Know the hand.

Standard rules, six categories and all 22,100 three-card combinations.

The category hierarchy

Rank	Category	Definition	Hands
1	Trail	Three equal ranks	52
2	Pure sequence	Three consecutive suited cards	48
3	Sequence	Three consecutive mixed-suit cards	720
4	Colour	One suit; consecutive runs excluded	1,096
5	Pair	Two equal ranks plus a kicker	3,744
6	High card	All remaining hands	16,440

Keep the convention beside the result

Deck: 52 ordinary cards. Three distinct cards per hand. All suits have equal status. The default study order puts A-K-Q first and A-2-3 second among sequences; declare an alternative before comparing hands.

Compare the category first, then every tie breaker. For pairs, compare paired rank and then the kicker. For colours and high cards, compare all ranks from highest to lowest. A rank tie and a pot-settlement rule answer separate questions.

Total unordered hands: $C(52,3) = 52 \times 51 \times 50 / 6 = 22,100$. The six disjoint category counts above sum to the full sample space.

Full rules: teenpattind.com/teen-patti-rules/

Follow Q-Q-5.

Exact conditional counts and a separately defined terminal decision model.

Known cards: Q♠ Q♥ 5♦

Remove the three known cards from the deck. One uniformly random opponent receives an unordered triple from the remaining 49 cards. There are C(49,3) = 18,424 eligible triples.

Strict wins	**16,273**
Rank ties	**3**
Losses	**2,148**

A complete terminal-counter model

Legal action: immediate heads-up settlement. Pot already present: P = 10 counters. Additional cost: C = 4 counters. Fees: zero. The requester loses a rank tie. Winning payoff: +10; tie or loss payoff: -4.

EV = (16,273 × 10 - 2,151 × 4) / 18,424 = +8.3655015 study counters.

This result belongs to the stated terminal model and uniform-opponent assumption. A blind increase during a continuing hand also requires legal future actions, contribution sizes, opponent behaviour, subsequent information and settlement branches.

Use the benchmark precisely

Keep the exact cards, ace order, opponent sample space, pot and tie rule attached to the result. Conditional card-removal counts describe a finite-card model. A prediction about a player continuing or raising requires its own explicit policy.

Reproduce another hand: teenpattind.com/teen-patti-odds-calculator/

Make every step clear.

A complete practice record connects the rules, the question and the evidence.

The five-part hand review

01 Define the rules

Record deck, wild cards, category order, ace convention, active seats, legal actions and tie settlement.

02 Write the known state

List exact cards, blind/seen status, previous actions, current pot and incremental contribution cost.

03 Name the question

Distinguish a rank comparison, random-opponent count, continuing-hand decision or complete rummy declaration.

04 State the model

Write the eligible sample space, event definition, opponent policy, fee assumptions and all payoff branches.

05 Check and reflect

Compare the worked result with the stated rules, reproduce the calculation and keep sources beside external claims.

Continue your learning path

teenpattind.com/teen-patti-hand-rankings/

teenpattind.com/teen-patti-qq5-case-study/

teenpattind.com/testing-and-validation/

Original constructed teaching cases. Publisher: TeenPattiND. Practise with counters that have zero monetary value and set a clear study-time boundary.