



## Bankrollmob.com Starting Hands - Limit Holdem - 6 Players

Starting Hands	UTG	Middle Position	Cut off seat	Button
AA-KK-QQ-JJ	<b>RAISE</b>	<b>RAISE - RERAISE</b>	<b>RAISE - RERAISE</b>	<b>RAISE - RERAISE</b>
99	<b>RAISE</b>	<b>RAISE - RERAISE</b>	Raise if no action - Reraise middle raiser – Call if many players in	Raise if no action - Reraise middle or late raiser - Call if many players in
77	<b>RAISE</b>	Raise if 1st. in - Fold to UTG raise	Raise if 1st. in - reraise middle raiser-Call early raiser	Raise if 1st. in - Reraise late raiser- Call early raiser
66	<b>RAISE</b>	Raise if 1st. in - Fold to UTG raise	Raise if 1st. in and limper - Reraise late raiser- Call early raiser	Raise if 1st. in and limper - Reraise late raiser- Call early raiser
55	<b>Fold</b>	<b>Fold</b>	Raise if no action - Call if more than one caller	Raise if no action - Call if more than one caller
44	<b>Fold</b>	<b>Fold</b>	Raise if no action - otherwise Fold	Raise if no action - otherwise Fold
33	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>
22	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>
AKs - AK	<b>RAISE</b>	<b>RAISE - RERAISE</b>	<b>RAISE - RERAISE</b>	<b>RAISE - RERAISE</b>
AQs - AQ	<b>RAISE</b>	<b>RAISE - RERAISE</b>	<b>RAISE - RERAISE</b>	<b>RAISE - RERAISE</b>
AJs	<b>RAISE</b>	<b>RAISE - RERAISE</b>	<b>RAISE - RERAISE</b>	<b>RAISE - RERAISE</b>
AJ	<b>RAISE</b>	<b>RAISE</b>	Raise if 1st. in and limper - Reraise late raiser- Call early raiser	Raise if 1st. in and limper - Reraise late raiser- Call early raiser
ATs	<b>RAISE</b>	<b>RAISE</b>	Raise if 1st. in and limper - Reraise late raiser - Call early raiser	Raise if 1st. in and limper - Reraise late raiser - Call early raiser
AT	<b>RAISE</b>	<b>RAISE</b>	Raise if 1st. in and limper - Reraise late raiser - Call early raiser	Raise if 1st. in and limper - Reraise late raiser - Call early raiser
A9s	<b>RAISE</b>	<b>RAISE</b>	Raise if 1st. in and limper - Reraise late raiser - Call early raiser	Raise if 1st. in and limper - Reraise late raiser - Call early raiser
A9	<b>RAISE</b>	Raise if 1st. in and limper - Fold to UTG raiser	Raise if no action - Reraise late raiser - Fold to early raise	Raise if no action - Reraise late raiser - Fold to early raise
A8s	<b>RAISE</b>	Raise if 1st. in and limper - Fold to UTG raiser	Raise if no action - Reraise late raiser - Fold to early raise - Call if many players	Raise if no action - Reraise late raiser - Fold to early raise - Call if many players
A8	<b>RAISE</b>	Raise if 1st. in and limper - Fold to UTG raiser	Raise if no action - Reraise late raiser - Fold to early raise	Raise if no action - Reraise late raiser - Fold to early raise
A7s	<b>RAISE</b>	Raise if 1st. in - Fold if UTG raiser	Raise if no action - Call if many players in . Otherwise fold	Raise if no action - Call if many players in . Otherwise fold
A7	<b>Fold</b>	<b>Fold</b>	Raise if no action - otherwise Fold	Raise if no action - otherwise Fold
A6s	<b>Fold</b>	<b>Fold</b>	Raise if no action - Call if many players in . Otherwise fold	Raise if no action - Call if many players in . Otherwise fold
A6	<b>Fold</b>	<b>Fold</b>	Raise if no action - otherwise Fold	Raise if no action - otherwise Fold
A5s	<b>Fold</b>	<b>Fold</b>	Raise if no action - Call if many players in . Otherwise fold	Raise if no action - Call if many players in . Otherwise fold
A5	<b>Fold</b>	<b>Fold</b>	Raise if no action - otherwise Fold	Raise if no action - otherwise Fold
AXs	<b>Fold</b>	<b>Fold</b>	Raise if no action - Call if many players in . Otherwise fold	Raise if no action - Call if many players in . Otherwise fold
AX	<b>Fold</b>	<b>Fold</b>	Raise if no action - otherwise Fold	Raise if no action - otherwise Fold
KQs-KQ	<b>RAISE</b>	<b>RAISE</b>	Raise if 1st. in and limper - Reraise late raiser - Call early raiser	Raise if 1st. in and limper - Reraise late raiser - Call early raiser
KJs	<b>RAISE</b>	Raise if 1st. in - fold if UTG raiser	Raise if 1st. in and limper - Reraise late raiser - Call early raiser	Raise if 1st. in and limper - Reraise late raiser - Call early raiser
KJ	<b>Fold</b>	<b>Fold</b>	Raise if no action - otherwise Fold	Raise if no action - otherwise Fold
KTs	<b>RAISE</b>	Raise if 1st. in - fold if UTG raiser	Raise if no action - Reraise late raiser - Fold to early raise - Call if many players	Raise if no action - Reraise late raiser - Fold to early raise - Call if many players
KT	<b>Fold</b>	<b>Fold</b>	Raise if no action - otherwise Fold	Raise if no action - otherwise Fold
K9s	<b>Fold</b>	<b>Fold</b>	Raise if no action - Call if many players in - Otherwise fold	Raise if no action - Call if many players in - Otherwise fold
K9	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>	Raise if no action - otherwise Fold
K8s	<b>Fold</b>	<b>Fold</b>	Call if many players in - Otherwise fold	Call if many players in - Otherwise fold
K8	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>
K7s	<b>Fold</b>	<b>Fold</b>	Call if many players in - Otherwise fold	Call if many players in - Otherwise fold
K7	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>
KXs-KX	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>	<b>Fold</b>
OJs	<b>RAISE</b>	Raise if 1st. in - fold if UTG raiser	Raise if 1st. in - fold if UTG raiser - Call if limpers or more than one call to a Raiser	Raise if 1st. in - Fold if UTG raiser - Call if limpers or more than one call to a Raiser
OJ	<b>Fold</b>	<b>Fold</b>	Raise if no action - Call if more than one caller	Raise if no action - Call if more than one caller
OTs	<b>Fold</b>	<b>Fold</b>	Raise if no action - Call if more than one caller	Raise if no action - Call if more than one caller

