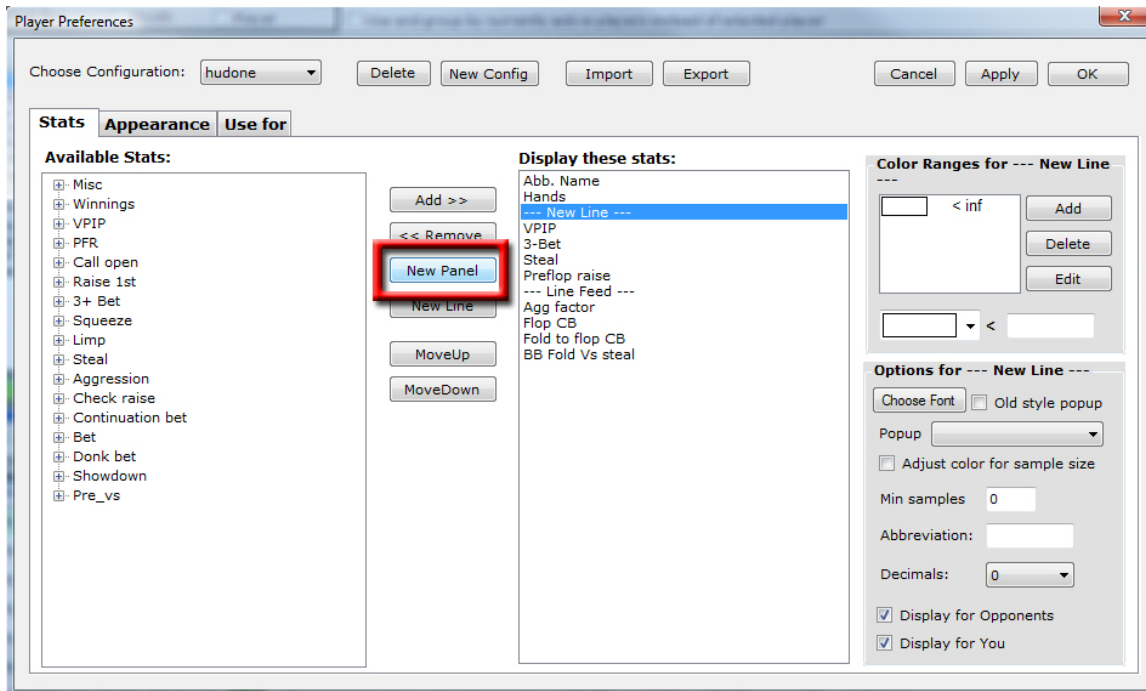


Multiple Panels

As you can see, the **Multiple Panel** screen above has the **Panels** staggered. Each of those three **Panels** can be moved in any location independently by right-clicking the **Panel** and dragging it. You could have the “name/hands” **Panel** on the top of the player and the stats below the player. It's up to you on how you want to position the **Panels** now.

To setup breaks in the panels, you must use a “**New Panel**” separator when adding stats. See the image on the next page.

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By default, Holdem Manager uses a **Line Feed** (New Line) to breakup rows of stats. Remember, if you check the **Use Multiple Panels** checkbox, you must change the **Line Feeds** to **New Panels**.

Disable Hero in HUD – Options for Configuration

Self explanatory – Removes the **Hero's** stats from all **HUD Overlays**.

Show Table AVGS

Show Table AVGS displays the overall table **VP\$IP**. This **HUD Element** can be moved around just like any other **HUD Element** by right-clicking and dragging the window.

This option also displays the overall table **PFR** (Pre-Flop Raise) and last three pots.



Show Note Icon – Options for Configuration

When checked, the **Show Note Icon** displays an **Asterisk** to the left of each player's name in the **HUD Overlay**. If you have a note on a player it displays a colored notepad or selected picture icon.

For more information on **Notes**, see [HUD Basics](#)

Number of Pots – Options for Configuration

Number of Pots is a drop-down menu item where you can display up to the last three pots played at a table. This is very handy for quickly seeing what happened in the previous hands. You can choose to display the last 1, 2, 3 pots or None.

Number of Pots shows up on the **Table VP\$IP HUD Element** when checked.

See the image below to see the following **HUD Element** in action:

- **Show Table VP\$IP & PFR**
- **Show Avg. Pot**
- **Number of Pots**

VPSIP PFR AVG Pot

♠ 65/24	\$34.62
<i>RikJamesB.</i>	\$63.50
cello0327	\$23.50
cello0327	\$47.50

Winner & \$ Won Last 3 Hands

Scale Font – Options for Configuration

The **Scale Font** checkbox allows you to change the font of your **HUD** characters.

Check the **Scale Font** checkbox; and then click the font box directly below the **Scale Font** checkbox to change the fonts of your HUD.

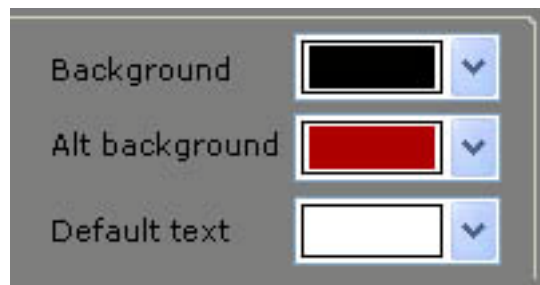
Drop Shadow (Transparent)

Checking this allows your **HUD** stats to have a drop shadow on the table so you can read them easier. This only works if you use a Transparent **HUD** Background

Background / Alt Background / Default Text (B)

Background, Alt Background and Default Text dropdown color boxes all change the appearance of your **HUD Elements**.

Background:
Changes the **Background** color of **HUD Elements**.



Alt Background:

When you double click a players **HUD**, this changes the background of their HUD to color selected for **Alt Background**. This is very useful if you want to highlight a player to make them stand out from the other players more. Double click the players **HUD** a second time and the background returns to the normal background.

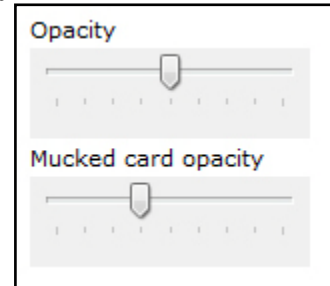
Default Text:

This is simply the color of the **Default Text** in all **HUD Elements**.

Opacity

The **Opacity Slider** changes the **Opacity** of your **HUD Overlay**.

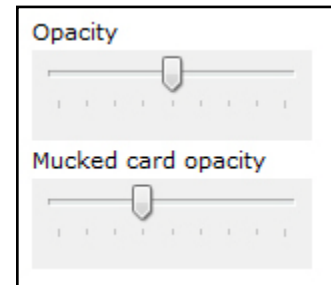
- Slide it to the left and your **HUD** becomes more transparent.
- Slide it to the right and your **HUD** becomes less transparent.



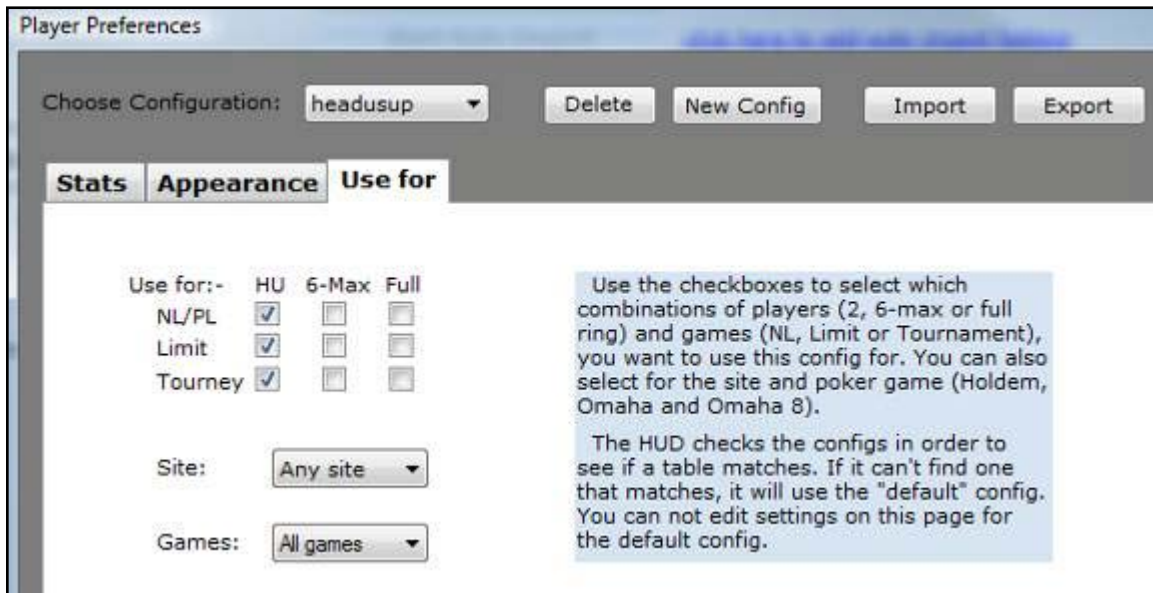
Mucked Card Opacity

This slider lets you to set the **Opacity** of the **Mucked Cards**. This allows you to see what is behind the cards as the cards are displayed.

Since **Mucked Cards** are shown at the start of the next hand, you might want to see what's behind those cards or change the position of the cards in the Mucked Card and Alignment Edit Mode



Use For - Tab 3



Options for Configuration

The image to the (right) shows different styles of Holdem along with the number of players at a table. If you want to exclude any Holdem option from your **HUD Overlay**, uncheck the box you don't want to be displayed while you play. This removes the stats from your **HUD** for the boxes that are not checked.

Example: If you just wanted **6-MAX No Limit** stats to show up on your **HUD**, uncheck every single box except "6-MAX NL".



Site

This lets you select what site you want the current HUD to be displayed on. You might play HU on 1 site and just 6-max on another. If you have multiple HUD Configurations you can select what HUD gets used at what site.

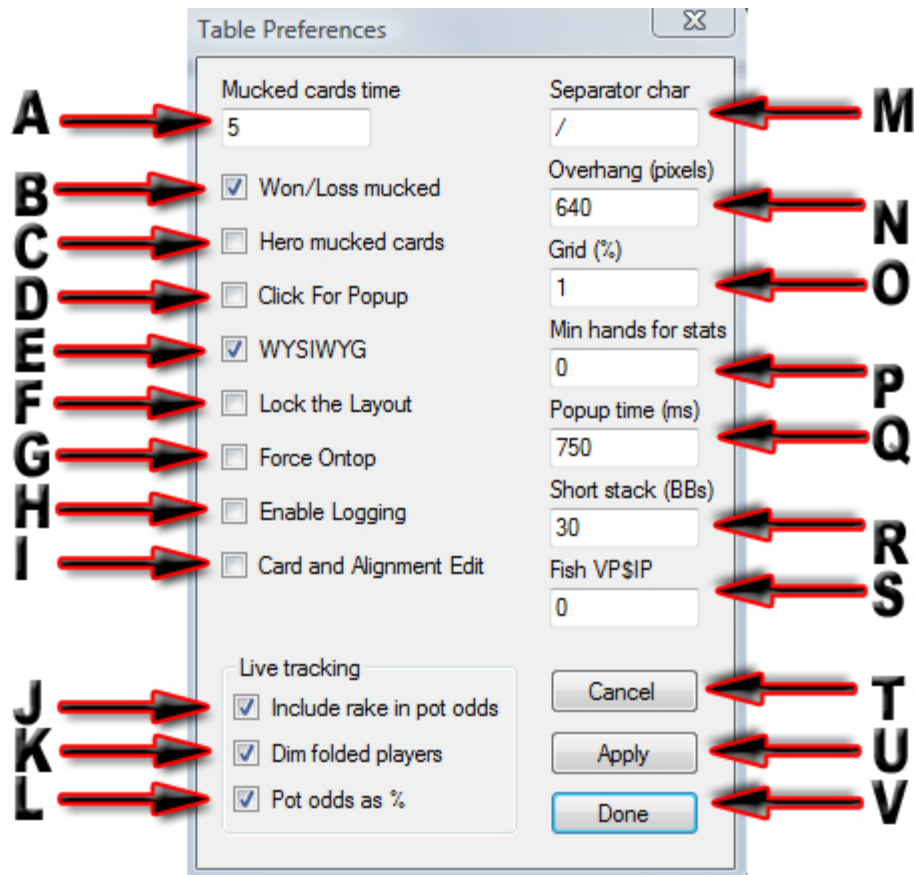
Games

You can change between Holdem, Omaha Hi, Omaha HI/LO, and All Games.

Table Preferences

Table Preferences in Holdem Manager is where you adjust how Mucked Cards are displayed along with basics of how the HUD is displayed.

Use the image below for reference and then go to the heading corresponding to the letters on the following pages.



A – Mucked Card Time

This is how long the **Mucked Cards** are displayed once the hand is over. The number in the box represents seconds.

If cards are not shown due to a non-showdown pot, **Mucked Cards** are not displayed unless the player chose to show their cards.

B – Won/Loss Mucked

Won/Loss Mucked allows you to see what the player's won or lost when Mucked Cards are displayed when the hand is over.

