



# PokerTracker<sup>TM</sup> 3

## PostgreSQL Database Schema Documentation

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## Database Overview

### PostgreSQL

Pokertracker3 is software which takes the information contained in hand histories and creates statistics with it. With such a large amount of data which can be obtained from hand histories and such a large amount of hand histories to pull such data from, a database system is required to help organize such data. This is where PostgreSQL comes in.

PostgreSQL is a database server which runs in the background of your computer while pt3 is running. Pt3 communicates with the server and both writes to and reads from the databases contained there. There are several different SQL (Structured Query Language) database servers available on the market today, but one of the longest standing, most stable, and highly scalable ones on the market is PostgreSQL. PostgreSQL is also open source, which means you do not have to pay additionally to use their database software. You can learn more about PostgreSQL by visiting their website at <http://www.postgresql.org/>.

### Structure of a Database

A database is actually a collection of tables (basically a kind of spreadsheet). Each table either stands alone or is referenced by other tables, which then lead to the database layout and the relationships between the data.

### Naming Conventions

Throughout the design of the database, we have followed a specific method of naming the various tables and their associated fields.

### Tables

The first part of the table name is the type of the table. There are currently four main types of tables:

1. holdem – Texas Holdem Cash games
2. tourney\_holdem – Texas Holdem Tournament games
3. lookup – Lookup table for common values
4. other – All tables that do not fall into the above three categories

The second part of the table name is dependent upon the first part of the name and further describes the table. For instance, tables that begin with holdem\_hand would be for the actual hand played on the Texas Holdem Cash table.

The third part of the table name, which is optional, is the actual descriptor of the table if it is needed. Going on the example above, there are five holdem\_hand tables which are broken down into \_histories, \_player\_combinations, etc. which further break down the Texas Holdem Cash hand.

## Fields

A table is made up of fields. A field is a name for a specific piece of information (data). The naming conventions of fields are as follows:

- ***Id*** – An identifier which is linked to another table. If you are familiar with foreign keys, which we do not use in the PokerTracker 3 database, then each field beginning with `id_` would use a foreign key constraint. An `id` will reference another table which then contains the data needed for that `id`. For example, `id_player` will reference the `player` table, and using the data contained in `id_player`, PokerTracker 3 looks up that `id` in the `player` table to get the information about the specific player.
- ***Flg*** – Represents that the field is a flag which contains a Boolean (yes or no) value (literally true or false, 0 or 1)
- ***Val*** – A numerical value of either integer or decimal type. An integer is a whole number without a decimal value. A decimal is the opposite of this, or a number which does or can contain a decimal (though it may not contain one).
- ***Amt*** – A summation of value, which is always of type decimal and typically a monetary value. For instance, `amt_pot` is a summation of bets prior to the rake and is of decimal value.
- ***Cnt*** – The count of actions which is always of type integer.
- ***Enum*** – Enumeration. This field can only contain certain values. Typically these are a single character although they could potentially be a string of characters. Valid characters are dependent upon the field and are explained in detail.

## Relationships

Database tables are related to each other by key identifiers. These are unique data types (usually integers) which basically point one table to another. For example, in the hold\_hand\_player\_detail table, there is a field called id\_player which points to the player table. The software will use the id\_player number to search the player table to find the player which the stats in this relationship refer to. Below are tables which reference other tables, and the identifier used to reference that table.

Format is (Field ID -> Table it references) followed by a list of tables which use this field ID and reference.

---

id_site -> lookup_sites	id_*_hand_strength -> lookup_hand_groups
➤ player	➤ holdem_hand_player_combinations
➤ holdem_hand_summary	➤ tourney_holdem_hand_player_combinations
➤ holdem_table_session_summary	
➤ tourney_holdem_hand_summary	id_action_* -> lookup_actions
➤ tourney_holdem_results	➤ holdem_hand_player_detail
➤ tourney_holdem_summary	➤ tourney_holdem_hand_player_detail
id_hand -> holdem_hand_summary	id_limit -> holdem_limit
➤ holdem_hand_histories	➤ holdem_hand_player_statistics
➤ holdem_hand_player_combinations	➤ holdem_hand_summary
➤ holdem_hand_player_detail	➤ holdem_table_session_summary
➤ holdem_hand_player_statistics	
➤ tourney_holdem_hand_histories	id_session -> holdem_table_session_summary
➤ tourney_holdem_hand_player_combinations	➤ holdem_hand_player_statistics
➤ tourney_holdem_hand_player_detail	
➤ tourney_holdem_hand_player_statistics	id_table -> holdem_table
➤ tourney_holdem_hand_summary	➤ holdem_hand_summary
	➤ holdem_table_session_summary
	➤ tourney_holdem_hand_summary
id_player -> player	id_winner -> player
➤ holdem_hand_player_combinations	➤ holdem_hand_summary
➤ holdem_hand_player_detail	➤ tourney_holdem_hand_summary
➤ holdem_hand_player_statistics	➤ tourney_holdem_summary
➤ holdem_table_session_summary	
➤ tourney_holdem_hand_player_combinations	
➤ tourney_holdem_hand_player_detail	
➤ tourney_holdem_hand_player_statistics	id_real_player -> player
➤ tourney_holdem_results	➤ holdem_table_session_summary
	➤ tourney_holdem_hand_player_statistics
	➤ tourney_holdem_results
	➤ holdem_hand_player_statistics

## Tables

The structure of the tables of the database is listed below. Each table shows the columns that make it up, what the data type of that column, and a brief description of that column and what it represents.

### Players and Notes Tables

#### Table player

- Contains the players themselves and general information on them.

Column Name/Field ID	Data type	Description
id_player	integer	Player identifier. This is a unique number assigned by pt3 to represent the user.
id_site	small integer	Site identifier for the site this screen name is associated with. References table "lookup_sites".
player_name	text	The actual player name on the site.
player_name_search	text	The player name in lowercase, which makes it easy for pt3 to search for the player by name.
id_player_alias	integer	The player identifier this player is aliased with. References table "player".
val_icon	integer	The auto-rate icon for the player. This is not a buddy icon.
flg_note	boolean	If there is at least one note on this player, this is set to true, otherwise it is false.

#### Table notes

- Lists all notes in the database such as player, hand, session, and tourneys.

Column Name/Field ID	Data type	Description
id_note	integer	Note identifier. This id matches the ID number of whatever this note is of. For instance, if this is a note about a specific player, then the id_note value is equal to the id_player value. If this note is about a certain session, then the id is equal to the value of id_session.
id_x	integer	Identifier dependent on enum_type.
enum_type	character	The type of note. Player, Hand, Session, Tourney, etc.
date_note	timestamp	The date the note was created or updated.
notes	text	The note itself.

## Cash Game Tables

### Table holdem\_hand\_histories

- List of hold'em cash game hand histories (if saved on import).

Column Name/Field ID	Data type	Description
id_hand	integer	Hand identifier. References table "holdem_hand_summary".
history	text	The actual hand history.

### Table holdem\_hand\_player\_combinations

- Made hands and draws by street for each cash hold'em hand.

Column Name/Field ID	Data type	Description
id_hand	integer	Hand identifier. References table "holdem_hand_summary".
id_player	integer	Player identifier. References table "player".
flg_f_highcard	boolean	If the player had a high card hand on the flop, this is set to true, otherwise, it is false.
flg_f_1pair	boolean	If the player had a pair on the flop, this is set to true, otherwise it is false.
flg_f_2pair	boolean	If the player had two pair on the flop, this is set to true, otherwise it is false.
flg_f_threeoak	boolean	If the player had three of a kind on the flop, this is set to true, otherwise it is false.
flg_f_straight	boolean	If the player had a straight on the flop, this is set to true, otherwise it is false.
flg_f_flush	boolean	If the player had a flush on the flop, this is set to true, otherwise it is false.
flg_f_fullhouse	boolean	If the player had a fullhouse on the flop, this is set to true, otherwise it is false.
flg_f_fouroak	boolean	If the player had four of a kind on the flop, this is set to true, otherwise it is false.
flg_f_strflush	boolean	If the player had a straight flush on the flop, this is set to true, otherwise it is false.
id_f_hand_strength	small integer	Hand strength identifier on the flop.
id_f_kicker_strength	small integer	Card identifier for the flop kicker.
val_f_hole_cards_used	small integer	Count of hole cards used (0, 1, 2) on the flop.
flg_f_gutshot_draw	boolean	If the player had a gutshot straight draw on the flop, this is set to true, otherwise this is false.
flg_f_straight_draw	boolean	If the player had an open ended straight draw on the flop, this is set to true, otherwise this is false.

