Multiway pots

Everything we have covered so far has mostly assumed one opponent. As soon as more players are in the pot, the situation changes in several ways at once — some in your favour, others against you. This part pulls together how you should adjust your thinking when more players are left than just you and one opponent.

Two effects pulling in opposite directions

Effect	What happens
The pot grows faster	More players putting money in makes the pot bigger relative to your own bet — your drawing odds (Parts 1-2) become cheaper to chase
The risk goes up	More hands in play make it more likely that someone already has, or will hit, something stronger than you

The worked example

Your flush draw (9 outs, ~19% according to Part 2) was unprofitable heads-up against a pot that required 20%. But if three players put $25 each into the same pot:

	Heads-up	3 players in the pot
Pot to win	$125	$175
What the pot requires	20%	14%
Your win chance (19%)	Not enough	Enough

The same shortcut as in Part 3 works: pot (175) ÷ bet (25) ≈ 7:1 → look it up or work out 100÷8 ≈ 14%.

The mindset: cheaper to chase, more dangerous to win

The draw gets cheaper to chase (as the example shows) — but tie it in with Part 8: with more players left it is more likely that someone is already sitting on a strong hand, or will hit something that beats you. A hand that "only" gives you a flush holds up less often in a crowded pot with three players going to showdown than it does heads-up.

Quick rule of thumb: tighten your range with more players

The same idea as in Parts 7-8, but in the other direction: the more players left in the pot, the narrower your own range should be for entering it in the first place.

Multiway pots

Players in the pot	How you should think
Heads-up (2)	Widest range — weaker draws and kickers can be playable
3-4 players	Narrow it — demand a stronger starting point, fewer pure bluffs
5+ players	Only the top of your range — someone usually has something that holds up

■ Fold equity disappears in multiway pots

Remember from Part 5: a bluff needs EVERYONE to fold. The chance drops quickly with each extra player left — a bluff that was reasonable heads-up is often badly unprofitable against three or more.

Remember: more players left makes your own draws cheaper to chase, but at the same time makes your bluffs more expensive and your winning hand less of a sure thing. Do the maths on the draw as usual, but rely less on one good hand being enough all the way.