Left = KK lost (\$1300)
Right = A8s won \$1,450



C – Hero Mucked Cards

When checked, this will **NOT** show the Hero's Mucked Cards on the table

D – Click for Popup

When this is checked you must click an individual stat to get more information.

By default, Holdem Manager has this off so you can mouse-over a stat to get more information.

Once you click a stat to get more information, you can right click and drag the pop-up box anywhere you like.

Click anywhere in the box to close the pop-up.

E – WYSIWYG

Un-checking this box allows you to move one table **HUD** element while not affecting other table **HUD** elements. This is for when you play on obscure network skins that don't allow you to have a preferred seat and your stats do not line up.

F – Lock the Layout

Once you've setup your Mucked Cards and have your HUD's position where you want them you might want to lock their positions. If you're 100% happy with all the HUD positions, check the **Lock the Layout** checkbox and you won't be able to accidentally move any of the HUD elements.

Using this is only advisable if you are 100% happy with all your HUD elements. Most people do not lock their layouts.

G – Force Ontop

This checkbox forces all HUD elements to be displayed on the top layer of your screen-draw. Some poker sites will display graphics above Holdem Manager's HUD elements and checking the **Force Ontop** checkbox should remedy this problem.

H – Enable Logging

Enable Logging is nothing a normal user needs to worry about. This option spits out code and places it on your hard drive if one of the Holdem Manager Programmers contacts you to help solve a problem.

I – Card and Alignment Edit

Checking this and selecting “Apply” makes dummy mucked cards show up on an active table along with color coded **Alignment** helpers around **HUD Stats**. (See Screen Below)



Mucked Cards:

Right click the cards and move them to your desired positions. Drag **AA** to seat 1, **22** to seat 2, **33** to seat 3, etc.

Alignment Flags:

The **Alignment Flags** control how each player's stats are aligned. Panels with just the left edge highlighted are left aligned. I.e. the left edge will always be in the same place, regardless of the size of the text in the panel. You can make a panel center-aligned by clicking on the right edge of the panel. The center of the panel will remain the same. For right aligned panel the right edge is always in the same place.

You can change the vertical alignment properties in the same way.

Simply uncheck the **Card and Alignment Edit** checkbox and select **Apply** to remove the dummy cards from your active tables.

*Note: It is recommended you do not select done with the **Card and Alignment Edit** check box checked. This will make the dummy **Mucked Cards** display on your tables until you come back and uncheck the checkbox.*

J – Include Rake in Pot Odds

Include Rake in Pot Odds includes the rake in pot odds calculations.
(Live Tracking Only)

k – Dim Folded Players

Dim Folded Players dims the HUD Stats of players that have folded out of the hand.
(Live Tracking Only)

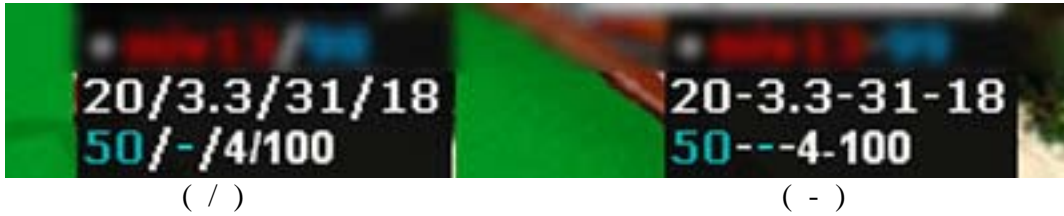
L – Pot Odds as %

Displays the **Pot Odds as a %**
(Live Tracking Only)

M – Separator Character

The **Separator Character** allows you to change the character being displayed between stats on your HUD. By default it's a forward slash. (/)

On the left the **Separator Character** is /
On the right the **Separator Character** is -



Only one character is allowed here so if you enter multiple characters only the first character will be used.

N – Overhang (Pixels)

The **Overhang (Pixels)** option allows you to set a maximum distance HUD elements will overhang from your table. This is mainly used when you make your tables smaller than the default sizes.

Increasing this number means your HUD elements can go outside of your table boundary by that many pixels. Decreasing this number means your HUD elements won't be able to go outside of your table boundary as far.

O – Grid (%)

This works with multi-panel displays. It helps you layout the panels in neat rows and columns. The size of the grid is the % of screen width and height. If you want a courser grid, make the number bigger. If you want to switch it off, make the value zero.



P – Min Hands for Stats

If this is not set to 0, stats don't show up for players until they've reached the number you entered in this box. If you enter 10 in this box that means no **HUD** elements or stats for any player with less than 10 hands in the Holdem Manager database will be displayed.

Q – Popup Time (ms)

Popup Time (ms) is how long before you mouse-over a stat in the **HUD** before more information is displayed.

If this number is 1000 (1-Second) this means you must hover your mouse over a single stat for 1 second before more information is displayed. You can lower or raise this number however you like, but we recommend you keep it at the 750ms default setting.

Note: **Popup Time (ms)** only works when the “**Click for Popup**” checkbox is NOT checked.

R – Short Stack (BB)

This is what's considered a **Short Stack** in Table Manager. So if the value is 30, all players with less than 30 Big Blinds will be counted as a **Short Stack**.

S – Fish VP\$IP

Any Player with a VP\$IP over the number in this box will be counted as a fish in Table Manager. If 0 is entered, nobody will be counted as a fish at the table.

T – Cancel

Cancels any changes you've made and closes the **Table Preferences** window.

U – Apply

Apply saves your changes and applies your changes to the **HUD** elements.

V – Done

Done applies your changes and closes the **Table Preferences** window.

Seating Preferences

Seating Preferences is where you can setup **Preferred Seats** so Holdem Managers **HUD Overlay Stats** follow you to your **Preferred Seat**. You can setup **Preferred Seating** for all the Poker Clients Holdem Manager supports.

1. Select the Poker Client
2. Select your preferred seat for:
 - a. Heads Up
 - b. 6-Max
 - c. 9-Max
 - d. 10-Max
3. Click "OK" when you are finished

Generally the top center seat on the poker table is Seat 1 and the seat numbers increase as you go around the table like the button would go around the table.



HUD Popup Configuration

The **HUD Popup Configuration** window allows you to customize your HUD Popups.

When you're playing at a table, hover over a stat or click a stat to show a HUD Popup.

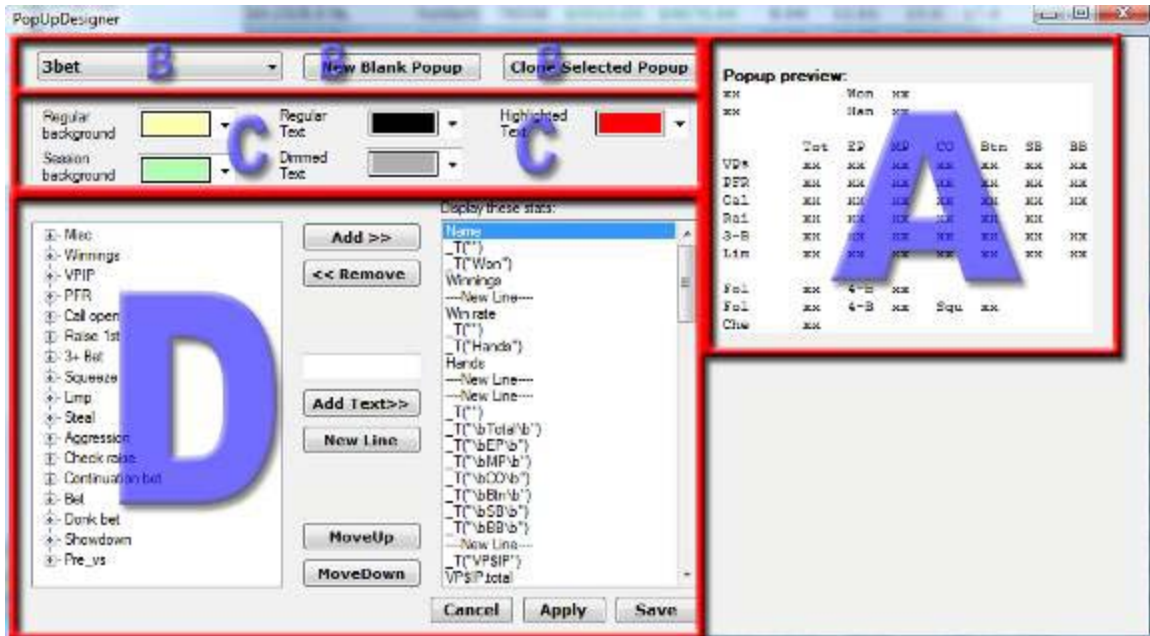
Steal (total)	CO	Btn	SB
27%	21%	32%	34%
Vs Steal	SB	BB	
Fold	85%	78%	
Call	9%	15%	
3Bet	6%	8%	
* Mglmstr/80k 22/5.2/27/14 2.7/58/55/78			

This HUD Popup happens to be the Steal Popup. Hovering over or clicking the Steal stat on the normal HUD opens this popup.

*Note: You can't edit a default Popup window, but you can **Clone Selected Popup** and create a **New Blank Popup**. I strongly suggest you **Clone** a default Popup to make your custom HUD Popup(s).*

HUD Popup Designer Window

Before we detail a step by step guide on how to create a Custom Popup, lets breakdown the Popup Designer Window.



A - Popup Preview

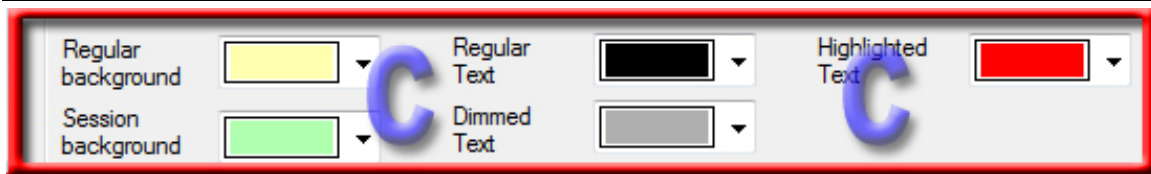
The **Popup Preview** allows you to see what your popup will look like as you make changes in real-time. Very important to be looking at this as you add and remove items from your **Custom Popup**.

B - Popups & Create Popup Buttons



- The left dropdown that currently says **3bet** is where all your default and **Custom HUD Popups** are located.
- **New Blank Popup Creates** a new blank popup. (We strongly suggest you **Clone Selected Popup** and not create a blank popup.)
- **Clone Selected Popup** clones the currently selected popup.

C - Background & Font Colors



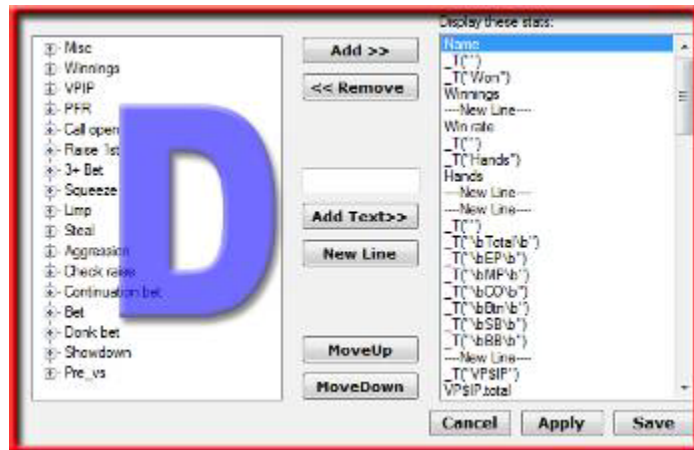
- **Regular Background** - The normal background for your **Custom HUD Popup**
- **Regular Text** - The normal text color of your **Custom HUD Popup**
- **Session Background** - When you double click your HUD the background of your HUD turns red signifying you are looking at session stats. Now when you hover over your HUD stat and bring up the **Custom HUD Popup**, the background will be whatever color is selected here. (Green)
- **Dimmed Text** - Dims text in **Live Tracking** that is not relevant. For example, all players that fold will have their HUD stats dimmed. If you are on the flop, your opponents PFR stat will be dimmed, etc. Any stat that is not relevant for that point in the hand will be dimmed.
- **Highlighted Text** - Highlights areas of **Live Tracking** that are important.

D - Popup Stats & Text

This part of the HUD Popup Designer allows you to customize all the text and stats in your Custom HUD Popup.

The **Add & Remove** buttons add and remove stats, text and line breaks.

The blank box above the **Add Text>>** button allows you to add custom text to your popup.



New Line creates a new line for stats and text in your popup.

Move Up & Move Down moves the currently selected stat or text in the **Display These Stats** window up or down changing their position on your **Custom HUD Popup**.

Create Custom HUD Popup Walkthrough

Now that you know the basics of the **HUD Popup Designer** window, I'm going to walk you through step by step on how to make a custom HUD Popup. For this example we're going to add the overall Squeeze stat to the Steal Popup.