<b>Column Name/Field ID</b>	<b>Data type</b>	<b>Description</b>
flg_f_2gutshot_draw	boolean	If the player had a double gutter straight draw on the flop, this is set to true, otherwise it is false.
flg_f_flush_draw	boolean	If the player had a flush draw on the flop, then this is set to true, otherwise it is false.
flg_f_bflush_draw	boolean	If the player had a backdoor flush draw (3 to a flush) on the flop, then this is set to true, otherwise this is false.
flg_f_bstraight_draw	boolean	If the player had a backdoor straight draw on the flop, then this is set to true, otherwise it is false.
id_f_flush_draw_strength	small integer	Card identifier for top flush draw card on the flop.
id_f_straight_draw_strength	small integer	Card identifier for top straight draw card on the flop.
flg_t_highcard	boolean	If the player had a high card hand only on the turn, then this is set to true, otherwise it is false.
flg_t_1pair	boolean	If the player had one pair on the turn, then this is set to true, otherwise it is false.
flg_t_2pair	boolean	If the player had two pair on the turn, then this is set to true, otherwise it is false.
flg_t_threeoak	boolean	If the player had three of a kind on the turn, then this is set to true, otherwise it is false.
flg_t_straight	boolean	If the player had a straight on the turn, then this is set to true, otherwise it is false.
flg_t_flush	boolean	If the player had a flush on the turn, then this is set to true, otherwise it is false.
flg_t_fullhouse	boolean	If the player had a full house on the turn, then this is set to true, otherwise it is false.
flg_t_fouroak	boolean	If the player had four of a kind on the turn, then this is set to true, otherwise it is false.
flg_t_strflush	boolean	If the player had a straight flush on the turn, then this is set to true, otherwise it is false.
id_t_hand_strength	small integer	Hand strength identifier on the turn.
id_t_kicker_strength	small integer	Card identifier for the turn kicker.
val_t_hole_cards_used	small integer	Count of hole cards used on the turn (0, 1, 2).
flg_t_gutshot_draw	boolean	If the player had a gutshot straight draw on the turn, this is set to true, otherwise it is false.

Column Name/Field ID	Data type	Description
flg_t_straight_draw	boolean	If the player had an outside straight draw on the turn, then this is set to true, otherwise it is false.
flg_t_2gutshot_draw	boolean	If the player had a double gutter straight draw on the turn, this is set to true, otherwise it is false.
flg_t_flush_draw	boolean	If the player had a flush draw on the turn, this is set to true, otherwise it is false.
id_t_flush_draw_strength	boolean	Card identifier for top flush draw card on the turn.
id_t_straight_draw_strength	boolean	Card identifier for top straight draw card on the turn.
flg_r_highcard	boolean	If the player had a high card hand on the river, this is set to true, otherwise this is false.
flg_r_1pair	boolean	If the player had one pair on the river, this is set to true, otherwise it is false.
flg_r_2pair	boolean	If the player had two pair on the river, this is set to true, otherwise it is false.
flg_r_3oak	boolean	If the player had three of a kind on the river, this is set to true, otherwise it is false.
flg_r_straight	boolean	If the player had a straight on the river, this is set to true, otherwise it is false.
flg_r_flush	boolean	If the player had a flush on the river, this is set to true, otherwise it is false.
flg_r_fullhouse	boolean	If the player had a full house on the river, this is set to true, otherwise it is false.
flg_r_fouroak	boolean	If the player had four of a kind on the river, this is set to true, otherwise it is false.
flg_r_strflush	boolean	If the player had a straight flush on the river, this is set to true, otherwise it is false.
id_r_hand_strength	small integer	Hand strength identifier on the river.
id_r_kicker_strength	small integer	Card identifier for the river kicker.
val_r_hole_cards_used	small integer	Count of hole cards used on the river (0, 1, 2).

**Table holdem\_hand\_player\_detail**

- Details about each cash hold'em game.

Column Name/Field ID	Data type	Description
id_hand	integer	Hand identifier. References table "holdem_hand_summary".
id_player	integer	Player identifier. References table "player".
seat	integer	Player's seat number at table.
holecard_1	small integer	First hole card.

Column Name/Field ID	Data type	Description
holecard_2	small integer	Second hole card.
amt_before	numeric	Stack size at the beginning of the hand.
amt_blind	numeric	Total amount of blinds paid.
amt_ante	numeric	Total amount of ante paid.
amt_bet_p	numeric	Total amount bet pre-flop.
amt_bet_f	numeric	Total amount bet on the flop.
amt_bet_t	numeric	Total amount bet on the turn.
amt_bet_r	numeric	Total amount bet on the river.
amt_bet_ttl	numeric	Total amount bet for hand.
id_action_p	integer	Pre-flop action corresponding to the lookup_actions table.
id_action_r	integer	River action corresponding to the lookup_actions table.
flg_f_first	boolean	If this player is the first to act on the flop, this is true, otherwise this is false. This does not mean that they were the first to act, only that they were the first to have the opportunity to act.
flg_f_open	boolean	If this player opened the action on the flop, this is true, otherwise this is false.
flg_f_open_opp	boolean	If this player had the opportunity to open the action on the flop, this is true, otherwise it is false.
flg_f_has_position	boolean	If this player is in position on the flop, this is true, otherwise, this is false. In position is the person closest to the button still in the hand.
flg_t_first	boolean	If this player is the first to act on the turn, this is true, otherwise this is false (see flg_f_first).
flg_t_open	boolean	If this player opened the action on the turn, this is true, otherwise this is false.
flg_t_open_opp	boolean	If this player had the opportunity to open the action on the turn, this is true, otherwise it is false.
flg_t_has_position	boolean	If this player is in position on the turn, this is true, otherwise, this is false (see flg_f_has_position).
flg_r_first	boolean	If this player is the first to act on the river, this is true, otherwise this is false (see flg_f_first).
flg_r_open	boolean	If this player opened the action on the river, this is true, otherwise, this is false.
flg_r_open_opp	boolean	If this player had the opportunity to open the action on the river, this is true, otherwise this is false.

<b>Column Name/Field ID</b>	<b>Data type</b>	<b>Description</b>
flg_r_has_position	boolean	If this player is in position on the river, this is true, otherwise, this is false (see flg_f_has_position).
flg_note	boolean	If there is at least one note on this hand, this is true, otherwise this is false.
amt_p_raise_facing	numeric	Amount to call pre-flop raise.
val_p_raise_facing_pct	numeric	Percentage of pot to call pre-flop raise.
val_p_raise_aggressor_pos	small integer	Aggressor's position relative to the button.
amt_p_raise_made	numeric	Amount raised pre-flop.
val_p_raise_made_pct	numeric	If this player raised pre-flop, this is the percentage of the pot the raise was (the pot value not including their raise).
amt_p_raise_made_2	numeric	Amount this player 3 or 4 bet pre-flop.
val_p_raise_made_2_pct	numeric	Percentage of pot this player 3 or 4 bet pre-flop.
amt_f_bet_facing	numeric	Amount to call flop bet.
val_f_bet_facing_pct	numeric	Percentage of pot for this player to call flop bet.
val_f_bet_aggressor_pos	small integer	Aggressor's position relative to the button.
amt_f_bet_made	numeric	Amount of bet on the flop.
val_f_bet_made_pct	numeric	Percentage of pot this player bet on flop.
amt_f_raise_facing	numeric	Amount for this player to call flop raise.
val_f_raise_facing_pct	numeric	Percentage of pot for this player to call flop raise.
val_f_raise_aggressor_pos	small integer	Position relative to the button of flop raise aggressor.
amt_f_raise_made	numeric	Amount of raise on the flop.
val_f_raise_made_pct	numeric	Percentage of pot this player raised on the flop.
amt_f_raise_made_2	numeric	Amount this player 3 or 4 bet on the flop.
val_f_raise_made_2_pct	numeric	Percentage of pot this player 3 or 4 bet on the flop.
amt_t_bet_facing	numeric	Amount for this player to call turn bet.
val_t_bet_facing_pct	numeric	Percentage of pot for this player to call turn bet.
val_t_bet_aggressor_pos	small integer	Aggressor's position relative to the button.
amt_t_bet_made	numeric	Amount of bet on turn.
val_t_bet_made_pct	numeric	Percentage of pot this player bet on the turn.
amt_t_raise_facing	numeric	Amount to call turn raise of an opponent.
val_t_raise_facing_pct	numeric	Percentage of pot to call turn raise of an opponent.
val_t_raise_aggressor_pos	small integer	Seat number of turn raise aggressor.

