

Read

"Reading" other [poker](#) players can be based upon a lot of different information.

Reads are mostly gathered empirically by the actions of an opponent, by application of patten recognition to spot certain tendencies in their game or behaviour.

"Having a solid [read](#)" on an opponent means to have figured out how the opponent tends to play, which makes exploiting their weaknesses and avoiding their strengthes possible, resulting in higher [EV](#) for the player.

A [read](#) can be connected to:

- a betsize
- a timing tell
- a or multiple previous actions
- a or multiple previous [showdown](#)
- a or multiple physical tell/tells in live [poker](#)
- a conversational cue like becoming chatty or quiet
- another opponents action or reaction to the opponent and [hero](#)
- an opponent's current level of play like being [tilted](#)

One or a number of those factors can work together in conjunction to present a different picture of the situation, which can lead to a better decision, or a worse one if something was "missread".

Especially the tells in live [poker](#) can be used by crafty players as "reverse tells" to throw of an opponent. There are some tells that are easily faked, while others like a pumping vein from excitement or stress can be hard to disguise or even fake. With that information it can be explained why [poker](#) players with less live [poker](#) experience tend to wear scarfs and sun-glasses trying to hide those hard to fake physical tells from experienced opponents.