Steal (total)	CO	Btn	SB
27%	21%	32%	34%
Vs Steal	SB	BB	
Fold	85%	78%	
Call	9%	15%	
3Bet	6%	8%	

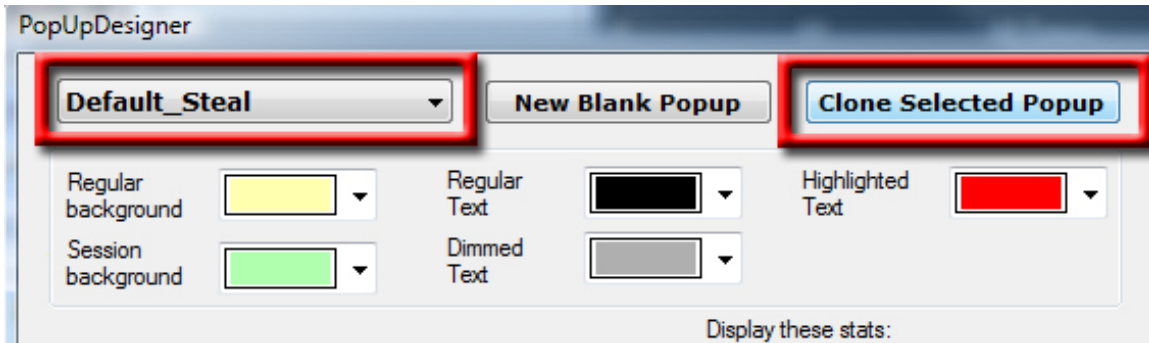
Original Steal Popup

Steal (total)	CO	Btn	SB
27%	21%	32%	34%
Vs Steal	SB	BB	
Fold	85%	78%	
Call	9%	15%	
3-Bet	6%	8%	
Squeeze	5%		

Custom Steal Popup (Squeeze Added)

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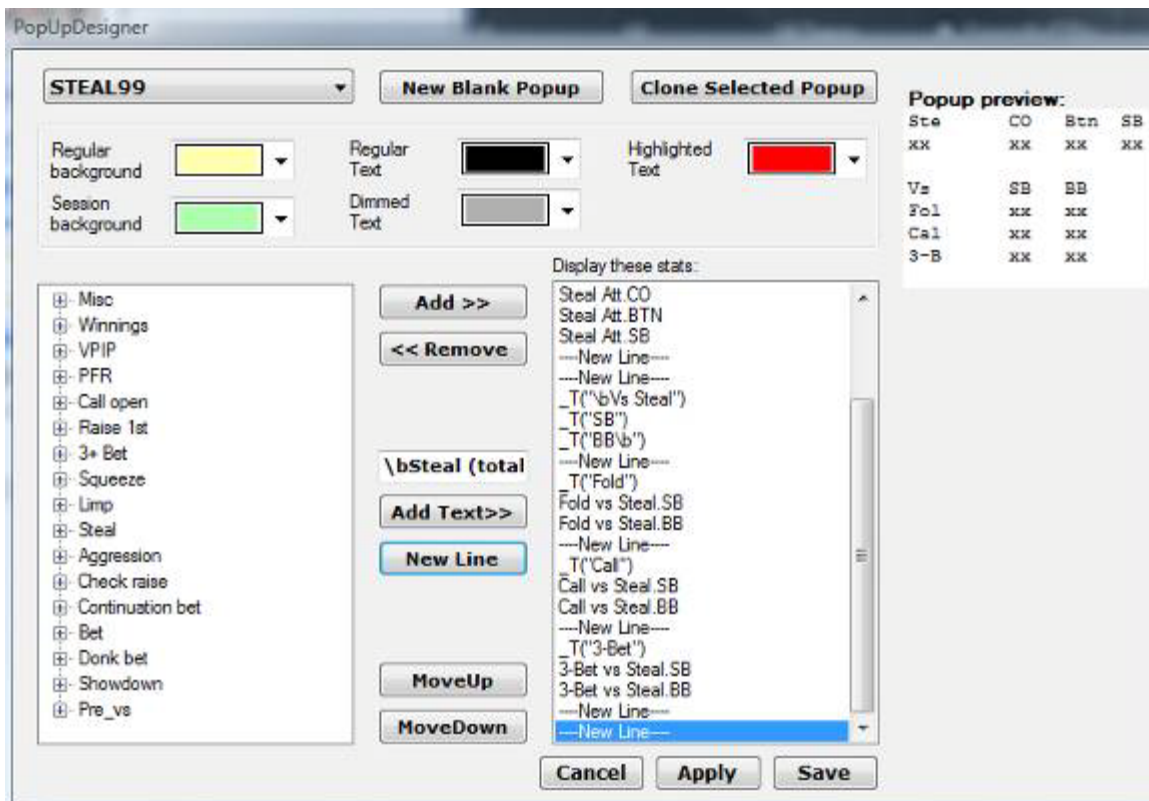
1. Select the Default_Steal Popup in the left dropdown box.
2. Click **Clone Selected Popup**



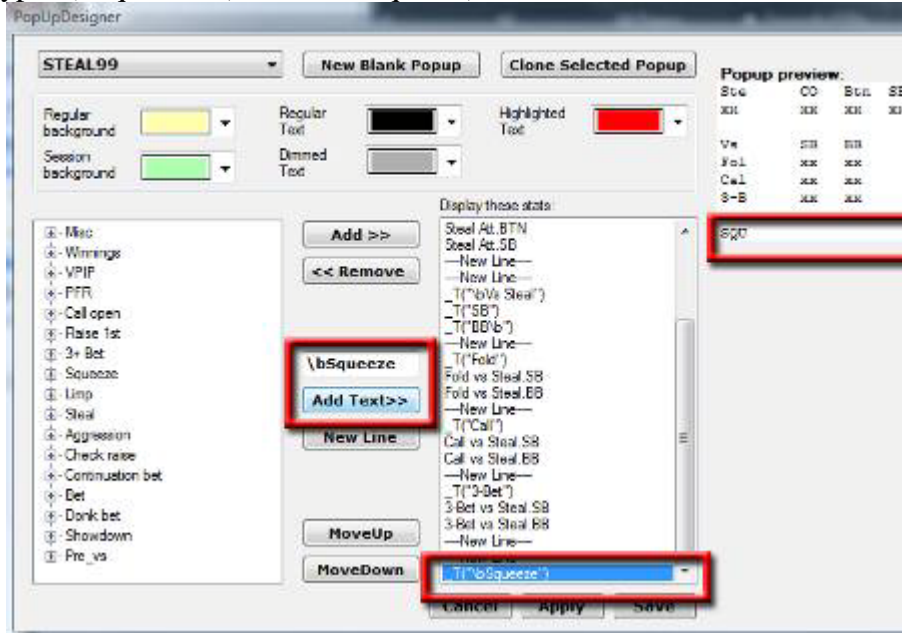
3. Choose a name for the popup and remember this name. For this example let's call our custom steal popup, "**STEAL99**"

OK, so we've just cloned the **Default Steal Popup** and now we're going to add the **Squeeze** text and stat to the bottom of our **Custom HUD Popup**.

4. Click the bottom stat in the Display These Stats window and click the **New Line Button**. We want 2 new lines here like the screen below. If you noticed, when you added the second **New Line**, the **Popup Preview** window on the right updated showing you that you successfully added a **New Line**.

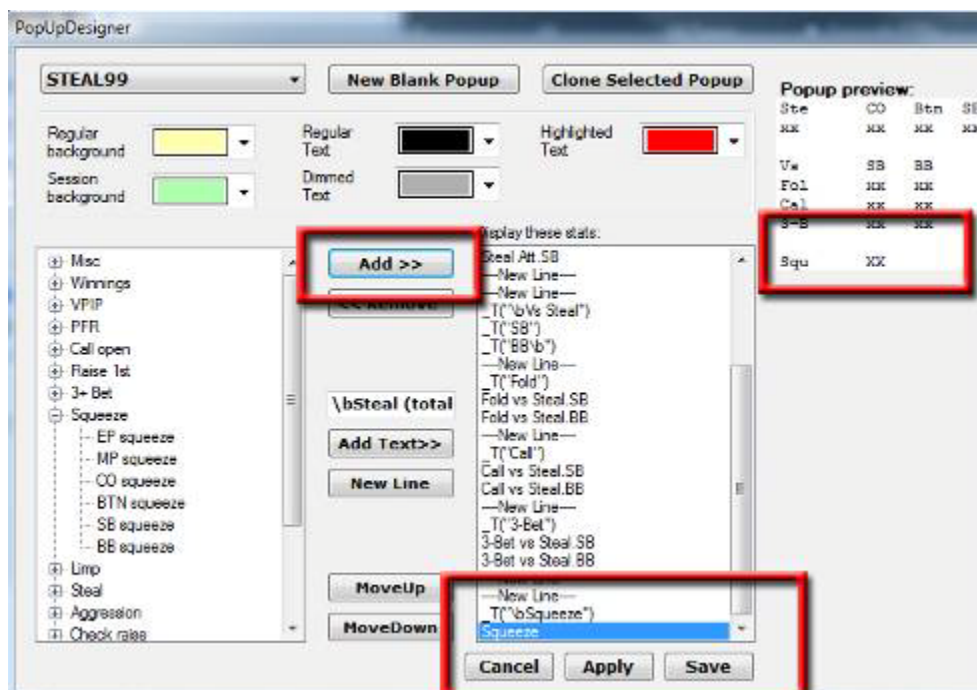


- Type "\bSqueeze" (without the quotes) in the white window and click Add Text.

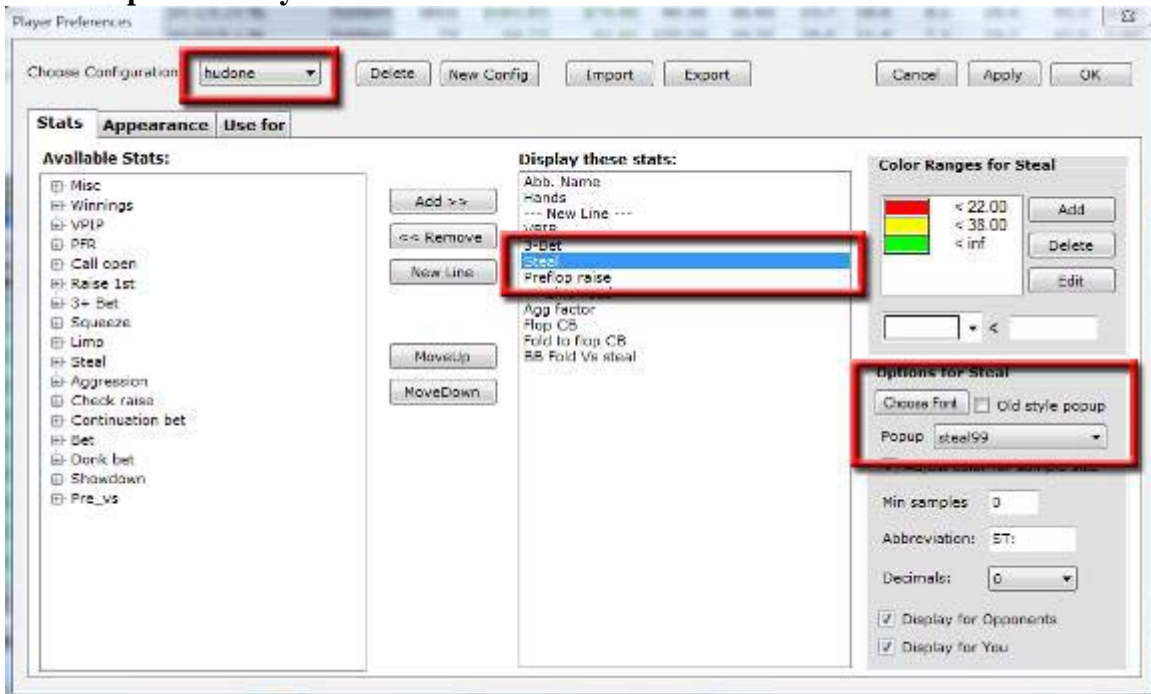


Note again that the Popup Preview window updated with a preview of the text we just added.

- Find the **Squeeze** stat on the left column. Highlight it and click **Add**. Move it to the bottom of the **Display These Stats** window if it is not already there. It should look like the following now.



7. Click **Save**
8. Now we have to tie the Custom Popup we just created to a stat. Go to **HUD Options / Player Preferences**.



9. Make sure the proper HUD is selected in the **Choose Configuration** dropdown at the top left.
10. Highlight the stat you want to tie our **Custom Popup** to. Steal is the one we created.
11. In the red box on the right, uncheck **Old Style Popup**.
12. In the **Popup Dropdown**, select the **Custom Popup** we just created. (**steal99**)

We just created a **Custom Popup** and tied it to a stat. If everything was done correctly, your old **Steal Popup** will be replaced by the **Custom steal99 Popup** we just created.

Steal (total)	CO	Btn	SB
27%	21%	32%	34%
Vs Steal	SB	BB	
Fold	85%	78%	
Call	9%	15%	
3Bet	6%	8%	

Original Steal Popup

Steal (total)	CO	Btn	SB
27%	21%	32%	34%
Vs Steal	SB	BB	
Fold	85%	78%	
Call	9%	15%	
3-Bet	6%	8%	
Squeeze	5%		

Custom Steal Popup (Squeeze Added)

Site Options

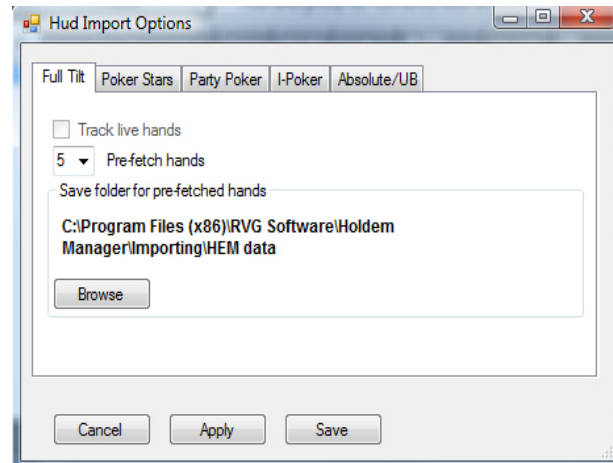
The **Site Options** menu allows you to setup pre-fetch and live tracking of hands along with detecting strange table types on other poker sites.