Column Name/Field ID	Data type	Description
amt_t_raise_made	numeric	Amount of raise on the turn by this player.
val_t_raise_made_pct	numeric	Percentage of pot raise on the turn by this player.
amt_t_raise_made_2	numeric	Amount this player 3 or 4 bet on the turn.
val_t_raise_made_2_pct	numeric	Percentage of pot this player 3 or 4 bet on the turn.
amt_r_bet_facing	numeric	Amount to call river bet of an opponent.
val_r_bet_facing_pct	numeric	Percentage of pot for this player to call on the river.
val_r_bet_agressor_pos	small integer	Aggressor's position relative to the button.
amt_r_bet_made	numeric	Amount of bet on river.
val_r_bet_made_pct	numeric	Percentage of pot bet on the river by this player.
amt_r_raise_facing	numeric	Amount to call river raise of an opponent.
val_r_raise_facing_pct	numeric	Percentage of pot to call river raise of an opponent.
val_r_raise_aggressor_pos	small integer	Seat number of river raise aggressor.
amt_r_raise_made	numeric	Amount of raise by this player on the river.
val_r_raise_made_pct	numeric	Percentage of pot raise by this player on the river.
amt_r_raise_made_2	numeric	Amount this player 3 or 4 bet on the river.
val_r_raise_made_2_pct	numeric	Percentage of pot this player 3 or 4 bet on the river.

*Table holdem hand player statistics*

- Actions by street for each cash hold'em hand.

Column Name/Field ID	Data type	Description
id_hand	integer	Hand identifier. References table "holdem_hand_summary".
id_player	integer	Player identifier. References table "player".
id_player_real	integer	Player identifier aliased to. References table "player".
id_holecard	small integer	Hole card identifier. References table "lookup_hole_cards".
id_limit	small integer	Limit identifier. References table "holdem_limit".
id_session	integer	Session identifier. References table "holdem_table_session_summary".
date_played	timestamp	Timestamp of the date/time the hand was played.

<b>Column Name/Field ID</b>	<b>Data type</b>	<b>Description</b>
position	small integer	Position off the button. 0 = button, 9 = small blind, 8 = big blind.
flg_p_open	boolean	If the player opened the pot pre-flop, then this is set true, otherwise it is set false.
flg_p_open_opp	boolean	If the player had the opportunity to open the pot, then this is set true, otherwise it is set false.
cnt_p_raise	small integer	Number of times this player raised pre-flop.
flg_p_first_raise	boolean	If the player was the first to raise the pot pre-flop then this is set true, otherwise it was false.
cnt_p_call	small integer	Number of times this player called pre-flop.
flg_p_limp	boolean	If the player limped pre-flop then this is set to true, otherwise, this is set false.
flg_p_fold	boolean	If the player folded pre-flop then this is set to true, otherwise this is set false.
flg_p_ccall	boolean	If the player cold called pre-flop, then this is set to true, otherwise this is set false (a cold call is a flat call of a pre-flop raise).
flg_vpip	boolean	If the player voluntarily put money in the pot pre-flop, then this is set true, otherwise it is set false.
flg_f_bet	boolean	If the player bet the flop, then this is true, otherwise it is set to false.
cnt_f_raise	small integer	Number of times this player raised the flop.
flg_f_first_raise	boolean	If the player was the first to raise on the flop, then this is set true, otherwise it is set false.
cnt_f_call	small integer	Number of times the player called on the flop.
flg_f_check	boolean	If the player checked on the flop, then this is set to true, otherwise it is set false.
flg_f_check_raise	boolean	If the player check/raised the flop, then this is set true, otherwise it is set false.
flg_f_fold	boolean	If the player folded on the flop, then this is set to true, otherwise it is set false.
flg_f_saw	boolean	If the player saw the flop, then this is set true, otherwise this is set false.
flg_t_bet	boolean	If the player bet the turn, then this is set to true, otherwise this is set false.
cnt_t_raise	small integer	Number of times this player raised the turn.
flg_t_first_raise	boolean	If this player was the first to raise on the turn, then this is set true, otherwise it is set false.

Column Name/Field ID	Data type	Description
cnt_t_call	small integer	Number of times the player called on the turn.
flg_t_check	boolean	If the player checked the turn, this is set to true, otherwise it is set to false.
flg_t_check_raise	boolean	If the player check/raised the turn, this is set to true, otherwise it is set to false.
flg_t_fold	boolean	If the player folded on the turn, this is set to true, otherwise it is set to false.
flg_t_saw	boolean	If the player saw the turn, this is set to true, otherwise it is set to false.
flg_r_bet	boolean	If the player bet the river, this is set to true, otherwise it is set to false.
cnt_r_raise	small integer	Number of times this player raised the river.
flg_r_first_raise	boolean	If this player was the first to raise on the river, this is set to true, otherwise it is set to false.
cnt_r_call	small integer	Number of times this player called the river.
flg_r_check	boolean	If this player checked the river, this is set to true, otherwise it is set to false.
flg_r_check_raise	boolean	If this player check/raised the river, this is set to true, otherwise this is set to false.
flg_r_fold	boolean	If this player folded the river, this is set to true, otherwise it is set to false.
flg_r_saw	boolean	If this player saw the river, this is set to true, otherwise it is set to false.
enum_allin	character(1)	Set to the street in which the player went all in on. Values are <u>P</u> re-Flop, <u>F</u> lop, <u>T</u> urn, <u>R</u> iver, or <u>N</u> /A (underlined letters are the values this Field ID can contain).
enum_face_allin	character(1)	Set to the street in which the player faced an all-in from an opponent (see enum_allin for values).
enum_face_allin_action	character(1)	Set to the action the player did when facing an all-in from an opponent. Values are <u>C</u> all, <u>R</u> aise, <u>F</u> old, or <u>N</u> /A (underlined letters are the values this Field ID can contain).
flg_blind_s	boolean	If the player was the small blind, this is set to true, otherwise it is false.
flg_blind_b	boolean	If this player was the big blind, this is set to true, otherwise it is set to false.
flg_blind_ds	boolean	If the player posted a dead small blind, this is set to true, otherwise, it is set to false.

Column Name/Field ID	Data type	Description
flg_blind_db	boolean	If the player posted a dead big blind, this is set to true, otherwise it is set to false.
flg_sb_steal_fold	boolean	If someone who is in stealing position attempted to steal and the player was in the small blind and folded, this is set to true, otherwise this is set to false. Stealing positions are Cut Off and Button only.
flg_bb_steal_fold	boolean	If someone who is in stealing position attempted to steal and the player was in the big blind and folded, this is set to true, otherwise this is set to false. See flg_sb_steal_fold.
flg_blind_def_opp	boolean	If the player was small or big blind and someone attempts to steal the blinds, this is set to true, otherwise it is set to false.
flg_steal_att	boolean	If the player was in stealing position and attempted to steal the blinds, this is set to true, otherwise it is set to false. See flg_sb_steal_fold.
flg_steal_opp	boolean	If the player was in stealing position and had the opportunity to steal the blinds, this is set to true, otherwise it is set to false. To have the opportunity to steal the blinds, the pot cannot be opened yet.
flg_blind_k	boolean	If the player posted a kill blind, this is set to true, otherwise it is set to false.
flg_showdown	boolean	If the player went to showdown, this is set to true, otherwise it is set to false.
flg_won_hand	boolean	If the player won the hand (showdown or not) this is set to true, otherwise this is set to false.
amt_won	numeric	Amount of money won.
id_final_hand	small integer	Final hand identifier. References table "lookup_hand_ranks". Currently not used.
flg_showed	boolean	If the player showed their hand (voluntarily), this is set to true, otherwise this is false.
enum_folded	character(1)	What street the player folded (see enum_allin for possible values).
flg_p_face_raise	boolean	If the player faced a raise pre-flop from another player, this is set to true, otherwise this is set to false.
flg_p_3bet	boolean	If the player 3 bet pre-flop, this is set to true, otherwise it is set to false.

Column Name/Field ID	Data type	Description
flg_p_3bet_opp	boolean	If the player had the opportunity to 3 bet pre-flop, this is set to true, otherwise this is false.
flg_p_3bet_def_opp	boolean	If the player faced a 3 bet from another player pre-flop, this is set to true, otherwise it is set to false.
enum_p_3bet_action	character(1)	What this player did when facing a 3 bet pre-flop from another player (see enum_face_allin_action for possible values).
flg_p_4bet	boolean	If the player 4+ bet (any bet higher than 3 bet) pre-flop, this is set to true, otherwise it is set to false.
flg_p_4bet_opp	boolean	If the player had the opportunity to 4+ bet pre-flop, this is set to true, otherwise it is set to false.
flg_p_4bet_def_opp	boolean	If the player faced a 4+ bet from another player, this is set to true, otherwise it is set to false.
enum_p_4bet_action	character(1)	What this player did when facing a 4+ bet pre-flop from another player (see enum_face_allin_action for possible values).
flg_p_squeeze	boolean	If the player executed a squeeze play, this is set to true, otherwise it is set to false. A squeeze play is when a player raises pre-flop, get's at least one cold call, then a third player re-raises after this. The 3 bet is a squeeze play because of the cold caller(s) in the hand.
flg_p_squeeze_opp	boolean	If the player had the opportunity to execute a squeeze play, this is set to true, otherwise it is false.
flg_p_squeeze_def_opp	boolean	If the player faced a squeeze play, this is set to true, otherwise it is set to false.
enum_p_squeeze_action	character(1)	What the player did when facing a squeeze play from another player (see enum_face_allin_action for possible values).
flg_f_face_raise	boolean	If the player faced a raise on the flop, this is set to true, otherwise it is set to false.
flg_f_3bet	boolean	If the player 3 bet on the flop, this is set to true, otherwise it is set to false.
flg_f_3bet_opp	boolean	If the player had the opportunity to 3 bet the flop, this is set to true, otherwise it is set to false.
flg_f_3bet_def_opp	boolean	If the player faced a 3 bet on the flop, this is set to true, otherwise it is set to false.

