## Fl@p Hero

## SYNTAX SEARCH MANUAL

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## Fl@p Hero

## Basic Operators

| Syntax | Meaning |
| :---: | :--- |
| , | Or |
| $:$ | And |
| $!$ | Not/Exclude |
| () | Group |
| - | To |
| [] | Lists |

There are three ways to combine multiple ranges, using basic operators.

- Use the comma character ',' (read as "or") to get the union of two ranges. For instance, "JJ, AK" means "Jacks OR Ace-King."
- Use the two dots character ':' (read as "and") to get the intersection of two ranges. For instance, in Omaha, "xx:15\%" means "hands that are suited AND in the top 15\% of hands."
- Use the exclamation mark '!' (read as "not") to get the difference between two ranges. For instance, in Omaha, "AA! AAA" means "hands with two aces NOT three aces."

Note that all three combinators (",", ":", and "!") can be used together. For instance, in Omaha, "AA:xxyy, JJ! JJJ, KK" means "double-suited aces or a hand with exactly two jacks or a hand with at least two kings."

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Ranks

| Syntax | Meaning |
| :---: | :--- |
| A | Any hand with an Ace, standard Ranks are 'AKQJT98765432' |
| R | Rank |
| O | Other Rank |
| N | aNother Rank |
| * | Any Rank |
| \$B | Big card, Ace to Jack [A-J] |
| \$R | Broadway card, Ace to Ten [A-T] |
| \$M | Middle card, Ten to 7 [T-7] |
| \$Z | Small card, 6 to 2, [6-2] |
| \$L | Low card, 8 to Ace, [8-A] |
| \$W | Wheel card, 5 to Ace, [5-A] |
| \$N | No-low card, King to 9, [K-9] |
| \$F | Face Card, King to Jack, [K-J] |
| \$NP | No Pairs, same as !RR |
| \$OP | One pair, same as :RRON |
| \$TP | Two Pair, same as :RROO |
| \$NT | No Trips, same as !RRR |
| \$0g | Zero Gap rundown, like QJT9 |
| \$1g | One Gap rundown, like QJT8 |
| \$2g | Two Gap rundown, like QJT7 |

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Suits

| Syntax | Meaning |
| :---: | :--- |
| c | Club |
| d | Diamond |
| h | Heart |
| s | Spade |
| $\mathbf{x}$ | Hand contains one of any suit |
| $\mathbf{x x}$ | Hand contains at least 2 of the same suit |
| $\mathbf{x x x}$ | Hand contains at least 3 of the same suit |
| xxxx | Hand contains exactly 4 of the same suit, or Monotone |
| $\mathbf{x x y y}$ | Hand contains 2 of same suit and 2 of another suit, or Double Suited |
| xywz | Hand contains all 4 cards of different suits, or Rainbow |
| \$SS | Hand is exactly 2 cards of the same suit, or Single suited |
| \$DS | Hand is exactly 2 cards of the same suit, or Double suited |
| \$TS | Hand is exactly 3 cards of the same suit, or Triple suited |
| \$MS | Hand is exactly 4 cards of the same suit, or Monotone suited |
| \$RS | Hand is exactly 4 cards of different suits, or Rainbow |

## Examples

- 'AsKhJd2c': is a specific hand where all cards are known.
- 'AA': is a hand with at least two aces in it.
- 'AxAyxy': double-suited Aces.
- 'sshh': a hand with two spades and two hearts.
- 'wxy': a hand with at least three suits.
- "****': a completely random hand. This can be written more simply as "*".
- 'RRON': A hand with one pair and two non-paired side cards.
- 'RxRyOxOy': A double-suited hand with two pairs in it.
- 'RROO': A hand double paired.
- 'RR!RRO': One pair hand
- '!RR': No pair in hand


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## Percent of Hands

| Syntax | Meaning |
| :---: | :--- |
| $15 \%$ | Top 15\% of hands in 6max Omaha |
| $5 \%-10 \%$ | Hands between the top 5 and top 10 percent of hand |
| $1 \%-100 \%$ | All Hands |

## Rank Spans

| Syntax | Meaning |
| :---: | :--- |
| KQJT-T987 | Equivalent to KQJT,QJT9,JT98,T987 |
| AAJT-AA87 | Equivalent to AAJT,AAT9,AA98,AA87 |
| $[$ A-Q][J-T]32 | Equivalent to AJ32,AT32,KJ32,KT32,QJ32,QT32 |
| T8+ | Equivalent to all hands with higher cards and same gap, like <br> T8,J9,QT,KJ,AQ |
| $664-$ | Equivalent to 664,553,442 |
| TsJs-KsQs | Equivalent to TsJs,JsQs,QsKs |
| $[\mathrm{Kx}-J x] \mathbf{x}$ | Equivalent to $\mathrm{Kxx}, \mathrm{Qxx}, \mathrm{Jxx}$ |