Full Tilt

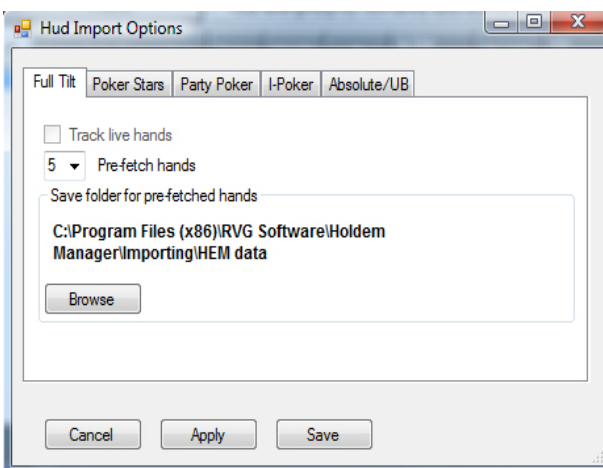
Track Live Hands - Allows you to get current Pot Odd's information during a hand.

Pre-Fetch Hands - You can set this number between 0-5. This is the number of hands Holdem Manager will pre-fetch if have the proper save folder set.

Save Folder for Pre-Fetch Hands - Click the browse button to change the folder. The folder on the right is the correct folder. Omit (x86) on your program files if you are not using a 64bit operating system.



Poker Stars



Track Live Hands - Allows you to get current Pot Odd's information during a hand.

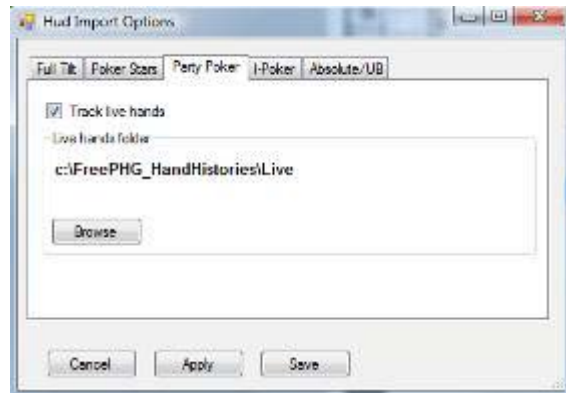
Pre-Fetch Hands - You can set this number between 0-5. This is the number of hands Holdem Manager will pre-fetch if have the proper save folder set.

Save Folder for Pre-Fetch Hands - Click the browse button to change the folder. The folder on the right is the correct folder. Omit (x86) on your program files if you are not using a 64bit operating system.

Party Poker

Party Poker lets you **Track Live Hands**.

Set the **Live Hands Folder** to the folder Party Poker saves it's live hands to.

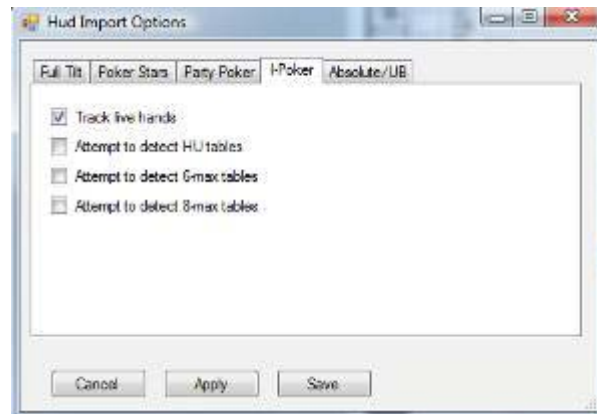


I-Poker

In the I-Poker Tab you can check the following checkboxes:

- Track Live Hands
- Attempt to detect HU tables
- Attempt to detect 6-max tables
- Attempt to detect 8-max tables

Click **Track Live Hands** to display current pot odds information about the hand.

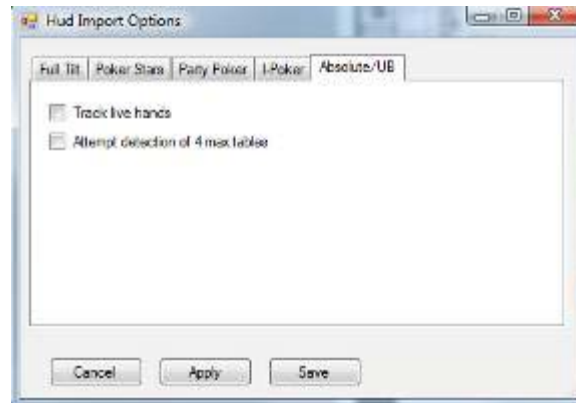


Since there's no way to setup Preferred Seating on the I-poker network, checking one of the last three boxes helps Holdem Manager align your stats so you don't have to adjust them every time you sit down at a table.

***Note:** If you are playing a combination of the above tables, your stats will not line up.*

Absolute/UB

- Track Live Hands - Allows you to get current Pot Odd's information during a hand.
- Attempt Detection of 4-MAX Tables - Attempts to detect 4-MAX tables in the Absolute/UB poker client.



Additional HUD Filters

Additional HUD Filters allows you to exclude stats in your HUD Overlay. This is somewhat of an advanced feature of Holdem Manager and most users should have no need to adjust anything here. You have the following Options:

- Filter for # of Players
- Filter by Date
- Filter by Limits



Filter for # of Players:

The column on the left (# Players) represents how many players are seated at your current table. The other two columns are Min and Max players you want stats for.

Example:

Let's say we're playing a 6max SNG and we know that once it gets to 3 people the stats for 6max are no longer relevant because we expect the villain to loosen up. If we change the "**# of players 3**" to 3 and max to 3 then we only see stats from the villain where he played while 3 handed. Any stats where the villain was 4 handed or heads up will not be shown.

Where some people go wrong is where they only set "**# of players 6**" setting because they only play 6 max, this is wrong this doesn't go by the type of game you're playing, it filters based on how many players are at the table. So if you're playing 10max and there are only 5 people left it will use the filter "**# of players 5**" not 10.

Filter by Date:

Self explanatory – insert the number of months you want your **HUD Overlay** to display stats on opponents.

Filter By Limits:

When checked, this includes hands from other limits on your **HUD Overlay**.

Disable HUD Stats when there is no Hero

If this option is enabled and you are not seated at a table, no **HUD Overlays** will be displayed.

*Note: Some sites don't allow the collection of statistical data unless you are seated at the table. For these poker rooms no **HUD Overlay** will be displayed until you are dealt into a hand.*

Setup Hero Names

Setup Hero Names is where you enter your screen names from your poker clients so parts of Holdem Manager know who the **Hero** is. To do this, follow these steps.

1. Go to **HUD Options/Setup Hero Names**
2. Click **Add**
3. Type in your screen name from your poker client
4. Select your screen name from the list
5. Click **Select**.

You've now added yourself as the **Hero**. Continue to do this to add more **Hero** names from different sites.

Launch HUD with Auto Import

When selected, Holdem Manager automatically launches the **Table Manager** when you select **Start Auto Import** from the **Import Tab**. (**Table Manager** controls all your **HUD Overlays**)



Auto Close Table Manager on Exit

When selected, this closes the **Table Manager** when you exit Holdem Manager

Relaunch HUD

If for any reason your **HUD** stops showing up, click **Relaunch HUD** and this opens the **Table Manager** which controls your **HUD Overlays**.

You will also need to click **Relaunch HUD** if you set your **Launch HUD with Auto Import** option to **Off**.

Launch Active Player Details Window

Launch Active Player Details Window allows you to see a detailed overview of your opponents playing style as you are playing against them. There's a ton of stats to look at here so we're just going to give you a basic overview of how it all works.

Note: You must be playing a table for players to show up in the left column.

Select a player's name in the left column and all the player's details will populate the **Active Player Window**. The more hands you have on a player, the more detailed the information is.

The screenshot shows the 'All Active Players' window. On the left is a list of active players, with 'I ARE FISH' selected. The main window displays detailed statistics for this player. At the top, there are filters for 'Cash' (selected) and 'Tourney', and a 'Date Range' from 'Jan 00' to 'Oct 09'. The player's stats include: Hands: 2975, Winnings: \$150.80, and bb/100: 10.19. Below this is a table of various statistics:

Stat	Value	Stat	F%	C%	R%	Stat	F%	C%	R%	Stat	F%	C%	R%
VPIP	21.2	SB vs Steal	85	8	6	vs Flop Cbet	50	35	15	After Check	67	27	6
PFR	17.7	BB vs Steal	83	14	3	vs Turn Cbet	33	67	0	vs Bet (IP)	51	35	13
3Bet	4.3					vs River Cbet	20	80	0	vs Raise	62	35	4
Sqze	3.2	vs 3Bet	57	36	8					vs Reraise	60	40	0
CC:	7.8	vs 4Bet	25	50	25	Flop Cbet%	71			Bet UO (IP)	40	(62)	
						Turn Cbet%	49			Agg (Agg%)	2.44	(33%)	
						River Cbet%	40						

Below the statistics table are tabs for 'Player Analysis', 'Preflop by Pos', 'Preflop Cards', 'Postflop', 'Notes', and 'Big Hands'. The 'Player Analysis' tab is active, showing 'GENERAL' statistics:

- Low River Cbet: 2 / 3 for 40.0% (avg 54.7%)
- VERY Low Fold to River Cbet: 1 / 3 for 20.0% (avg 42.9%)
- Flop as PFR: High Fold: 23 / 43 for 53.5% (avg 40.9%)
- Flop vs 3Bet: High Check Fold: 6 / 6 for 100.0% (avg 54.1%)
- Low Raise: 1 / 16 for 6.3% (avg 17.8%)

At the bottom left of the window is a 'Refresh List' button.

Launch Active Player Details Window Continued...

Filter: (Top)

There's a basic **Filter** at the top that allows you to **Filter** by:

- Cash Game
- Tourney
- # of Players
- # of BB's Left (Tourney Only)
- Date Range

Main Window: (Center)

The **Main Window** shows the players name along with all their general stats.

Tabs: (Bottom)

The **Tabs** allow sorting of specific situations. Those situations include:

- Player Analysis
- Preflop by Position
- Preflop Cards
- Post Flop
- Notes
- Big Hands

Tools

The **Tools** dropdown has a quick launch for the **Hand Range Tool**. You can also get to the **Hand Range Tool** by opening the **Hand Replayer** and clicking a person's name on the table.

Help

The Help dropdown has the following options:

- Frequently Asked Questions - <http://www.holdemmanager.net/faq/afmmain.aspx>
- Clear License Code
- Clear Table Scanner License Code
- Show Serial Number
- Register Holdem Manager

Clear License Code:

Clears the Holdem Manager License from your machine so you can enter a new license code if you upgrade Holdem Manager.

Clear Table Scanner License Code:

Clears the Table Scanner License Code from your machine so you can enter a new license code if you upgrade Holdem Manager.

Show Serial Number:

Shows your current Holdem Manager License Code (Serial) so you can write it down.

Register Holdem Manager:

- Registering Holdem Manager allows you to retrieve your Holdem Manager license if you lose it.
- Registering Holdem Manager also allows you to reset your code so you can move the license to a new PC or reinstall on a formatted PC.

Articles

The Articles dropdown menu has must read content for Holdem Manager users of all skill levels!!!

The Article Titles are:

- ✓ Plugging Leaks - Determining typical bb/100 based on Stat Ranges (Added June 4, 2008)
- ✓ Plugging Leaks - The Basics (Added June 30th, 2008)
- ✓ Plugging Leaks - The Fuzz Rule (Added July 14th, 2008)
- ✓ Analysis - Facing a Preflop 3Bet (Added August 19th, 2008)
- ✓ Understanding how to use Preflop Statistics (Added October 28th, 2008)
- ✓ Understanding how to use Postflop Statistics (Added October 28th, 2008)
- ✓ Understanding the factors in dealing with a flop raise (Added February 18th, 2008)
- ✓ What do the good guys make/lose in specific hand situations (Added April 19th, 2009)

Again, I can't stress enough how great these articles are on understanding poker stats.
Read Them!!!

Omaha Manager

Omaha Manager is seamlessly integrated into Holdem Manager so all of Omaha Managers functionality has been detailed previously in this doc.

There are two main things Omaha Manager uses that is different from the rest of Holdem Manager:

1. Omaha Selection for Reports
2. Omaha Hands in Filters

I'll go over both of these below.

Omaha Selection for Reports

Here you can select **Omaha** or **Holdem** games. You can also select **ALL Games** that will display both **Holdem** and **Omaha** variations in all of the **Tabs**.