<b>Column Name/Field ID</b>	<b>Data type</b>	<b>Description</b>
enum_f_3bet_action	character(1)	What the player did when facing a 3 bet on the flop (see enum_face_allin_action for possible values).
flg_f_4bet	boolean	If the player 4+ bet the flop, this is set to true, otherwise, it is set to false.
flg_f_4bet_opp	boolean	If the player had the opportunity to 4+ bet the flop, this is set to true, otherwise it is set to false.
flg_f_4bet_def_opp	boolean	If the player faced a 4+ bet from another player on the flop, this is set to true, otherwise it is set to false.
enum_f_4bet_action	character(1)	What the player did when facing a 4+ bet from another player (see enum_face_allin_action for possible values).
flg_f_cbet	boolean	If the player cbet'd the flop, this is set to true, otherwise it is set to false. A cbet (continuation bet) on the flop is when someone was the last to raise pre-flop then opened the pot on the flop.
flg_f_cbet_opp	boolean	If the player had the opportunity to cbet the flop, this is set to true, otherwise it is false.
flg_f_cbet_def_opp	boolean	If the player faced a cbet from another player on the flop this is set to true, otherwise it is set to false.
enum_f_cbet_action	character(1)	What the player did when facing a cbet on the flop (see enum_face_allin_action for possible values).
flg_t_face_raise	boolean	If the player faced a raise on the turn, this is set to true, otherwise it is false.
flg_t_3bet	boolean	If the player 3 bet on the turn, this is set to true, otherwise it is false.
flg_t_3bet_opp	boolean	If the player had the opportunity to 3 bet on the turn, this is set to true, otherwise it is false.
flg_t_3bet_def_opp	boolean	If the player faced a 3 bet on the turn from another player, this is true, otherwise it is false.
enum_t_3bet_action	character(1)	What the player did when facing a 3 bet on the turn (see enum_face_allin_action for possible values).
flg_t_4bet	boolean	If the player 4+ bet the turn, this is set to true, otherwise it is false.

<b>Column Name/Field ID</b>	<b>Data type</b>	<b>Description</b>
flg_t_4bet_opp	boolean	If the player had an opportunity to 4+ bet the turn, this is set to true, otherwise it is false.
flg_t_4bet_def_opp	boolean	If the player faced a 4+ bet on the turn, this is set to true, otherwise it is set to false.
enum_t_4bet_action	character(1)	What the player did when facing a 4+ bet on the turn (see enum_face_allin_action for possible values).
flg_t_cbet	boolean	If the player cbet the turn, this is set to true, otherwise this is set to false. Only true if the player cbet the flop as well.
flg_t_cbet_opp	boolean	If the player had the opportunity to cbet the turn, this is true, otherwise it is false.
flg_t_cbet_def_opp	boolean	If the player faced a cbet on the turn, this is set to true, otherwise it is set to false.
enum_t_cbet_action	character(1)	What the player did when facing a cbet on the turn (see enum_face_allin for possible values).
flg_t_float	boolean	If the player float bet the turn, this is set to true, otherwise it is set to false. A float bet is being in position, calling a flop cbet, then betting the turn when checked to.
flg_t_float_opp	boolean	If the player had the opportunity to float bet the turn, this is set to true, otherwise it is set to false.
flg_t_float_def_opp	boolean	If the player faced a float bet on the turn, this is set to true, otherwise it is set to false.
enum_t_float_action	character(1)	What the player did when facing a float bet on the turn (see enum_face_allin for possible values).
flg_t_donk	boolean	If the player donk bet the turn, this is set to true, otherwise it is set to false. A donk bet is when the player calls a cbet on the flop out of position, then bets first on the turn.
flg_t_donk_opp	boolean	If the player had the opportunity to donk bet the turn, this is set to true, otherwise it is false.
flg_t_donk_def_opp	boolean	If the player faced a donk bet on the turn, this set to true, otherwise it is set to false.
enum_t_donk_action	character(1)	What the player did when facing a donk bet on the turn (see enum_face_allin for possible values).
flg_r_face_raise	boolean	If the player faced a raise on the river, this is set to true, otherwise it is set to false.

<b>Column Name/Field ID</b>	<b>Data type</b>	<b>Description</b>
flg_r_3bet	boolean	If the player 3bet the river, this is set to true, otherwise it is false.
flg_r_3bet_opp	boolean	If the player had the opportunity to 3bet on the river, this is set to true, otherwise it is false.
flg_r_3bet_def_opp	boolean	If the player faced a 3bet on the river, this is set to true, otherwise it is false.
enum_r_3bet_action	character(1)	What the player did when facing a 3bet on the river (see enum_face_allin for possible values).
flg_r_4bet	boolean	If the player 4+ bet the river, this is set to true, otherwise it is set to false.
flg_r_4bet_opp	boolean	If the player had the opportunity to 4+ bet the river, this is set to true, otherwise it is false.
flg_r_4bet_def_opp	boolean	If the player faced a 4+ bet on the river, this is set to true, otherwise it is false.
enum_r_4bet_action	character(1)	What the player did when facing a 4+ bet on the river (see enum_face_allin for possible values).
flg_r_cbet	boolean	If the player cbet the river, this is set to true, otherwise it is set to false. Only true if the player cbet the turn as well.
flg_r_cbet_opp	boolean	If the player had the opportunity to cbet the river, this is set to true, otherwise it is set to false.
flg_r_cbet_def_opp	boolean	If the player faced a cbet on the river, this is set to true, otherwise it is false.
enum_r_cbet_action	character(1)	What the player did when facing a cbet on the river (see enum_face_allin for possible values).
flg_r_float	boolean	If the player float bet the river, this is set to true, otherwise it is set to false (see flg_t_float).
flg_r_float_opp	boolean	If the player had the opportunity to float bet the river, this is set to true, otherwise it is false.
flg_r_float_def_opp	boolean	If the player faced a float bet on the river, this is set to true, otherwise it is false.
enum_r_float_action	character(1)	What the player did when facing a float bet on the river (see enum_face_allin for possible values).
flg_r_donk	boolean	If the player donk bet the river, this is set to true, otherwise it is set to false (see flg_t_donk).
flg_r_donk_opp	boolean	If the player had the opportunity to donk bet the river, this is set to true, otherwise it is set to false.

Column Name/Field ID	Data type	Description
flg_r_donk_def_opp	boolean	If the player faced a donk bet on the river this is set to true, otherwise it is set to false.
enum_r_donk_action	character(1)	What the player did when facing a donk bet on the river (see enum_face_allin for possible values).

*Table holdem\_hand\_summary*

- Summary of each cash Hold'em hand.

Column Name/Field ID	Data type	Description
id_hand	integer	Hand identifier.
id_site	small integer	Site identifier hand was played on. References table "lookup_sites".
id_limit	small integer	Limit identifier of hand. References table "holdem_limit".
id_table	integer	Table identifier hand was played on. References table "holdem_table".
hand_no	big integer	The site's actual game/hand number.
date_played	timestamp	Timestamp of date/time hand was played.
date_imported	timestamp	Timestamp of date/time hand was imported into the database.
cnt_players	small integer	The number of players who were dealt into the hand.
cnt_players_f	small integer	The number of players who saw the flop.
cnt_players_t	small integer	The number of players who saw the turn.
cnt_players_r	small integer	The number of players who saw the river.
amt_p_effective_stack	numeric	Effect stack sizes pre-flop. This is equivalent to the shortest stack size at the table dealt into the hand pre-flop.
amt_f_effective_stack	numeric	Effect stack sizes on flop. This is equivalent to the shortest stack size of the players seeing the flop.
amt_t_effective_stack	numeric	Effect stack sizes on turn. This is equivalent to the shortest stack size of players seeing the turn.
amt_r_effective_stack	numeric	Effect stack sizes on river. This is equivalent to the shortest stack size of the players seeing the river.
amt_pot	numeric	Total amount of the pot.
amt_rake	numeric	Total amount of the rake.