## Advanced operators

These operators will only work postflop (when board cards are dealt) by matching all hands and their strength categories within FlopHero.

| Syntax | Meaning |
| :---: | :--- |
| $>$ | Equals and better than |
| $<$ | Worse than |
| $=$ | Equals to (and not better) |

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## Strength Categories

These filters only apply to postflop made hands, they will match the same name categories for the first two levels on the Strength tab of FlopHero app.

Each category contains all the hands within their sub-categories, you can query for the main category or any of the subcategories inside. They are ordered based on their actual strength, so the higher on the list, the stronger they are.

You can combine them with the advanced operators to search for combos that are equal or better, or worse than a certain strength.

| Syntax | Meaning |
| :---: | :---: |
| \$SF | Any Straight Flush |
| \$SFN | Straight Flush Nut |
| \$SFO | Straight Flush Non-nut |
| \$QS | Any Quads (Poker) |
| \$QSN | Quads Nut |
| \$QSO | Quads Non-Nut |
| \$FH | Any Full House |
| \$FHN | Full House Nut |
| \$FHO | Full House Non-Nut |
| \$FL | Any Flush |
| \$FLN | Flush Nut |
| \$FLN2 | Flush second Nut |
| \$FLN3 | Flush third Nut |
| \$FLO | Flush Other |
| \$STR | Any Straight |
| \$STRN | Straight Nut |
| \$STRN2 | Straight second Nut |
| \$STRN3 | Straight third Nut |
| \$STRO | Straight Other |

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| Syntax | Meaning |
| :---: | :---: |
| \$SET | Any Trio using 2 holecards and 1 board card. |
| \$SETT | Top Set |
| \$SETM | Middle Set |
| \$SETB | Bottom Set |
| \$TRI | Any Trio using 1 holecard and 2 board cards. |
| \$TRIN | Trips Top Kicker |
| \$TRIN2 | Trips second Kicker |
| \$TRIO | Trips Other |
| \$2P | Any Two Pair |
| \$2PT2 | Top Two Pair |
| \$2PTP | Two Pair with Top pair |
| \$2POP | Two Pair with an Overpair |
| \$3P | Three Pair or more |
| \$2PPP | Two pair with Pocket Pair |
| \$2PO | Two Pair Other |
| \$BOP | Any Pair on Board |
| \$OP | Overpair |
| \$TPTK | Top Pair Top Kicker |
| \$TP | Top Pair Other |
| \$MP | Middle Pair |
| \$BP | Bottom Pair |
| \$UP | Under Pair with Pocket Pair |
| \$DRAW | Any draw without a made hand |
| \$AIR | Any non-made hand, without a draw |

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## Draws

These sentences are filtering any of the possible draws available given a board, whether they also are also holding a made hand or not. Straight Draw main category is also including: Warp, OESD, and Gutshots. These categories are equivalent to the third level of the Strength tab in FlopHero, and they are ordered by strength or number of outs.

You can also combine them with advanced operators to search for combos that are equal or above a certain strength.

| Syntax |  | Meaning |
| :---: | :---: | :---: |
| \$SFD |  | Any Combo draw (Straight + Flush) |
|  | \$2SFD | Double Flush Combo draw |
|  | \$SFDN | Combo draw to Nut Flush |
|  | \$SFDO | Combo draw to Non-Nut Flush |
| \$FD |  | Any Flush draw |
|  | \$2FD | Double Flush draw |
|  | \$FDN | Flush draw to Nut |
|  | \$FDO | Flush draw to Non-Nut |
| \$SD |  | Any Straight draw (Warps, OESD and Gutshots) |
| \$WR |  | Any Warp draw |
|  | \$WRN | Warp draw to Nut Straight |
|  | \$WRO | Warp draw to Non-Nut Straight |
| \$OESD |  | Any Open Ended Straight draw |
|  | \$OESDN | Open Ended draw to Nut Straight |
|  | \$OESDO | Open Ended draw to Non-Nut Straight |
| \$GS |  | Any Gutshot draw |
|  | \$GSN | Gutshot draw to Nut |
|  | \$GSO | Gutshot draw to Non-Nut |
| \$BDFD |  | Any Backdoor Flush draw |
|  | \$2BDFD | Double Backdoor Flush draw |
|  | \$BDFDN | Backdoor Flush draw to Nut |
|  | \$BDFDO | Backdoor Flush draw to Non-Nut |

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## Blockers and missed draws

It's also possible to filter hands that are blocking made hands or draws in the opponent's range.