The screenshot shows the Hold'em Manager Professional 1.09 beta 35 interface. The 'Reports' tab is active, and the 'Select Report Name from List' dropdown menu is open, showing options: Hold'em, Omaha Hi, Omaha O8, All Omaha, and All Games. The 'All Games' option is highlighted. Below the dropdown, a table displays various statistics for different game types and stakes.

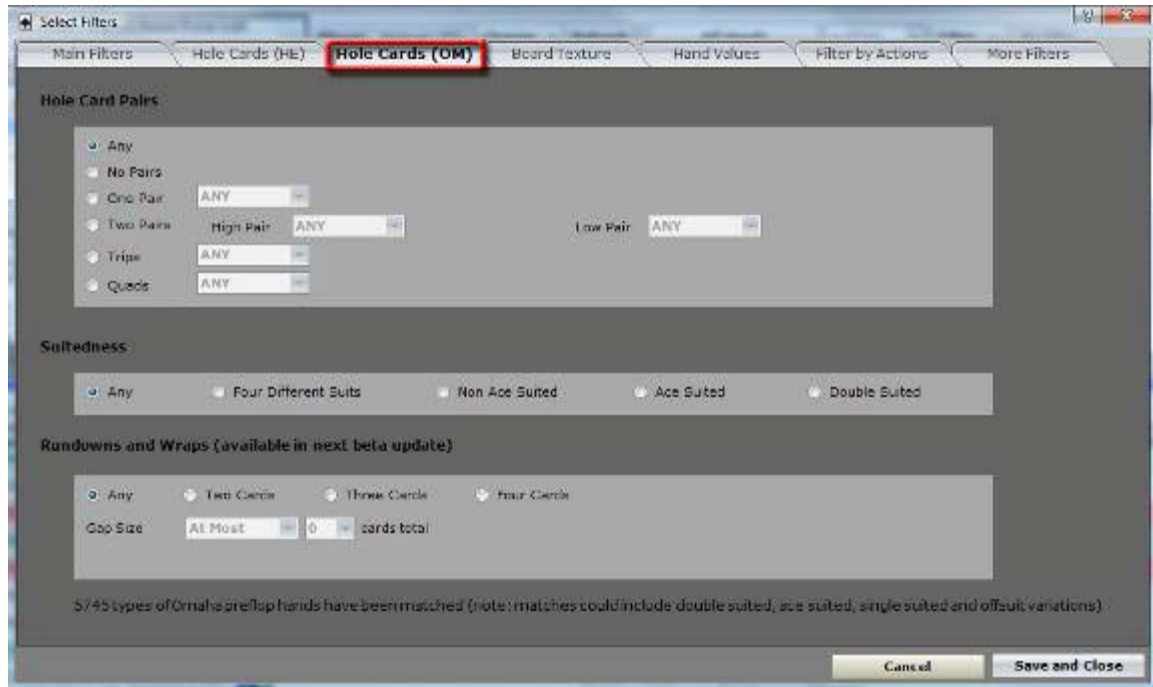
Stat Selection	Game Type Description	Game	Hands	\$	\$ (EV adjusted)	bb/100	EV bb/100	VPIP%	PFR%	3Bet%	W\$SD%	Ad
\$ (EV adjusted)	\$0.5/1 PL	holdem	31	-\$37.95	-\$37.95	-122.42	-122.42	23.3	13.0	3.7	24.7	2
bb/100	\$0.25/0.5 NL	holdem	76598	\$3575.00	\$4569.24	9.33	11.93	25.1	16.8	6.3	26.0	49.5
EV bb/100	\$0.25/0.5 PL	holdem	15207	\$1808.25	\$1486.44	23.78	19.55	22.5	15.0	3.7	24.7	52.3
VPIP%	\$0.1/0.25 PL	holdem	55	\$15.86	\$15.86	115.35	115.35	33.3	25.9	10.0	16.7	33.3
PFR%	\$0.1/0.25 NL	holdem	1811	\$181.83	\$74.46	40.16	16.45	23.7	18.0	8.2	28.4	45.3
3Bet%	\$0.05/0.1 NL	holdem	73	\$9.73	\$1.41	133.29	19.32	28.6	21.4	7.1	29.2	42.9
W\$SD%	\$0.02/0.05 PL	holdem	2	-\$0.07	-\$0.07	-70.00	-70.00	0.0	0.0	0.0	na	na
Agg	\$0.01/0.02 PL	holdem	11	-\$0.08	-\$0.08	-36.36	-36.36	27.3	18.2	0.0	0.0	na
Agg%	\$0.01/0.02 NL	holdem	98	-\$7.68	-\$7.88	-391.84	-402.04	43.3	20.6	6.7	26.0	7.7
Set%												
Rake												
			93886	\$5544.89	\$6101.43	11.96	12.83	24.7	16.3	6.2	26.3	49.8

At the bottom of the screenshot, there is a table showing hand history for the selected report:

Time	Stakes	Cards	Flop	Turn	River	\$	bbs	EV \$ Diff	Pos	Facing Preflop	Action	All-In
04/24/09 03:14:51	\$0.5/1 PL	92	F 933			\$0.00	0.00	\$0.00	CO	Unopened		
04/24/09 03:14:35	\$0.5/1 PL	3K	R			\$1.50	1.50	\$0.00	BTN	Unopened	PFR	

Omaha Hole Cards - Filters

Here's what the Omaha Hole Cards Filter looks like:



At the bottom of this screen it says 5745 hands matched. As you narrow your hand down by selecting options on this screen, this number will drop.

Hole Card Pairs

Here you can select what Holecards are Paired in your hand.

- Any
- No Pairs
- One Pair**
- Two Pairs**
- Trips **
- Quads **

** You will need to enter more information when these are selected. You'll be presented with:

- Any
- At Least
- At Most
- Between
- Equal To

Suitedness

Suitedness allows you to **Filter** for **Suited Cards**.

- Any
- Four Different Suits
- Non Ace Suited
- Ace Suited
- Double Suited

Rundowns and Wraps

This **Filter** allows you to **Filter** for all your **Straight Draw** type hands.

- Any
- Two Cards **
- Three Cards **
- Four Cards **

** You will need to enter more information when these are selected. You'll be presented with:

- Any
- At Least
- At Most
- Between
- Equal To

Stat Definitions

Stat Name	Stat Explanation
Abb.Name	Players Name Abbreviated to the 1 st 8 Characters
Name	Players Name in full
Winnings	\$ the Players Has Won or Lost
Win rate	Win Rate Measured in bb/100 (i.e Big Blinds)
Hands	Amount Of Hands The Player Has Played
VPIP	Voluntarily Put \$ In Pot, The SB and BB postings are not voluntary unless they add more money eg SB calling or BB calling or raising
EP VPIP	Same As VPIP except this only refers to 1 position like EP or BTN or SB unlike the above which is the total VPIP from all positions
Preflop Raise	When someone raises Preflop, if someone 3bets this is also counted towards your PFR as well
EP Preflop Raise	Same as Preflop Raise except this only refers to 1 position like EP or BTN or SB unlike Preflop Raise which is the total Preflop Raise from all positions.
Call Open	This is when you're facing a raise and you just call preflop.
EP Call Open	Same as Call Open except this only refers to 1 position like EP or BTN or SB unlike Call Open which is the total Open Call from all positions.
Raise First	Raise First is similar to Pre Flop Raise except it doesn't include 3bets as its only the 1 st person to raise that has their Raise First stat effected and it doesn't include raising limpers.
EP Raise First	Same as Raise First except this only refers to 1 position like EP or BTN or SB unlike Raise First which is the total Raise First from all positions.
Three Bet	This refers to preflop only where someone re-raises a raise. To explain the difference between prelop and postflop for the term 3bet. The BB is counted as a forced bet preflop, the open raise is then counted as a raise or 2 nd bet and the 3bet is when someone re-raises. Post Flop the 1 st bet is just a bet, the 2 nd bet is a raise and a re-raise is sometimes referred to as a 3bet, just to be aware of the difference between the two.
EP Three Bet	This is the same as Three Bet except this only refers to 1 position like EP or BTN or SB unlike Three Bet which is the total 3bets from all positions.
Squeeze	This is similar to the 3bet except it requires their to be an open raise and 1 or more people to call and then when someone 3bets this is referred to as a squeeze as there is 1 or more people in the middle between the Original Raiser and the 3bettor.
EP Squeeze	This is the same as the Squeeze except this only refers to 1 position like EP or BTN or SB unlike Squeeze which is the total Squeeze % from all positions.
Limp	Where someone just calls in an unopened pot rather than raise or fold.
EP Limp	Same as Limp except this only refers to 1 position like EP or BTN or SB unlike Limp which is the total Limps from all positions.
Limp Call	Where someone limps and then calls a raise

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Fold to 3bet	How often the person folds to a 3bet (see 3bet for more details)
Four bet	When someone re-raises a 3bet (See 3bet for more details)
Fold to 4bet	When someone facing a 4bet folds
Four Bet Range	4bet range is calculated by: Total PFR divided by Total 4bet %. The thing to keep in mind is that most 4bet situations will involve later positions and PFR and 4bet % will be higher from late position than the overall PFR and 4bet would be. As 4bet by position isn't currently being compiled it would take a major overhaul to have it calculated the latter way but it will be introduced in the future.
Steal	When someone raises from the CO, button or Small Blind when the pot is unopened.
CO steal	When someone raises from the CO when the pot is unopened.
BTN Steal	When someone raises from the Button when the pot is unopened.
SB Steal	When someone raises from the SB when the pot is unopened.
SB Fold vs Steal	When in the SB facing a raise from either the Cut-off or button and they fold.
SB Call vs Steal	When in the SB facing a raise from either the Cut-off or button and they call.
SB 3bet VS Steal	When in the SB facing a raise from either the Cut-off or button and they 3bet. (See 3bet for more details)
BB Fold vs Steal	When in the BB facing a raise from either the Cut-off, button or SB and they fold.
BB Call vs Steal	When in the BB facing a raise from either the Cut-off, button or SB and they call.
BB 3bet VS Steal	When in the BB facing a raise from either the Cut-off, button or SB and they 3bet. (See 3bet for more details)
Agg Factor	Aggression factor is calculated $(\text{Bet} + \text{Raise}) / \text{Call}$, checking or folding has no effect
Flop Agg Factor	Aggression Factor based on the flop only
Turn Agg Factor	Aggression Factor based on the turn only
River Agg Factor	Aggression Factor based on the river only
Agg Pct	Aggression percentage can be anything from 0-100 and is based on an aggressive action on each street. So if I bet the turn and the river but check the flop I would have 66% Agg Pct because I made 2 out of 3 aggressive actions.
Flop Agg Pct	Aggression Percentage based on the flop only
Turn Agg Pct	Aggression Percentage based on the turn only
River Agg Pct	Aggression Percentage based on the river only
Check Raise	When you check and then someone bets and you raise them. Remember its calculated by the times you check raise divided by the amount of times that you have the opportunity to check raise and not the amount of times you check raise divided by no of streets seen.
Flop Check Raise	Check Raise based on the flop only
Turn Check Raise	Check Raise based on the turn only
River Check Raise	Check Raise based on the river only
Flop Check Raise Raised Pot	Check Raise in a pot that had a raise preflop

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Flop Check Raise 3bet Pot	Check Raise when there was a 3bet preflop
Flop Continuation Bet	Bet the flop after being the Pre Flop Raiser Preflop
Turn Continuation Bet	Bet the turn after being the Pre Flop Raiser Preflop and C-betting the flop
River Continuation Bet	Bet the river after being the Pre Flop Raiser Preflop and C-betting the flop and Double Barrelling(c-betting) the river
Flop Raise Pot Continuation Bet	How often player Cbets after there was a raise preflop. (This stat is written wrong and it should read flop Continuation bet raised Pot.)
Flop 3bet Pot Continuation Bet	How often the player Cbets in a 3bet pot. (This stat is written wrong and it should read Flop Continuation bet 3bet Pot)
Fold to Flop Continuation Bet	How often they fold the flop when faced with a continuation bet
Fold to Turn Continuation Bet	How often they fold the turn when faced with a continuation bet
Fold to River Continuation Bet	How often they fold the river when faced with a continuation bet
Fold to Flop Continuation Bet Raised Pot	Fold to flop continuation bet when there was a raise preflop
Fold to Flop Continuation Bet 3bet Pot	How often they fold the flop when faced with a continuation bet in a 3bet pot. Remember the person who 3bet is the person that will be making a cbet and not the original raiser.
Raise Flop Continuation Bet	How often they raise someone when faced with a continuation bet on the flop
Raise Turn Continuation Bet	How often they raise someone when faced with a continuation bet on the turn
Raise River Continuation Bet	How often they raise someone when faced with a continuation bet on the river
Raise Flop Continuation Bet Raised Pot	How often they raise someone when faced with a continuation bet when there was a raise preflop.
Raise Flop Continuation Bet 3bet Pot	How often they raise someone when faced with a continuation bet on the flop in a 3bet pot. Remember the person who 3bet is the person that will be making a cbet and not the original raiser.
Fold Flop Continuation Bet to Raise	How often they fold a flop continuation bet when they are faced with a raise
Fold Turn Continuation Bet to Raise	How often they fold a turn continuation bet when they are faced with a raise
Fold River Continuation Bet to Raise	How often they fold a river continuation bet when they are faced with a raise
Fold Flop Continuation Bet to	How often they fold a flop continuation bet when they are faced with a raise when there was a raise preflop.