QT	Fold	Fold	Fold	Raise if no action - Otherwise Fold
Q9s	Fold	Fold	Call if many players in - Otherwise fold	Call if many players in - Otherwise fold
Q9	Fold	Fold	Fold	Fold
Q8s	Fold	Fold	Fold	Call if many players in - Otherwise fold
Q8	Fold	Fold	Fold	Fold
QXs-QX	Fold	Fold	Fold	Fold
JTs	Fold	Call limper - Otherwise fold	Call if many players in - Otherwise fold	Raise if 1st. in - Fold if early raiser - Call if many players
JT	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
J9s	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
J9	Fold	Fold	Fold	Fold
J8s	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
J8	Fold	Fold	Fold	Fold
J7s	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
J7	Fold	Fold	Fold	Fold
T-9s	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
T-9	Fold	Fold	Fold	Fold
T-8s	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
T-8	Fold	Fold	Fold	Fold
T-7s	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
T-7	Fold	Fold	Fold	Fold
98s	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
98	Fold	Fold	Fold	Fold
9-7s	Fold	Fold	Fold	Fold
9-7	Fold	Fold	Fold	Fold
8-7s	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
8-7	Fold	Fold	Fold	Fold
7-6s	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
7-6	Fold	Fold	Fold	Fold
5-4s	Fold	Fold	Fold	Call if many limpers in - Otherwise fold
5-4	Fold	Fold	Fold	Fold
4-3s	Fold	Fold	Fold	Fold
4-3	Fold	Fold	Fold	Fold
4-2s	Fold	Fold	Fold	Fold
4-2	Fold	Fold	Fold	Fold
3-2s	Fold	Fold	Fold	Fold
3-2	Fold	Fold	Fold	Fold