Column Name/Field ID	Data type	Description
amt_mgr	numeric	Amount of Monthly Gross Rake paid for hand. This is the sum of all the rake from all the hands this player was dealt divided by the number of players dealt into the hand.
id_win_hand	small integer	Winning hand identifier. References table "lookup_hand_ranks".
id_winner	integer	Player ID of the winner of the hand. References table "player".
button	small integer	Seat number that was the button.
card_1	small integer	Card identifier for flop card 1.
card_2	small integer	Card identifier for flop card 2.
card_3	small integer	Card identifier for flop card 3.
card_4	small integer	Card identifier for turn card.
card_5	small integer	Card identifier for river card.
flg_note	boolean	If there is at least one note on this hand, this is set to true, otherwise it is false.

#### Table holdem limit

- List cash hold'em limits across all the sites.

Column Name/Field ID	Data type	Description
id_limit	small integer	Limit identifier.
limit_name	text	Name of the limit.
amt_sb	numeric	Amount of the small blind.
amt_bb	numeric	Amount of the big blind.
flg_nlpl	boolean	If this game is a pot limit or no limit game, this is set to true, otherwise it is set to false.
val_nlpl_mult	small integer	Big-blind multiplier for big bet (usually 2x).

#### Table holdem table

- List cash hold'em tables across all of the sites.

Column Name/Field ID	Data type	Description
id_table	integer	Table identifier.
table_name	text	Table name.

Table holdem table session summary

- List session by table for cash hold'em games.

Column Name/Field ID	Data type	Description
id_session	integer	Session identifier.
id_site	small integer	Site identifier. References table "lookup_sites".
id_player	integer	Player identifier. References table "player".
id_player_real	integer	Player identifier aliased to. References table "player".
id_limit	integer	Limit identifier. References table "holdem_limit".
id_table	integer	Table identifier. References table "holdem_table".
date_start	timestamp	Timestamp of date/time session started.
date_end	timestamp	Timestamp of date/time session ended.
cnt_minutes	integer	Total session length in minutes.
seat	integer	What seat number the player occupied.
amt_pot	numeric	Total amount of pot for session.
amt_won	numeric	Total amount won for session.
amt_rake	numeric	Total amount of rake for session.
amt_mgr	numeric	Total amount of monthly gross rake for session.
cnt_hands	integer	Number of hands played for session.
cnt_hands_won	integer	Total number of hands won for session.
cnt_ttl_players	integer	Total players dealt into hands for the session.
cnt_ttl_players_flop	integer	Total players seeing the flop for the session.
flg_note	Boolean	If there is at least one note on this session, this is set to true, otherwise it is false.

## Tournament Games Tables

### Table *tourney holdem blinds*

- List tournament blind levels for every site.

Column Name/Field ID	Data type	Description
id_blinds	small integer	Tourney blinds identifier.
blinds_name	text	Text of the blinds at this level.
amt_sb	numeric	Small blind amount.
amt_bb	numeric	Big blind amount.
flg_nlpl	boolean	If this is a no limit or pot limit tournament, this is set to true, otherwise it is false.
val_nlpl_mult	small integer	Big blind multiplier for big bets (Usually 2x).

### Table *tourney holdem hand histories*

- List tournament blind levels for every site.

Column Name/Field ID	Data type	Description
id_hand	integer	Tournament hand identifier.
history	text	This is the text from the hand history file copied by pokertracker.

### Table *tourney holdem player combinations*

- Made hands and draws by street for each tournament hand.

Column Name/Field ID	Data type	Description
id_hand	integer	Hand identifier. References table "holdem_hand_summary".
id_player	integer	Player identifier. References table player.
flg_f_highcard	boolean	If the player had a highcard hand on the flop, this is true, otherwise, it is false.
flg_f_1pair	boolean	If the player had a pair on the flop, this is true, otherwise, it is false.
flg_f_2pair	boolean	If the player had two pair on the flop, this is true, otherwise this is false.
flg_f_threeoak	boolean	If the player had three of a kind on the flop, this is true, otherwise this is false.
flg_f_straight	boolean	If the player had a straight on the flop, this is true, otherwise this is false.
flg_f_flush	boolean	If the player had a flush on the flop, this is true, otherwise this is false.
flg_f_fullhouse	boolean	If the player had a full house on the flop, this is true, otherwise this is false.

<b>Column Name/Field ID</b>	<b>Data type</b>	<b>Description</b>
flg_f_fouroak	boolean	If the player had quads on the flop, this is true, otherwise this is false.
flg_f_strflush	boolean	If the player had a straight flush on the flop, this is true, otherwise this is false.
id_f_hand_strength	small integer	Hand strength identifier on the flop.
id_f_kicker_strength	small integer	Card identifier for the flop kicker.
val_f_hold_cards_used	small integer	Count of hole cards used (0, 1, 2) on the flop.
flg_f_gutshot_draw	boolean	If the player had a gutshot straight draw on the flop, this is true, otherwise this is false.
flg_f_straight_draw	boolean	If the player had an outside straight draw on the flop this is true, otherwise it is false.
flg_f_2gutshot_draw	boolean	If the player had a double gutter straight draw on the flop, this is true, otherwise this is false.
flg_f_flush_draw	boolean	If the player had a flush draw on the flop, then this is true, otherwise it is false.
flg_f_bstraight_draw	boolean	If the player had a backdoor straight draw on the flop, then this is true, otherwise it is false.
id_f_flush_draw_strength	small integer	Card identifier for top flush draw card on the flop.
id_f_straight_draw_strength	small integer	Card identifier for top straight draw card on flop.
flg_t_highcard	boolean	If the player had a high card hand only on the turn, then this is set true, otherwise it is false.
flg_t_1pair	boolean	If the player had a pair on the turn, then this is true, otherwise it is false.
flg_t_2pair	boolean	If the player had two pair on the turn, then this is true, otherwise it is false.
flg_t_threeoak	boolean	If the player had three of a kind on the turn, then this is true, otherwise it is false.
flg_t_straight	boolean	If the player had a straight on the turn, then this is true, otherwise this is false.
flg_t_flush	boolean	If the player had a flush on the turn, then this is true, otherwise it is false.
flg_t_fullhouse	boolean	If the player had a full house on the turn, then this is true, otherwise it is false.
flg_t_fouroak	boolean	If the player had four of a kind on the turn, then this is true, otherwise it is false.
flg_t_strflush	boolean	If the player had a straight flush on the turn, then this is true, otherwise it is false.
id_t_hand_strength	small integer	Hand strength identifier on the turn.
id_t_kicker_strength	small integer	Card identifier for the turn kicker.
val_t_hole_cards_used	small integer	Count of hole cards used on the turn.

Column Name/Field ID	Data type	Description
flg_t_gutshot_draw	boolean	If the player had a gutshot straight draw on the turn, this is true, otherwise its false.
flg_t_straight_draw	boolean	If the player had an outside straight draw on the turn, this is true, otherwise it is false.
flg_t_2gutshot_draw	boolean	If the player had a double gutter straight draw on the turn, this is true, otherwise it is false.
flg_t_flush_draw	boolean	If the player had a flush draw on the turn, this is true, otherwise it is false.
flg_t_flush_draw_strength	boolean	Card identifier for top flush draw card on the turn.
flg_t_straight_draw_strength	boolean	Card identifier for top straight draw card on turn.
flg_r_1pair	boolean	If the player had a pair on the river, this is true, otherwise it is false.
flg_r_2pair	boolean	If the player had two pair on the river, this is true, otherwise it is false.
flg_r_threeoak	boolean	If the player had three of a kind on the river, this is true, otherwise it is false.
flg_r_straight	boolean	If the player had a straight on the river, this is true, otherwise it is false.
flg_r_flush	boolean	If the player had a flush on the river, this is true, otherwise it is false.
flg_r_fullhouse	boolean	If the player had a full house on the river, this is true, otherwise it is false.
flg_r_fouroak	boolean	If the player had four of a kind on the river, this is true, otherwise it is false.
flg_r_strflush	boolean	If the player had a straight flush on the river, this is true, otherwise it is false.
id_r_hand_strength	small integer	Hand strength identifier on the river.
id_r_kicker_strength	small integer	Card identifier for the river kicker.
val_r_hole_cards_used	small integer	Count of hole cards used (0, 1, 2) used on the River.

***Table tourney holdem player detal***

- Details about each tournament hand.

Column Name/Field ID	Data type	Description
id_hand	integer	Hand identifier. References table "holdem_hand_summary".
id_player	integer	Player identifier. References table "player".
seat	small integer	Player's seat number at table.
holecard_1	small integer	Firt holecard identifier.
holecard_2	small integer	Second holecard identifier.