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Raise Raised Pot	
Fold Flop Continuation Bet to Raise 3bet Pot	How often they fold a flop continuation bet when they are faced with a raise in a 3bet pot. Remember the person who 3bet is the person that will be making a cbet and not the original raiser.
Donk Bet Flop	Bet flop before the Pre Flop Raiser has a chance to cbet and does not include limped pots but does include times when you donk and there is more than 2 players whether there is 1 or more players to act as long as you bet and you were not the preflop raiser.
Donk Bet Flop Raised Pot	Same as Donk bet flop except this is in a raised pot, the difference between this and Donk bet flop is 3bet pots are not included in this stat only raised pots.
Donk Bet Flop 3bet Pot	Same as Donk bet flop except this includes 3bet pots only. Remember the person who 3bet is the person that will be making a cbet and not the original raiser.
Bet Flop	How often they bet the flop overall
Bet Turn	How often they bet the turn overall
Bet River	How often they bet the river overall
Bet Flop Raised Pot	How often they bet the flop overall where there was a raise preflop
Bet Flop 3bet Pot	How often they bet the flop overall in a 3bet pot
Fold to Donk Bet Flop	How often they fold to donk bets on the flop
Fold to Donk Bet Flop Raised Pot	How often they fold to donk bets on the flop when there was a raise preflop
Fold to Donk Bet Flop 3bet pot	How often they fold to donk bets on the turn in a 3bet pot. Remember the person who 3bet is the person that will be making a cbet and not the original raiser.
Fold to Flop Bet	How often they fold to a Flop bet overall
Fold to Turn Bet	How often they fold to a Turn bet overall
Fold to River Bet	How often they fold to a River bet overall
Fold to Flop Bet Raised Pot	How often they fold to a Flop bet when there was a raise preflop
Fold To Flop Bet 3bet Pot	How often they fold to a Flop bet in a 3bet pot
Raise Donk Bet Flop	How often they raise the flop when someone donk bets
Raise Donk Bet Flop Raised Pot	How often they raise the flop when someone donk bets when there was a raise preflop
Raise Donk Bet Flop 3bet Pot	How often they raise the flop when someone donk bets in a 3bet pot. Remember the person who 3bet is the person that will be making a cbet and not the original raiser.
Bet Vs Missed Cbet In Position	How Often Villain bets when the Preflop Raiser doesn't cbet and Villain is in Position based on flop, turn and river. This only applies where the villain is last to act so say in a multiway pot the PFR dosent Cbet and your next to act but theres still 1 player to act after you then if you bet the stat would remain unaffected however if the person acting last bets then it would effect hes stat.
Bet Vs Missed Flop Cbet In Position	How Often Villain bets when the Preflop Raiser doesn't cbet the flop and Villain is in Position
Bet Vs Missed Turn	How Often Villain bets when the Preflop Raiser doesn't cbet the turn and Villain is in

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Cbet In Position	Position
Bet Vs Missed River Cbet In Position	How Often Villain bets when the Preflop Raiser doesn't cbet the river and Villain is in Position
Bet Vs Missed Cbet Out Of Position	Where you bet when someone didnt cbet bet the last street in position. Obviously only applies to the turn or river.
Bet Vs Missed Flop Cbet Out Of Position	Where you bet the turn when someone didnt cbet bet the flop in position.
Bet Vs Missed Turn Cbet Out Of Position	Where you bet the river when someone didnt cbet bet the turn in position.
Steal Limped Pot	This is where you bet the flop when your last to act in a limped pot.
Went To Showdown	How often you go to showdown when you've seen a flop
Won When Saw Flop	How often you won the pot when you saw a flop
Won \$ At Showdown	How often you win a positive amount when you see a showdown.
Won \$ At Showdown (small pots excluded)	Same as won \$ at showdown except small pots are not included (i.e hands where youve invested 5 or more big blinds)

Revision History: What's new in Holdem Manager 1.09

- * (1.09 Beta 1 NEW) Added Cake support for hands played after May 5th (new hand history format)
- * (1.09 Beta 1 NEW) Added support for Cereus 4 paid SNG's
- * (1.09 Beta 1 HUD) Live Tracking FTP and IPoker hands.
- * (1.09 Beta 1 HUD) Pre-flop odds in hand history window when cards go to showdown
- * (1.09 Beta 1 HUD) Updated code to detect new Stars MTT/SNG client changes
- * (1.09 Beta 1 NEW) New replayer interface
- * (1.09 Beta 1 NEW) Player preferences menu split into tabs and Tooltips added.
- * (1.09 Beta 1 NEW) Replayer skin updated
- * (1.09 Beta 1 SCANNER) Extended Trial 2 more weeks
- * (1.09 Beta 3 SCANNER) Updated scanner to deal with Cereus Network changes
- * (1.09 Beta 3 HUD) I-poker live tracking enabled
- * (1.09 Beta 4 HUD) Added absolute/ub tracking
- * (1.09 Beta 4 SCANNER) Some fairly large performance improvements on client side scanning
- * (1.09 Beta 4 SCANNER) Stars: removed "unjoin" when joining a table twice
- * (1.09 Beta 4 SCANNER) Added columns to indicate cap, speed, deep, jackpot and ante tables
- * (1.09 Beta 4 SCANNER) Added sound when scan finished
- * (1.09 Beta 4 SCANNER) Fixed database connection problem when running the scanner
- * (1.09 Beta 4 NEW) Added initial tourney support for Cake new hand history format
- * (1.09 Beta 4 NEW) Added mucked card saving for Cake new hand history format
- * (1.09 Beta 4 NEW) Added importing and exporting of bonuses and rakeback plans
- * (1.09 Beta 5 NEW) Ogame support for new hand history format (cash only)
- * (1.09 Beta 5 SCANNER) Fixed player statistics retrieval for Everest
- * (1.09 Beta 5 SCANNER) Added "Multi Fetch" option to speed up the scanning (See "Settings->Speed Settings")
- * (1.09 Beta 6 NEW) Ogame cards shown (or otherwise recorded) are now saved into the hand
- * (1.09 Beta 6 HUD) HUD detects and attaches to new Ogame client
- * (1.09 Beta 6 HUD) HUD attached to Stars MTT's and SNG's after the Poker Stars update
- * (1.09 Beta 6 HUD) More Party Poker fixes with HUD

- * (1.09 Beta 7 HUD) Hopefully lag issues fixed. Make sure you are not enabling live tracking for any sites, if you had problems with previous builds.
- * (1.09 Beta 7 HUD) Pre-fetch back for Stars tournaments.
- * (1.09 Beta 7 NEW) William Hill players who have date issue due to the way that one site saves the date on some systems can close HM, edit the HoldemManager.Config changing `<setting name="WilliamHillAlternateDateFormat">False</setting>` to `<setting name="WilliamHillAlternateDateFormat">True</setting>` and then relaunch and it will work.

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- * (1.09 Beta 7 NEW) You can now set the Default Tourney Buyin Amount and Default Tourney Rake Amount for sites like Everest and Ogame that do not include buyin amounts. This can be set under the Options Menu.
- * (1.09 Beta 7 NEW) Added ongame tourney support for new hand history format. Please note that ongame tourney hands no longer include any tourney buyin, rake, finish or winning amounty details. Holdem Manager will use the default tourney buyin amount and try to calculate everything else based on that
- * (1.09 Beta 7 BUG) Fixed split pot winnings bug for new ongame hand format
- * (1.09 Beta 7 BUG) Fixed Between issue with auto rate form

- * (1.09 Beta 8 NEW) Betfair 6max SNG's with 1000 chips to start are now detected properly and winnings paid out
- * (1.09 Beta 8 NEW) You can now remove names from the "Change" list that normally includes all players you have recently looked at
- * (1.09 Beta 8 BUG) Some actions in Absolute/UB hands now have the text "Preselection" in the line. This caused the hand to import in error and this has now been fixed
- * (1.09 Beta 8 BUG) Player count in bottom of grid of Players tab was not accurate if you used filters
- * (1.09 Beta 8 NEW) Added support for PT3 exported Tournament summaries

- * (1.09 Beta 9 NEW) HM will now archive Ipoker MTT's throughout the tourney to ensure that when you change tables the HUD will see and attach to the new table. By moving the file ipoker will create a new file with the correct info in it. Please note that your archive folder will now have many files per tourney in it
- * (1.09 Beta 9 BUG) Fixed issue importing Euro tourney hands from Stars Italian version. Previously it would record the tourney as unknown buyin
- * (1.09 Beta 9 BUG) Pacific network uses non-standard notation for Fixed Limit hands causing the stakes to appear like they are half of what they should be. Fixed now
- * (1.09 Beta 9 NEW) Replayer can now be resized when customizing
- * (1.09 Beta 9 HUD) Fixed hud crashing on replayer.
- * (1.09 Beta 9 HUD) Added cold-call 3 bet and open 4 bet stats
- * (1.09 Beta 9 HUD) Added Tournament M (under winnings). This should be accurate for FTP and Stars. I grab the blinds from the window title, but for other sites I use the blind and ante info from previous hands. So when the blinds go up, the figures will be wrong for one hand.
- * (1.09 Beta 9 HUD) Fixed a couple of hand parsing bugs for live tracking. Specifically when the small blind sits out and when someone stands up out of turn (well out of the betting turn)
- * (1.09 Beta 9 HUD) Lots of work on popups for live tracked hands. I'm parsing the live hand and deciding which stats are relevant. E.g. You don't need to know someone's steal attempt % if they were in the BB, so I grey it out. On the other hand if they 3-bet vs a steal, that stat gets displayed in red. I have all the preflop stats done, but need to do some more work on post flop.

- * (1.09 Beta 10 NEW) Cereus network has cash tables with the same name causing issues with the hud but this is now working
- * (1.09 Beta 10 NEW) Autorate can now be enabled for the hud while playing under Options - Enable Auto Rate. Icons are calculated on the fly based on rules and if you have an existing icon for the player it will not be changed
- * (1.09 Beta 10 BUG) Using Group by Players in the Stats tab will now let you click on one of the rows and bring up matching hands
- * (1.09 Beta 10 BUG) Fixed replayer bug with Hero Name being in xml syntax
- * (1.09 Beta 10 HUD) Live tracking - fixed SB pot odds
- * (1.09 Beta 10 HUD) Live tracking - added stat dimming and popup highlighting for Party
- * (1.09 Beta 10 HUD) Live tracking - added options for popup colors to popup designer
- * (1.09 Beta 10 HUD) Fixed Pot Odds % issue
- * (1.09 Beta 10 BUG) Improved Cake tourney support to deal with more hand history oddities with their format
- * (1.09 Beta 10 BUG) 10 man SNG payouts now paid out on Cake
- * (1.09 Beta 10 BUG) Fixed problem where Stars put a different name in the summary than they do in the hand histories if the player has some Cyrillic characters in their name causing the number of players in the tourney to be larger than expected

- * (1.09 Beta 10a BUG) Fixed some autorate bugs

- * (1.09 Beta 11 NEW) Added support for the new Stars VPP tables - previously HUD would not find them
- * (1.09 Beta 11 NEW) In HUD Options - Table Prefs you can now specify pot odds as a ratio or %
- * (1.09 Beta 11 BUG) Fixed couple of issues with auto rate settings not saving (and therefor not being used)
- * (1.09 Beta 11 NEW) Added some additional autorate logging in test mode

- * (1.09 Beta 12 BUG) Ongames new format Omaha HiLo hands no longer import as Omaha Hi
- * (1.09 Beta 12 BUG) Fixed ongame HiLo high and low pot wins not registering
- * (1.09 Beta 12 BUG) Fixed ongame issue with side pots
- * (1.09 Beta 12 BUG) Cake hands where blind format is 0,25/0,50 would import as 25/50 instead of .25/.50
- * (1.09 Beta 12 NEW) Added Double or Nothing support for Cake
- * (1.09 Beta 12 NEW) Update to properly deal with Party's change to make full ring 9 players instead of 10
- * (1.09 Beta 12 NEW) Added support for Stars Hyper Turbo 6 max tourneys although since the winning amounts vary you should still import the summaries
- * (1.09 Beta 12 BUG) Added support for Prima skins with extended tourney info to properly import tourney
- * (1.09 Beta 12 BUG) Fixed Prima issue where some Prima gamehistory.dat files would not import any hands when using Import File or Import Folder

- * (1.09 Beta 12 BUG) Prima now uses the default tourney buyin and rake values under options since tourney buyin details are not recorded in hand history
- * (1.09 Beta 12 NEW) Added support for double or nothing tourneys on Prima
- * (1.09 Beta 12 BUG) Autorate rules for FR using correct rules.
- * (1.09 Beta 12 BUG) Autorate. Glitch with samples for agg factor fixed