For example, if we are holding the Ace of spades in a flop with 2 spades, we currently don't have any flush draw but we still have the Nut Blocker to a potential Flush draw. Conversely, if there are 3 spades on board, there is the possibility of an already made flush, but if we hold the Ace of spades, we have the Nut Blocker, making your opponent impossible to hold it.

Missed Draws are only available on the River, where it could be important to know what is the strategy for the draws that have not being completed with the current board.

| Syntax | Meaning |
| :---: | :---: |
| \$BLF | Any Blocker to a possible made Flush |
| \$BLFN | Blocker to Nut Flush |
| \$BLFO | Blocker to Non-nut Flush |
| \$BLFD | Any Blocker to a Flush Draw |
| \$BLFDN | Blocker to Nut Flush Draw |
| \$BLFDO | Blocker to Non-nut Flush Draw |
| \$BLS | Any Blocker to a possible made Straight |
| \$BLSD | Any Blocker to a Straight Draw |
| \$MFD | Missed Flush Draw (on River) |
| \$MSD | Missed Straight Draw (on River) |

## Strength examples

- '>\$2P’: All hands that are 2 Pair or better.
- '<\$FL': All hands that are worse than a made Flush.
- '=\$SET': All hands that are exactly a Set (but not better)
- '\$GS!\$FD': All hands that have a Gutshot but does not have a Flush Draw.
- '\$BLF:\$TP': All Top Pairs with a blocker to the Flush.
- '\$STR,\$FD': Any hand with a Straight draw or a Flush Draw.
- '<\$MP:(\$BDFD,\$GS)': Mid Pairs or worse that have Backdoor Flush Draw or Gutshot.


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## Advanced examples

- 'AA': A hand with at least two aces.
- 'Axx': Ace with at least another card of the same suit, or at least single-suited.
- 'A\$ss': Ace Single-suited.
- 'AA,KK': A hand with at least two aces or two kings.
- 'TT-77': A hand with at least two tens, nines, eights, or sevens in it.
- 'Q+': A hand with at least one queen, king, or ace.
- 'A-Q': A hand with an ace, a king, or a queen.
- '9876-': A medium to small rundown.
- 'hh': A hand with two hearts in it.
- 'AxAyxy': Double-suited aces.
- 'AA:\$ds': Another way to write double-suited aces.
- 'AxAyxz': Single-suited aces.
- 'AA:\$ss': Another way to write single-suited aces.
- 'KJ*ss': Any king, any jack, and two other cards that are spades.
- 'JRON': A hand with a jack and three other ranks.
- 'hhxx': A hand with two hearts and two of some other suit.
- '[A-J][2-5]33': A hand with an A, K, Q, or J and a $2,3,4$, or 5 and two threes.
- 'K[2s,Jc,T]': A hand with a King and a 2 of spades, jack of clubs, or ten.
- 'J[T-][T-][T-]': A jack-high hand.
- '*\$np': A hand with no paired cards.
- '*\$nt’: A hand with no trips.
- 'AA!AAA': A hand with exactly two aces.
- 'AA\$nt0': Another way to write a hand with exactly two aces.
- 'AARR': A hand with two aces and another pair (but not four aces).
- 'A!K': A hand with an ace but no king.
- '25\%:wxyz': A hand in the top $25 \%$ of hands that is monotone.
- 'A:15\%!AA': A hand with an ace in the top $15 \%$ of hands but not a pair of aces.
- '40\%!RR': A hand in the top $40 \%$ of hands with no paired cards.
- '([T+][T+][T+], ss):15\%': At least three big cards or a hand with two spades in the top $15 \%$ of hands.
- '(Ax[2x-5x], $2 x 3 x-2 x 5 x, 3 x 4 x-3 x 5 x, 4 x 5 x): 30 \%-50 \% '$ : $A$ hand with at least two suited wheel cards in the top 30 to 50 percent of hands.
- '\$BOP:25\%': All hands within the top 25\% that have a pair on Board.
- '\$FD:AK': All hands with AK that also have a Flush Draw.