Column Name/Field ID	Data type	Description
amt_before	numeric	Stack size of the player at the beginning of the hand.
amt_blind	numeric	Total amount of blinds paid.
amt_ante	numeric	Total amount of ante paid.
amt_bet_p	numeric	Total amount bet pre-flop.
amt_bet_f	numeric	Total amount bet on the flop.
amt_bet_t	numeric	Total amount bet on the turn.
amt_bet_r	numeric	Total amount bet on the river.
amt_bet_ttl	numeric	Total amount bet for hand.
id_action_p	integer	Pre-flop action corresponding to the lookup_actions table.
d_action_f	integer	Flop action corresponding to the lookup_actions table.
id_action_t	integer	River action corresponding to the lookup_actions table.
id_action_r	integer	If this player is the first to act on the flop, this is true, otherwise this is false. This does not mean that they were the first to act, only that they were the first to have the opportunity to act.
flg_f_first	Boolean	If this player opened the action on the flop, this is true, otherwise this is false.
flg_f_open	Boolean	If this player had the opportunity to open the action on the flop, this is true, otherwise it is false.
flg_f_open_opp	Boolean	If this player is in position on the flop, this is true, otherwise, this is false. In position is the person closest to the button still in the hand.
flg_f_has_position	Boolean	If this player is the first to act on the turn, this is true, otherwise this is false (see flg_f_first).
flg_t_first	Boolean	If this player opened the action on the turn, this is true, otherwise this is false.
flg_t_open	Boolean	If this player had the opportunity to open the action on the turn, this is true, otherwise it is false.
flg_t_open_opp	Boolean	If this player is in position on the turn, this is true, otherwise, this is false (see flg_f_has_position).
flg_t_has_position	Boolean	If this player is the first to act on the river, this is true, otherwise this is false (see flg_f_first).
flg_r_first	Boolean	If this player opened the action on the river, this is true, otherwise, this is false.

Column Name/Field ID	Data type	Description
flg_r_open	Boolean	If this player had the opportunity to open the action on the river, this is true, otherwise this is false.
flg_r_open_opp	Boolean	If this player is in position on the river, this is true, otherwise, this is false (see flg_f_has_position).
flg_r_has_position	Boolean	If there is at least one note on this hand, this is true, otherwise this is false.
flg_note	Boolean	Amount to call pre-flop raise
amt_p_raise_facing	numeric	Percentage of pot to call pre-flop raise.
val_p_raise_facing_pct	numeric	River action corresponding to the lookup_actions table.
val_p_raise_aggressor_pos	small integer	Aggressor's position relative to the button.
amt_p_raise_made	numeric	Amount raised pre-flop.
val_p_raise_made_pct	numeric	If this player raised pre-flop, this is the percentage of the pot the raise was.
amt_p_raise_made_2	numeric	Amount this player 3 or 4 bet pre-flop.
val_p_raise_made_2_pct	numeric	Percentage of pot this player 3 or 4 bet pre-flop.
amt_f_bet_facing	numeric	Amount to call flop bet.
val_f_bet_facing_pct	numeric	Percentage of pot for this player to call flop bet.
val_f_bet_aggressor_pos	small integer	Aggressor's position relative to the button.
amt_f_bet_made	numeric	Amount of bet on the flop.
val_f_bet_made_pct	numeric	Percentage of pot this player bet on flop.
amt_f_raise_facing	numeric	Amount for this player to call flop raise.
val_f_raise_facing_pct	numeric	Percentage of pot for this player to call flop raise.
val_f_raise_aggressor_pos	small integer	Seat number of flop raise aggressor.
amt_f_raise_made	numeric	Amount of raise on the flop.
val_f_raise_made_pct	numeric	Percentage of pot this player raised on the flop.
amt_f_raise_made_2	numeric	Amount this player 3 or 4 bet on the flop.
val_f_raise_made_2_pct	numeric	Percentage of pot this player 3 or 4 bet on the flop.
amt_t_bet_facing	numeric	Amount for this player to call turn bet.
val_t_bet_facing_pct	numeric	Percentage of pot for this player to call turn bet.
val_t_bet_aggressor_pos	small integer	Aggressor's position relative to the button.
amt_t_bet_made	numeric	Amount of bet on turn.
val_t_bet_made_pct	numeric	Percentage of pot this player bet on the turn.
amt_t_raise_facing	numeric	Amount to call turn raise of an opponent.
val_t_raise_facing_pct	numeric	Percentage of pot to call turn raise of an opponent.
val_t_raise_aggressor_pos	small integer	Seat number of turn raise aggressor.

Column Name/Field ID	Data type	Description
amt_t_raise_made	numeric	Amount of raise on the turn by this player.
val_t_raise_made_pct	numeric	Percentage of pot raise on the turn by this player.
amt_t_raise_made_2	numeric	Amount this player 3 or 4 bet on the turn.
val_t_raise_made_2_pct	numeric	Percentage of pot this player 3 or 4 bet on the turn.
amt_r_bet_facing	numeric	Amount to call river bet.
val_r_bet_facing_pct	numeric	Percentage of pot to call an opponent on the river.
val_r_bet_agressor_pos	small integer	Seat number of river bet aggressor.
amt_r_bet_made	numeric	Amount of bet on river.
val_r_bet_made_pct	numeric	Percentage of pot this player bet on the river.
amt_r_raise_facing	numeric	Amount to call river raise.
val_r_raise_facing_pct	numeric	Percentage of pot to call river raise of opponent.
val_r_raise_agressor_pos	small integer	Seat number of river raise aggressor.
amt_r_raise_made	numeric	Amount this player raised on the river.
val_r_raise_made_pct	numeric	Percentage of pot raise on the river by this player.
amt_r_raise_made_2	numeric	Amount this player 3 or 4 bet on the river.
val_r_raise_made_2_pct	numeric	Percentage of pot this player 3 or 4 bet on the river.

*Table tourney holdem player statistics*

- Actions by street for each tournament hand.

Column Name/Field ID	Data type	Description
id_hand	integer	Hand identifier. References table "holdem_hand_summary".
id_player	integer	Player identifier. References table "player".
id_player_real	integer	Player identifier aliased to. References table "player".
id_holecard	small integer	Hole card identifier.
id_blinds	small integer	Blinds identifier. References table "tourney_holdem_blinds".
id_tourney	integer	Tournament identifier. References table "tourney_holdem_summary".
date_played	timestamp	Timestamp of the date/time the hand was played.
position	small integer	Position off the button. 0 = button, 9 = small blind, 8 = big blind.

Column Name/Field ID	Data type	Description
flg_p_open	Boolean	If the player open the action pre-flop, this is set to true, otherwise it is false.
flg_p_open_opp	Boolean	If the player had the opportunity to open the action pre-flop, this is set to true, otherwise it is false.
cnt_p_raise	small integer	Number of times raised pre-flop.
flg_p_first_raise	boolean	If the player was the first to raise the pot pre-flop then this is set true, otherwise it was false.
cnt_p_call	small integer	Number of times this player called pre-flop.
flg_p_limp	boolean	If the player limped pre-flop then this is set to true, otherwise, this is set false.
flg_p_fold	boolean	If the player folded pre-flop then this is set to true, otherwise this is set false.
flg_p_ccall	boolean	If the player cold called pre-flop, then this is set to true, otherwise this is set false (a cold call is a flat call of a pre-flop raise).
flg_vpip	boolean	If the player voluntarily put money in the pot pre-flop, then this is set true, otherwise it is set false.
flg_f_bet	boolean	If the player bet the flop, then this is true, otherwise it is set to false.
cnt_f_raise	small integer	Number of times this player raised the flop.
flg_f_first_raise	boolean	If the player was the first to raise on the flop, then this is set true, otherwise it is set false.
cnt_f_call	small integer	Number of times the player called on the flop.
flg_f_check	boolean	If the player checked on the flop, then this is set to true, otherwise it is set false.
flg_f_check_raise	boolean	If the player check/raised the flop, then this is set true, otherwise it is set false.
flg_f_fold	boolean	If the player folded on the flop, then this is set to true, otherwise it is set false.
flg_f_saw	boolean	If the player saw the flop, then this is set true, otherwise this is set false.
flg_t_bet	boolean	If the player bet the turn, then this is set to true, otherwise this is set false.
cnt_t_raise	small integer	Number of times this player raised the turn.
flg_t_first_raise	boolean	If this player was the first to raise on the turn, then this is set true, otherwise it is set false.
cnt_t_call	small integer	Number of times the player called on the turn.
flg_t_check	Boolean	If the player checked the turn, this is set to true, otherwise it is set to false.
flg_t_check_raise	Boolean	If the player check/raised the turn, this is set to true, otherwise it is set to false.