- * (1.09 Beta 13 HUD) Stars 50BB min,fast,newVPP tables fix.
- * (1.09 Beta 13 NEW) The Vs Player Min BB's setting on the vs Player tab is now remembered
- * (1.09 Beta 13 HUD) Fixed party 6 max tables defaulting to 9 max
- * (1.09 Beta 13 HUD) Players with notes now have an added note icon, drawn on top of the regular icon.
- * **(1.09 Beta 13 NEW) Hand range tool now allows input of hole and board cards.**
- * (1.09 Beta 13 BUG) Minor fixes to hand range tool.
- * (1.09 Beta 13 NEW) Added support for Pacific 3 man winner take all tourneys for tourney winnings
- * (1.09 Beta 13 BUG) Fixed bug that caused Pacific hand histories to fail to import where the filename did not have the text Holdem.txt in it
- * (1.09 Beta 13 BUG) Fixed Cake tourney bug where the buyin amount in the hand history was assumed to be buyin + rake. Now the rake is guessed based on the tourney size and buyin thanks to a list sent by "vlsup"
- * (1.09 Beta 13 NEW) Some turbo's and super turbo's on Cake will now be recognized as such

- * (1.09 Beta 14 NEW) Ipoker hands where one player posted but the hand never starts would previously show up as an import error but correctly not count as a hand. Now it is simply skipped
- * (1.09 Beta 14 HUD) fixed popup problem with won in last x mins stat
- * (1.09 Beta 14 HUD) fixed problem with manually rotating panels and popups not matching player.
- * (1.09 Beta 14 NEW) Added "Tools" menu that currently links directly to the hand range tool
- * (1.09 Beta 14 NEW) For any hand when you right click it will not have "Run Hand Range Tool" underneath the replay hand option and this will load up the hand range tool with the known cards entered
- * (1.09 Beta 14 HUD) HUD Winmax (français) tables detected.
- * (1.09 Beta 14 NEW) Added support for PT exported ipoker Fixed Limit hands
- * (1.09 Beta 14 SCANNER) fixed "reserved" seat problem at stars scanning
- * (1.09 Beta 14 SCANNER) improved stars playername recognition
- * (1.09 Beta 14 SCANNER) fixed table minimize/maximize problems
- * (1.09 Beta 14 SCANNER) fixed playername recognition at Everest
- * (1.09 Beta 14 SCANNER) fixed prima tableopener
- * (1.09 Beta 14 SCANNER) fix for latest CrazyPoker and TellPoker update
- * (1.09 Beta 14 SCANNER) added fulltilt server side scanning

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- * (1.09 Beta 14a BUG) Updated to deal with FTP client change which would cause hud to stop updating after about 10 minutes
- * (1.09 Beta 14a BUG) Fixed issue with Prima cash games not auto detecting within hud without table finder

- * (1.09 Beta 15 HUD) FTP up to 5 observed hands saved. You need to set up options under HUD options->site settings->full Tilt
- * (1.09 Beta 15 BUG) FTP Tourney buyins and rake now corrected for the new hand history changes at FTP
- * (1.09 Beta 15 BUG) Cake hands where the thousand separator for stacks and wins is a period now import
- * (1.09 Beta 15 BUG) Some Cake hands had the hero's name ***'ed out in the seat / stacks section but nowhere else. These now import
- * (1.09 Beta 15 BUG) Multiple Omaha low tied side pot hands now import
- * (1.09 Beta 15 SCANNER) Updated scanner to deal with FTP changes (please note that the client side scanner will run slower now due to the changes FTP made)
- * (1.09 Beta 15 SCANNER) Fixed a pokerstars scanning bug

- * (1.09 Beta 16 BUG) Fixed Cake issue importing tourney hands once Ante hits 1000
- * (1.09 Beta 16 BUG) Fixed Cake issue importing some tourney's hands depending on the tourney name
- * (1.09 Beta 16 BUG) Fixed Cake issue importing tourney hands with Ante's where sometimes some of the players full names are used in the Ante line but starred out everywhere else
- * (1.09 Beta 16 SCANNER) Scanner is now launching. You will be able to use it for a 15 day trial or you can purchase any time before that expires

- * (1.09 Beta 17 BUG) Fixed FTP pre-fetch setting hands to be collected back to 0
- * (1.09 Beta 17 NEW) New sample.pop that matches the default main popup.
- * (1.09 Beta 17 BUG) Fixed winrate, won/lost popup layout bugs
- * (1.09 Beta 17 SCANNER) Fixed Everest and FTP issues

- * (1.09 Beta 18 NEW) The "My Day Starts On" now applied to This Month, Last Month and specific Month ranges
- * (1.09 Beta 18 BUG) Fixed FTP Ante game issue where player who is sitting out might have rake applied to hand
- * (1.09 Beta 18 BUG) FTP no longer update modified date/time in hand history files which causes some issues - changes made to better deal with these issues*
- * (1.09 Beta 18 NEW) Cereus 4-Pay tourneys now import correctly with winnings
- * (1.09 Beta 18 BUG) View Selected Hand in the manager used to display tourneys using the big blind x 100 as the stakes in the converted hand text
- * (1.09 Beta 18 HUD) Fixed ipoker live tracking
- * (1.09 Beta 18 SCANNER) server side ftp will recognize cap tables now
- * (1.09 Beta 18 SCANNER) fixed join table for fulltilt

- * (1.09 Beta 18a BUG) Fixed FTP auto import issue that got reintroduced in beta 18

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- * (1.09 Beta 18a HUD) Fixed crashing error related to FTP prefetch
- * (1.09 Beta 18a SCANNER) Fixed Scanner issue with FTP and Stars

- * (1.09 Beta 19 NEW) Added support for Cereus HORSE cash games (for Holdem Limit and Omaha Hi/Lo Limit)
- * (1.09 Beta 19 BUG) Fixed replayer crashing error when there was no declared button seat
- * (1.09 Beta 19 NEW) More tweaks to deal with recent FTP changes
- * (1.09 Beta 19 NEW) Fixed recent FTP changes to Matrix tourneys where HM would no longer recognize them causing various inconsistencies in the tourney tracking for these
- * (1.09 Beta 19 NEW) Ongoing hands that are auto imported will request server hand histories to grab mucked cards if required
- * (1.09 Beta 19 HUD) Stars detached chat no longer recognized as table.
- * (1.09 Beta 19 HUD) Trny M should now include antes all the time.
- * (1.09 Beta 19 HUD) Replayer bug fixed where SB busted and there is no dealer in the hand history.
- * (1.09 Beta 19 HUD) Fixed issue detecting Pacific jackpot tables
- * (1.09 Beta 19 HUD) Party poker live tracking/dim folded flicker fixed
- * (1.09 Beta 19 SCANNER) You can select multiple tables in the scanner to open/join multiple tables in 1 step...
- * (1.09 Beta 19 SCANNER) added "turbo"-options for latest fulltilt version. benefits include no focus steal during scan and much faster although cant detect cap/deep/speed/ante tables yet

- * (1.09 Beta 20 BUG) Fixed bug where Bodog Omaha Hi/Lo hands were imported as Omaha Hi hands
- * (1.09 Beta 20 SCANNER) Fixed FTP scanning issue where stack sizes would appear to be \$0
- * (1.09 Beta 20 SCANNER) Fixed ipoker scanning issue
- * (1.09 Beta 20 BUG) Fixed FTP Omaha Hi/Lo problem where sometimes a tied high sidepot win would not register
- * (1.09 Beta 20 BUG) Fixed FTP tourney entry fee being marked as \$0 on some tourneys due to some spacing changes they recently made
- * (1.09 Beta 20 NEW) Tourney rebuys will now be properly grabbed when reimporting from a Holdem manager tourney summary export

- * (1.09 Beta 21 NEW) Changes made to deal with upcoming Stars currency hand history changes. Please note that the hands will still import at \$ until the currency module is finished
- * (1.09 Beta 21 NEW) More tweaks to deal with auto import and the FTP changes
- * (1.09 Beta 21 NEW) Added support for Ongoing 5 man tourney winnings being calculated
- * (1.09 Beta 21 HUD) Absolute live tracking fixed
- * (1.09 Beta 21 BUG) Using the bulk edit tourney rake option in the data view sets the selected tourney rakes to be equal to the tourney buyin instead of using the value you entered

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- * (1.09 Beta 21 BUG) Using the bulk edit tourney rebuy option in the data view sets the selected tourney rakes to be equal to the tourney buyin instead of using the value you entered
- * (1.09 Beta 21 NEW) HM Will Recognize FTP Super Turbo's now as Super Turbo's and not Turbo's
- * (1.09 Beta 21 BUG) Stars 5card Draw hands no longer import as NL hands
- * (1.09 Beta 21 BUG) Fixed new FTP issue where they start using "K" instead of 000 to represent thousands in blind/ante values in large tourneys
- * (1.09 Beta 21 BUG) Hand range tool help link fixed
- * (1.09 Beta 21 BUG) Replayer bug when sb busts and leaves no dealer for I-poker hands fixed.
- * (1.09 Beta 21 BUG) Fixed Cake issue for Fixed Limit hands with 0,10/0,20 syntax previously importing as 10/20
- * (1.09 Beta 21 SCANNER) buddy/friends/regular-list case sensitivity removed
- * (1.09 Beta 21 SCANNER) opentable bug at everest fixed
- * (1.09 Beta 21 SCANNER) betfold support at ipoker added
- * (1.09 Beta 21 SCANNER) added support for latest FTP-beta client (scanner does not support "open/join" table with latest ftp beta client yet)
- * (1.09 Beta 21 SCANNER) added cap/deep/speed/ante filter for ftp client side scan

- * (1.09 Beta 22 BUG) Fixed issue where some 6 max tourneys on some sites would no longer get EV calcs
- * (1.09 Beta 22 NEW) Added EV Calcs for the Stars 6max Hyper Turbo's
- * (1.09 Beta 22 NEW) Added support for updated Stars tourney summaries that include currency
- * (1.09 Beta 22 BUG) Ongoing tourney hands where the stacks go over 100,000 use 100K as the stack size. HM now imports these properly
- * (1.09 Beta 22 NEW) Initial support for the Cereus 7-2 proposition games. Rake stats will be affected until we make the larger changes necessary to fully support this without any rake implications
- * (1.09 Beta 22 BUG) Fixed FTP issue where observing players might be dealt ante's on ante tables
- * (1.09 Beta 22 NEW) Updated Licensing issue form to also show the new www.holdemmanager.net/registration link which allows you to register and reset your own codes

- * (1.09 Beta 23 BUG) Fixed issue with new Stars update
- * (1.09 Beta 23a BUG) Cereus 7-2 Prop games without ante's now work

- * (1.09 Beta 24 BUG) Cereus 7-2 Prop games without ante's where the prop is paid out now import ok
- * (1.09 Beta 24 NEW) Added the leakbuster tab and application trial
- * (1.09 Beta 24 BUG) Fixed problem with Party Poker tourneys where ante is > 1000 and it is written with a space like "1 000"
- * (1.09 Beta 24 BUG) Cereus Play Money hands will no longer import
- * (1.09 Beta 24 NEW) Settings on the Tourney Results tab are now remembered

- * (1.09 Beta 24 BUG) Fixed Cereus Jackpot Ante 7-2 hand imports
- * (1.09 Beta 24 NEW) Updated DBControlPanel to allow you to create UTF8 databases. This is required for postgres 8.4 and will soon be the only option for HM (after more testing)
- * (1.09 Beta 24 BUG) Fixed FTP issue with tourneys with antes where a player would show as "sitting out" in the hand but still play the hand
- * (1.09 Beta 24 BUG) Fixed issue with some Stars tourney summaries not importing after the Stars currency update
- * (1.09 Beta 24 NEW) Stars tourney summaries exported from PT3 will now work
- * (1.09 Beta 24 HUD) Fixed problem with abbreviations causing the wrong popup to be displayed.
- * (1.09 Beta 24 HUD) Corrected Default_Steal popup
- * (1.09 Beta 24 BUG) Fixed issue where some party Poker Omaha tourneys were not being recognized as being Omaha
- * (1.09 Beta 24 SCANNER) AbsolutePoker/UltimateBet Scan will no more move the lobby
- * (1.09 Beta 24 SCANNER) AbsolutePoker/UltimateBet Scan will no more steal the focus
- * (1.09 Beta 24 SCANNER) Improved AbsolutePoker/UltimateBet player detection
- * (1.09 Beta 24 SCANNER) When using Server-Side-Scan: Waitlist will be saved for up to 5 minutes
- * (1.09 Beta 24 SCANNER) Currently open tables will get a bold tablename in the scanresult
- * (1.09 Beta 24 SCANNER) Fixed Open/Join buttons for FullTilt
- * (1.09 Beta 24 SCANNER) Improved FullTiltPoker scanner
- * (1.09 Beta 24 SCANNER) Fixed FullTilt Cap/Deep/Speed/Ante filter
- * (1.09 Beta 24 SCANNER) Added support for the new FullTiltPoker standard lobby
- * (1.09 Beta 24 SCANNER) You can now combine multiple filters

- * (1.09 Beta 25 NEW) Cash graphing upgrade - when you select a portion of the graph the hands from that section will appear in a hands view
- * (1.09 Beta 25 BUG) Made change to deal with Stars mixed hold'em tourneys after Stars changed the HH formatting slightly
- * (1.09 Beta 25 HUD) Fix for Party No DP games on non english party poker clients not having the hud come up
- * (1.09 Beta 25 SCANNER) Fixed FullTilt "join" problems
- * (1.09 Beta 25 SCANNER) Fixed Bug when trying to open/join multiple tables
- * (1.09 Beta 25 SCANNER) Added "#tables" to playerfilter
- * (1.09 Beta 25 SCANNER) Fixed FullTilt Omaha client side scan
- * (1.09 Beta 25 SCANNER) Fixed NL/PL/FL filter for FullTilt client side scan
- * (1.09 Beta 25 BUG) Everest 6 man tourneys with 1000 chips stacks now recognize as 6 man tourneys and have all-in \$EV applied
- * (1.09 Beta 25 BUG) Fixed problems with Entractions update. They padded the word "Fold" with a lot of extra spaces which caused folds to not be recognized
- * (1.09 Beta 25 BUG) Pokerstars adjusted the test in mixed PLO/HLDM games - they are now supported again

