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Type of deceptive play in poker

Slow playing (also called sandbagging or trapping) is a

deceptive play in poker where a player bets weakly or passively with a strong holding.

It is the opposite of fast playing. A flat call can be a form of slow playing. The

objective of slow playing is to lure opponents into a pot who might

fold to a raise, or

to cause them to bet more strongly than they would if the player had played

aggressively (bet or raised). Slow playing sacrifices protection against hands that may

improve and risks losing the pot-building value of a bet if the opponent also

checks.

David Sklansky defines the following conditions for profitable slow plays:

1. The player must have a very strong hand.

The free card or cheap card the player is allowing to his opponents must have good possibilities of making the

second-best hand.

That same free card must have little chance of giving an opponent a better

hand or even giving them a draw to a better hand on the next round with sufficient

pot odds to

justify a call.

The player must believe that he will drive out opponents by showing aggression, but can win a big pot if the opponents stay in the pot.

The pot must not yet be very large.

Seven-card stud example In a seven-card stud game, Ted's first three

cards are all fours. Alice with a king showing bets first, Ted raises and Alice calls.

On the next round, Alice catches another king, and Ted miraculously catches the last

four (making four-of-a-kind). Ted suspects Alice has two pair or three kings, and Alice

suspects that Ted has two pair or three fours. Alice bets again, and Ted

just flat calls. Ted decides to just call for next round or two, and maybe even

check if Alice

doesn't bet, rather than raising, for several reasons.