Column Name/Field ID	Data type	Description
flg_t_fold	Boolean	If the player folded on the turn, this is set to true, otherwise it is set to false.
flg_t_saw	Boolean	If the player saw the turn, this is set to true, otherwise it is set to false.
flg_r_bet	Boolean	If the player bet the river, this is set to true, otherwise it is set to false.
cnt_r_raise	small integer	Number of times this player raised the river.
cnt_r_call	small integer	Number of times the player called on the river.
flg_r_check	boolean	If the player checked the river, this is true, otherwise it is false.
flg_r_check_raise	boolean	If the player check/raised the river, this is true, otherwise it is false.
flg_r_fold	boolean	If the player folded on the river, this is true, otherwise it is false.
flg_r_saw	boolean	If the player saw the river, this is true, otherwise it is false.
enum_allin	character(1)	Holds the value of the street in which the player went all in on. Possible values are <u>P</u> re-flop, <u>F</u> lop, <u>T</u> urn, <u>R</u> iver, or <u>N/A</u> . Underlined letters are the values that enum_allin would hold.
enum_face_allin	character(1)	Holds the value of what street the player faced an all in from another player (see enum_allin for possible values).
enum_face_allin_action	character(1)	Holds the value of what the player did when facing an allin from another player. Possible values are <u>F</u> old, <u>C</u> all, <u>R</u> aise, and <u>N/A</u> . Underlined letters are the values that enum_face_allin_action would hold.
flg_blind_s	boolean	If the player was the small blind, this is set to true, otherwise it is false.
flg_blind_b	boolean	If the player was the big blind, this is set to true, otherwise it is false.
flg_sb_steal_fold	boolean	If the player folded the small blind to a steal attempt, this is true, otherwise this is false. To be a steal attempt, the pot must be folded to the Cutoff, then followed by a raise by either the Cutoff, the Button, the small blind, or the big blind.
flg_bb_steal_fold	boolean	If someone who is in stealing position attempted to steal and the player was in the small blind and folded, this is set to true, otherwise this is set to false. Stealing positions are Cut Off and Button only.

Column Name/Field ID	Data type	Description
flg_blind_def_opp	boolean	If someone who is in stealing position attempted to steal and the player was in the big blind and folded, this is set to true, otherwise this is set to false. See flg_sb_steal_fold.
flg_steal_att	boolean	If the player was small or big blind and someone attempts to steal the blinds, this is set to true, otherwise it is set to false.
flg_steal_opp	boolean	If the player was in stealing position and had the opportunity to steal the blinds, this is set to true, otherwise it is set to false. To have the opportunity to steal the blinds, the pot cannot be opened yet.
flg_showdown	boolean	If the player posted a kill blind, this is set to true, otherwise it is set to false.
flg_showdown	Boolean	If the player went to showdown, this is set to true, otherwise it is set to false.
flg_won_hand	numeric	If the player won the hand (showdown or not) this is set to true, otherwise this is set to false.
amt_won	small integer	Amount of money won.
id_final_hand	boolean	Final hand identifier. References table "lookup_hand_ranks". Currently not used.
flg_showed	character(1)	If the player showed their hand (voluntarily), this is set to true, otherwise this is false.
enum_folded	boolean	What street the player folded (see enum_allin for possible values).
flg_p_face_raise	boolean	If the player faced a raise pre-flop from another player, this is set to true, otherwise this is set to false.
flg_p_3bet	boolean	If the player 3 bet pre-flop, this is set to true, otherwise it is set to false.
flg_p_3bet_opp	boolean	If the player had the opportunity to 3 bet pre-flop, this is set to true, otherwise this is false.
flg_p_3bet_def_opp	character(1)	If the player faced a 3 bet from another player pre-flop, this is set to true, otherwise it is set to false.
enum_p_3bet_action	boolean	What this player did when facing a 3 bet pre-flop from another player (see enum_face_allin_action for possible values).
flg_p_4bet	boolean	If the player 4+ bet (any bet higher than 3 bet) pre-flop, this is set to true, otherwise it is set to false.

Column Name/Field ID	Data type	Description
flg_p_4bet_opp	boolean	If the player had the opportunity to 4+ bet pre-flop, this is set to true, otherwise it is set to false.
flg_p_4bet_def_opp	boolean	If the player faced a 4+ bet pre-flop, this is set to true, otherwise it is set to false.
enum_p_4bet_action	character(1)	What this player did when facing a 4+ bet pre-flop from another player (see enum_face_allin_action for possible values).
flg_p_squeeze	boolean	If the player executed a squeeze play, this is set to true, otherwise it is set to false. A squeeze play is when a player raises pre-flop, get's at least one cold call, then a third player re-raises after this. The 3 bet is a squeeze play because of the cold caller(s) in the hand.
flg_p_squeeze_opp	boolean	If the player had the opportunity to execute a squeeze player pre-flop, this is set to true, otherwise it is false.
flg_p_squeeze_def_opp	boolean	If the player faced a squeeze play executed by another player, this is set to true, otherwise it is false.
enum_p_squeeze_action	character(1)	What the player did when facing a squeeze play pre-flop (see enum_face_allin_action for possible values).
flg_f_face_raise	Boolean	If the player faced a raise from another player on the flop, this is set to true, otherwise it is false.
flg_f_3bet	boolean	If the player 3 bet the flop, this is set to true, otherwise it is false.
flg_f_3bet_opp	boolean	If the player had the opportunity to 3 bet the flop, this is set to true, otherwise it is false.
flg_f_3bet_def_opp	boolean	If the player faced a 3 bet from another player on the flop, this is set to true, otherwise it is set to false.
enum_f_3bet_action	character(1)	What the player did when facing a 3 bet on the flop (see enum_face_allin_action for possible values).
flg_f_4bet	boolean	If the player 4 bet on the flop, this is set to true, otherwise it is set to false.
flg_f_4bet_opp	boolean	If the player had the opportunity to 4 bet on the flop, this is set to true, otherwise it is false.
flg_f_4bet_def_opp	boolean	If the player faced a 4 bet from another player on the flop, this is set to true, otherwise it is false.

<b>Column Name/Field ID</b>	<b>Data type</b>	<b>Description</b>
enum_f_4bet_action	character(1)	What the player did when facing a 4 bet from another player (see enum_face_allin_action for possible values).
flg_f_cbet	boolean	If the player cbet the flop, this is true, otherwise it is false.
flg_f_cbet_opp	boolean	If the player had the opportunity to cbet the flop, this is set to true, otherwise it is false.
flg_f_cbet_def_opp	Boolean	If the player faced a cbet from another opponent on the flop, this is set to true, otherwise it is false.
enum_f_cbet_action	character(1)	What the player did when facing a cbet on the flop (see enum_face_allin_action for possible values).
flg_t_face_raise	boolean	If the player faced a raise from another player on the turn, this is set to true, otherwise it is false.
flg_t_3bet	boolean	If the player 3bet the turn, this is set to true, otherwise it is false.
flg_t_3bet_opp	boolean	If the player had the opportunity to 3bet the turn, this is set to true, otherwise it is false.
flg_t_3bet_def_opp	boolean	If the player faced a 3bet from another player on the turn, this is set to true, otherwise it is false.
enum_t_3bet_action	character(1)	What the player did when facing a 3 bet on the turn (see enum_face_allin_action for possible values).
flg_t_4bet	boolean	If the player 4 bet the turn, this is set to true, otherwise it is false.
flg_t_4bet_opp	boolean	If the player had the opportunity to 4 bet the turn, this is set to true, otherwise it is false.
flg_t_4bet_def_opp	boolean	If the player faced a 4 bet on the turn from another player, this is set to true, otherwise it is false.
enum_t_4bet_action	character(1)	What the player did when facing a 4 bet on the turn (see enum_face_allin_action for possible values).
flg_t_cbet	boolean	If the player bet the turn, this is set to true, otherwise it is false. Must have cbet the flop for the option of cbeting the turn.
flg_t_cbet_opp	boolean	If the player had the opportunity to cbet on the turn, this is set to true, otherwise it is false.