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- * (1.09 Beta 25 BUG) In the Player Details window the big hands tab would always show cash hands even if tourney was selected
- * (1.09 Beta 25 BUG) Fixed problem in tourney data view where the first tourney would not be selected and if you clicked on refresh the hands list for the current tourney would not appear
- * (1.09 Beta 25 NEW) HM will now remember the last report you were using and default to that

- * (1.09 Beta 26 BUG) Fixed issues with installer
- * (1.09 Beta 26 SCANNER) Added a manual and a link to the table scanner

- * (1.09 Beta 27 BUG) The first selected report will not show its stats in the stat selection list unless you click on the report name or change the report
- * (1.09 Beta 27 NEW) Ogame tourney buyins will be attempted to be auto recognized based on tournament identifier number - thanks to Diego
- * (1.09 Beta 27 NEW) Ogame double or nothing tournaments now being recognized and payouts applied properly
- * (1.09 Beta 27 BUG) Fixed Cereus 7-2 game logic. Previously the hand where you placed your prop bet would count as a loss but now when the prop bet is won on a hand the prop amount is removed from each player
- * (1.09 Beta 27 BUG) Ogame hand history fix where sometimes the small blind would be marked as a big blind (in addition to the real big blind) due to the hand history stating that he posted a big blind when in fact he posted the small blind
- * (1.09 Beta 27 BUG) Fixed Cereus hand history change dealing with dead blinds
- * (1.09 Beta 27 HUD) I poker. Live tracking. Loosened position detection for chat box to make some skins work.
- * (1.09 Beta 27 HUD) CereusMining. Inconsistencies in the table name were causing stats to be reset. All Cereus tables are now lower case.
- * (1.09 Beta 27 HUD) Cereus lobby not detected as table
- * (1.09 Beta 27 HUD) FTP pre-fetching works for tables named after players with non-alpha characters.
- * (1.09 Beta 27 NEW) The "vs player" filter will now work in tournaments
- * (1.09 Beta 27 NEW) Added \$EV Calcs for 3man tournaments

- * (1.09 Beta 28 NEW) Launch of Leak Buster addon
- * (1.09 Beta 28 HUD) Dual monitor pop-up bug fixed
- * (1.09 Beta 28 HUD) Donk-bet-3 bet stat fixed
- * (1.09 Beta 28 BUG) Fixed bug reading some Pacific tournament summaries when you did not finish in the money

- * (1.09 Beta 29 HUD) Fixed problem where sample sizes would appear in all popups
- * (1.09 Beta 29 LEAK BUSTER) Updated Manual and fixed miscellaneous issues

- * (1.09 Beta 30 NEW) Party.it tournament hands with Euro buyins now import with proper tournament buyins and winning amounts
- * (1.09 Beta 30 BUG) Fixed bug with 7-2 prop bet recent changes.

- * (1.09 Beta 30 BUG) Fixed bug where the hands tab in the graphs section would be empty initially. Also changed it to say "Graphed Hands"
- * (1.09 Beta 30 NEW) Stars Hyper Turbo tourneys with buyins > \$50 now have the appropriate payouts for 1st and 2nd only while smaller buyins payout top 3
- * (1.09 Beta 30 LEAK BUSTER) Fixed some issues occurring with lower resolution monitors
- * (1.09 Beta 30 HUD) Cereus tables are all lower case to make CereusMining work
- * (1.09 Beta 30 HUD) Cereus lobby and instant replay windows are no longer detected as tables
- * (1.09 Beta 30 HUD) Full Tilt pre-fetching fixed (wasn't working on some tables)
- * (1.09 Beta 30 HUD) Stars pre-fetching fixed a bug and made more efficient.
- * (1.09 Beta 30 HUD) Added user definitions for short stack and fish vpip in hud options->table prefs

- * (1.09 Beta 30a HUD) Fixed notes icon not being displayed
- * (1.09 Beta 30a HUD) Fixed Ipoker cashier window detected as table

- * (1.09 Beta 30b NEW) Replayer displays the stacks in the button after a player acts.
- * (1.09 Beta 30b BUG) WSYWIG fixed in table prefs menu
- * (1.09 Beta 30b HUD) Fixed crashing issue in ipoker with hud when you leave a table
- * (1.09 Beta 30b SCANNER) iPoker: Fixed support for Bet365 and William Hill poker
- * (1.09 Beta 30b SCANNER) PartyPoker: Scanner will open a table when trying to join while an empty seat is available.
- * (1.09 Beta 30b SCANNER) Added ability to add/remove all selected players from the bottom panel to the buddy / friends / regular list.
- * (1.09 Beta 30b SCANNER) Right click the playerselection and choose from the popup...
- * (1.09 Beta 30b SCANNER) Added ability to edit the playerrating in more detail.
- * (1.09 Beta 30b SCANNER) See the "star" icon at the bottom of the scanner.

- * (1.09 Beta 32 HUD) Fix for the freezing problems
- * (1.09 Beta 32 HUD) Party MTT tables detected.
- * (1.09 Beta 32 HUD) Avg PFR is color-coded properly
- * (1.09 Beta 32 HUD) Auto-rated icons are not saved if you write a note. If you change the icon in the note window, it will be saved and autorate will not change it.
- * (1.09 Beta 32 LEAK BUSTER) New scoring algorithms added, and graphing features as well.
- * (1.09 Beta 32 BUG) Fixed Cake importing issue when they use various types of decimal point values within the same hand
- * (1.09 Beta 32 NEW) Holdem Manager will now use a different ID in the ongame hand history files to denote the tourney ID and this should solve the issue where tourneys were appearing in the data view more than one time
- * (1.09 Beta 32 BUG) Corrected Stars Hyper Turbo payouts

- * (1.09 Beta 32a HUD) Fixed Party Poker No DP table finding issue
- * (1.09 Beta 32a LEAK BUSTER) Fixed problem loading stats

- * (1.09 Beta 33 NEW) Added support for ipoker tables using pounds as the currency
- * (1.09 Beta 33 NEW) Made change to deal with Nordic's poker hand history change
- * (1.09 Beta 33 BUG) Fixed issue importing Ogame tourney hands where the identifier prefix letter is "O" or "R"
- * (1.09 Beta 33 NEW) All Pacific / Cassava hands now have player names importing in lower case. This is to stop people from altering the way they login using different capital / lower case letters to avoid being tracked.
- * (1.09 Beta 33 HUD) fixes an I-poker problem with tournaments once they get to ante. Previously the table manager got confused.

- * (1.09 Beta 34 HUD) Should be a fix for the lag issues experienced in recent builds by some people
- * (1.09 Beta 34 BUG) Fixes autorate rules with "steal att"
- * (1.09 Beta 34 NEW) Stars Hyper Turbo's with \$54-\$55 buyins now use the 1st and 2nd get paid 3x buyin when calculating EV
- * (1.09 Beta 34 NEW) Made some File IO changes to try and stop file locking by HM that a few people experienced

- * (1.09 Beta 35 SCANNER) Added server side scan for iPoker and PartyPoker
- * (1.09 Beta 35 SCANNER) Added ability to edit and view all player ratings
- * (1.09 Beta 35 SCANNER) Fix for latest Unibet update
- * (1.09 Beta 35 BUG) default wouldnt export because you couldnt select any of the selection checkboxes

Revision History: What's new in Holdem Manager 1.08

- (1.08 Beta 1 NEW) Added a Results section to the tourney tab with many results analysis reports
- (1.08 Beta 1 NEW) Full Hand Range analyzer built into the replayer. Click on another player and enter in the ranges to see your EV vs those ranges
- (1.08 Beta 1 NEW) Added ChipEV All-in Calculations for tourney hands
- (1.08 Beta 1 NEW) Hud Site Options for site specific settings
- (1.08 Beta 1 HUD) Added more icons for notes.
- (1.08 Beta 1 NEW) Added Avg Buyin to the Tourney Results section

- (1.08 Beta 1 NEW) Add some more intelligence to help determine the potential size of a tourney without seeing a summary
- (1.08 Beta 1 NEW) Added support for Entraction (formerly B2B)
- (1.08 Beta 1 NEW) Some interface tweaks to the Hand Range Analyzer in the replayer along with a help button
- (1.08 Beta 1 NEW) Added Finish Distribution bar chart instead of previous 1st - 4th %'s on left section
- (1.08 Beta 3 NEW) If you have the Active Player Details window open (HUD Options - Launch Active Player Details) and then you left click on a players hud box at a table, it will auto select that player in the active player view
- (1.08 Beta 6 NEW) Ongoing hands where the Ongoing DB is missing mucked cards will now be grabbed from the server
- (1.08 Beta 6 NEW) If the current player is an alias then you can add players to the alias by right clicking and selecting the option in the Players tab. One useful way to use this is to create an alias named "TAG Regs" and then add a bunch of them to the alias and run reports / analysis across them all
- (1.08 Beta 7 NEW) Added ICM button to replayer which shows you ICM and luck values of tourney hands
- (1.08 Beta 7 NEW) Added support for a Super Turbo speed type
- (1.08 Beta 8 NEW) \$EV luck shown on each tourney hand where there was an all-in situation. Note that even hands that you were not involved with will effect your \$EV since depending on who wins or loses your position in the tourney could improve or get worse
- (1.08 Beta 8 NEW) Adjusted winnings based on all-in luck now shown for each tourney in the data view + graph
- (1.08 Beta 8 NEW) You can now edit Rakeback / Bonus plans instead of just adding and deleting
- (1.08 Beta 8 NEW) You can now edit Auto Import Folders instead of just adding and deleting
- (1.08 Beta 8 NEW) In the Tourney Results dataview you can now multi select and delete all selected tourneys at once
- (1.08 Beta 8 NEW) In the Tourney Results dataview you can now multi select, right click and edit any of the fields for quick bulk updates
- (1.08 Beta 8 HUD) Each stat can have its own min sample size before the stat appears in hud
- (1.08 Beta 8 NEW) Under Options - Misc Options you can now uncheck the "Group Auto Import Archive by Day" and it will just use 1 folder per month instead of 1 per day
- (1.08 Beta 8 HUD) In the last hands panel any hands that went to showdown are italicized
- (1.08 Beta 8 HUD) Added (AI) for players that go all-in in the hand history window in the hud
- (1.08 Beta 8 NEW) In the add auto import form there is an option to get site specific help
- (1.08 Beta 8 NEW) Added a Rebuy Amount column to the tourney data view

- (1.08 Beta 10 NEW) Added a new article - dealing with a flop raise with lots of range analysis
- (1.08 Beta 10 NEW) Added rakeback to the tourney graph
- (1.08 Beta 10 NEW) EV Calcs added for Double or Nothing tourneys and 5 man tourneys
- (1.08 Beta 12 NEW) Added \$EV ROI to the trending graph in tourney results
- (1.08 Beta 14 NEW) Added a "Show EV Adjusted Values" checkbox in the left hand tourney summary. Checking that switches ROI, Winnings and \$/hr to \$EV adjusted values
- (1.08 Beta 16 HUD) Added profit/loss and number of hero hands over system task tray.
- (1.08 Beta 17 NEW) Added call 3-bet stat to hud
- (1.08 Beta 17 NEW) Added wysiwyg flag in table prefs. Unchecking will allow users to move the panels without moving panels on all the other tables.
- (1.08 Beta 17 NEW) When you use the mark / unmark all hands option it will now prompt you for confirmation before making the changes
- (1.08 Beta 17 NEW) You can now export tourney results summaries by right clicking in the data view and these can be imported by using Import File / Folder
- (1.08 Beta 17 NEW) Added an Update All-in EV section in the Options menu. Currently only updates \$EV for cash and chip EV for tourneys. \$EV for tourneys will be added.
- (1.08 Beta 18 NEW) Added collection of the following stats for use by HUD / Player Analysis: 3bet % broken down by position of raiser and players IP/OOP status, Fold/Call/Raise vs a 3bet by position of players raise and 3 bettors IP/OOP status
- (1.08 Beta 18 HUD) Added new stats. 3bet vs raiser position and Fold to 3bet by position, SB limping HU
- (1.08 Beta 18 HUD) Took out table avg PFR and added a button to bring up table options -> max seats, manual config selection and seating.
- (1.08 Beta 18 NEW) Updated the Preflop by Position tab in the Player Popup Details to show the new 3bet by position, facing 3bet by position stats
- (1.08 Beta 18 NEW) Added collection of Call/Fold/Raise when raised from BB after completing from SB with nobody else in the pot stats
- (1.08 Beta 18 NEW) Added collection of Donk Bet Flop / Turn and River stats. Previous versions of these stats had an issue since they included situations which should not qualify
- (1.08 Beta 19 HUD) Added flag for drop shadow
- (1.08 Beta 19 HUD) Added fold to/raise CB flop/turn/river ip/oop stats