<b>Column Name/Field ID</b>	<b>Data type</b>	<b>Description</b>
flg_t_cbet_def_opp	boolean	If the player faced a cbet from another player on the turn, this is set to true, otherwise it is false.
enum_t_cbet_action	character(1)	What the player did when facing a cbet on the turn (see enum_face_allin_action for values).
flg_t_float	boolean	If the player float bet the turn, this is true, otherwise it is false. A float bet is when a player calls a cbet on the previous street while being in position and when checked to on the next street, they bet out.
flg_t_float_opp	boolean	If the player had an opportunity to float bet, this is true, otherwise it is false.
flg_t_float_def_opp	boolean	If the player faced a float bet on the turn, this is true, otherwise it is false.
enum_t_float_action	character(1)	What the player did when facing a turn float bet (see enum_face_allin_action for values).
flg_t_donk	boolean	If the player donk bet the turn, this is set to true, otherwise this is false. A donk bet is when a player was out of position on the previous street and called the aggressor's bet, but then bet out on the next street.
flg_t_donk_opp	boolean	If the player had the opportunity to donk bet the turn, this set to true, otherwise it is false.
flt_t_donk_def_opp	boolean	If the player faced a donk bet on the turn, this is set to true, otherwise it is false.
enum_t_donk_action	character(1)	What the player did when facing a donk bet on the turn (see enum_face_allin_action for possible values).
flg_r_face_raise	boolean	If the player faced a raise from another player on the river, this is set to true, otherwise it is false.
flg_r_3bet	boolean	If the player 3 bet the river, this is set to true, otherwise it is false.
flg_r_3bet_opp	boolean	If the player had the opportunity to 3 bet on the river, this is true, otherwise it is false.
flg_r_3bet_def_opp	boolean	If the player faced a 3 bet from another player on the river, this is true, otherwise it is false.
enum_r_3bet_action	character(1)	What the player did when facing a 3 bet on the river (see enum_face_allin_action for possible values).

<b>Column Name/Field ID</b>	<b>Data type</b>	<b>Description</b>
flg_r_4bet	boolean	If the player 4+ bet (any bet greater than a 3 bet) the river, this is set to true, otherwise it is false.
flg_r_4bet_opp	boolean	If the player had the opportunity to 4+ bet the river, this is set to true, otherwise it is false.
flg_r_4bet_def_opp	boolean	If the player faced a 4+ bet on the river, this is set to true, otherwise it is false.
enum_r_4bet_action	character(1)	What the player did when facing a 4+ bet on the river (see enum_face_allin_action for possible values).
flg_r_cbet	boolean	If the player cbet the river, this is set to true, otherwise it is false. Must have cbet the turn to be able to cbet the river.
flg_r_cbet_opp	boolean	If the player had the opportunity to cbet the river, this is set to true, otherwise it is set to false.
flg_r_cbet_def_opp	boolean	If the player faced a cbet from another player on the river, this is set to true, otherwise it is false.
enum_r_cbet_action	character(1)	What the player did when facing a cbet on the river (see enum_face_allin_action for possible values).
flg_r_float	boolean	If the player float bet the river, this is set to true, otherwise it is false.
flg_r_float_opp	boolean	If the player had the opportunity to float bet the river, this is set to true, otherwise it is false.
flg_r_float_def_opp	boolean	If the player faced a float bet from another player on the river, this is set to true, otherwise it is false.
enum_r_float_action	character(1)	What the player did when facing a float bet on the river (see enum_face_allin_action for possible values).
flg_r_donk	boolean	If the player donk bet the river, this is set to true, otherwise it is false.
flg_r_donk_opp	boolean	If the player had the opportunity to donk bet the river, this is set to true, otherwise it is false.
flg_r_donk_def_opp	Boolean	If the player faced a donk bet from another player on the river, this is set to true, otherwise it is false.
enum_r_donk_action	character(1)	What the player did when facing a donk bet on the river (see enum_face_allin_action for possible values).

Column Name/Field ID	Data type	Description
id_hand	integer	Hand identifier.
id_site	small integer	Site identifier hand was played on. References table "lookup_sites".
id_tourney	small integer	Tourney identifier of hand. References table "tourney_holdem_summary".
id_blinds	small integer	Blinds identifier. References table "tourney_holdem_blinds".
id_table	integer	Table identifier hand was played on. Reference table "holdem_table".
date_played	timestamp	Timestamp of date/time hand was played.
date_imported	timestamp	Timestamp of date/time hand was imported into the database.
cnt_players	small integer	Number of players dealt into this hand.
cnt_players_f	small integer	Number of players who see the flop.
cnt_players_t	small integer	Number of players who see the turn.
cnt_players_r	small integer	Number of players who see the river.
amt_p_effective_stack	numeric	Effect stack sizes pre-flop, equivalent to the shortest stack size at the table dealt into hand.
amt_f_effective_stack	numeric	Effect stack sizes on flop, equivalent to the shortest stack size of players seeing the flop.
amt_t_effective_stack	numeric	Effect stack sizes on turn, equivalent to the shortest stack size of players seeing the turn.
amt_r_effective_stack	numeric	Effect stack sizes on river, equivalent to the shortest stack size of players seeing the river.
amt_pot	numeric	Total amount of the pot.
id_win_hand	small integer	Winning hand identifier. References table "lookup_hand_ranks".
id_winner	integer	Player ID of the winner of the hand. References table "player".
button	small integer	Seat number that was the button.
card_1	small integer	Card identifier for flop card 1.
card_2	small integer	Card identifier for flop card 2.
card_3	small integer	Card identifier for flop card 3.
card_4	small integer	Card identifier for turn card.
card_5	small integer	Card identifier for river card.
flg_note	Boolean	If there is at least one note on this hand, this is set to true, otherwise it is false.

### Table *tourney\_holdem\_results*

- Final results for each player in the tournament.

Column Name/Field ID	Data type	Description
id_tourney	integer	Tournament identifier. References table "tourney_holdem_summary".
id_site	integer	Site identifier tourney was played on. References table "lookup_sites".
id_player	integer	Player Identifier. References table "player".
id_player_real	integer	Player identifier aliased to. References table "player".
date_start	timestamp	Start date and time of tourney.
date_end	timestamp	End date and time of tourney.
val_finish	integer	Place player finished tournament.
amt_won	numeric	Amount of money player won.
amt_addon	numeric	Cost of an addon in tourney.
cnt_rebuy	small integer	Number of rebuys player took.
cnt_addon	small integer	Number of addons player took.
amt_bounty	numeric	Amount of money player won from bounties.
flg_sat_seat	Boolean	If this is a satellite tournament, this is set to true, otherwise it is false.
id_tourney	Integer	Tournament identifier. References table "tourney_holdem_summary".
id_site	small integer	Site identifier tourney was played on. References table "lookup_sites".
id_table_type	small integer	Table type identifier. References table "lookup_tourney_table_type".
id_tourney_type	small integer	Tournament type identifier. References table "lookup_tourney_type".
tourney_no	big integer	The site's actual tournament number.
date_start	Timestamp	Starting date/time of tournament.
date_end	Timestamp	Ending date/time of tournament.
amt_buyin	Numeric	Total amount to buy in to tournament.
amt_rake	Numeric	Total rake paid.
hand_no_start	big integer	The site's actual hand number the tournament started.
hand_no_end	big integer	The site's actual hand number the tournament ended.
summary	text	Tournament summary.
tourney_no_target	big integer	Won seat into this tournament number.
cnt_players	integer	Total tournament players.
flg_note	boolean	If there is at least one note for this tournament, this is set to true, otherwise it is false.

Column Name/Field ID	Data type	Description
id_winner	integer	Winning player identifier. References table "player".

*Table **tourney holdem table***

- List of tournament tables for each site.

Column Name/Field ID	Data type	Description
id_table	integer	Tournament table identifier.
table_name	text	Tournament table name.

## Lookup tables

### Table lookup\_hand\_groups

- List hand groupings

Column Name/Field ID	Data type	Description
id_group	small integer	Hand Group identifier.
group_name	text	Site identifier. References table "lookup_sites".

### Table lookup\_hand\_ranks

- List hand rankings

Column Name/Field ID	Data type	Description
id_hand_rank	small integer	Hand Rank identifier.
id_group	small integer	Hand Group identifier. References table "lookup_hand_groups".
group_name	text	Hand rank group.
group_details	text	Hand rank details.

### Table lookup\_position

- List positions for each table size and position at table

Column Name/Field ID	Data type	Description
cnt_players	small integer	The number of players starting the hand.
position	small integer	The position in the hand off the big blind. 0 = button, 8 = big blind, 9 = small blind.
description	Character(6)	Position name.
flg_blinds	boolean	If this position is in the blinds, this is set to true, otherwise it is false.
flg_ep	boolean	If this position is in early position, this is set to true, otherwise it is false.
flg_mp	boolean	If this position is in middle position, this is set to true, otherwise it is false.
flg_lp	boolean	If this position is in late position, this is set to true, otherwise it is false.

## **PokerTracker™ Help & Support**

If you have any questions that are not answered in this guide, please search the PokerTracker forums. If your question is still not answered then contact support via the PokerTracker Support system and they will gladly answer your questions or further assist you.

### *PokerTracker 3 - Tutorials & Help Documentation*

<http://www.pokertracker.com/products/PT3/docs/>

### *PokerTracker Forums*

<http://www.pokertracker.com/forums/>

### *PokerTracker Support system*

<https://www.pokertracker.com/support/>

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