

Position / Seats

Herefor will be 4 categories distinguished: Blinds (BL), Early [Position](#) (EP), [Middle Position](#) (MP) and Late [Position](#) (LP).

Blinds = [Big Blind](#) & [Small Blind](#)

EP = [Under the Gun](#) as [UTG](#) (incl. +1,+2 in 9max)

[MP](#) = [MP](#) or MP1, MP2

LP = [Cut-Off](#), [Button](#)

As we know the existence of many table-definitions (2-10 max) in the following pictures will be visualized the 3 mostly common table formats you will be faced with while joining a [Cash Game](#), SnG or MTT:

2max (also known as [HU](#)) 6max (... as [shorthanded](#)) 9max (... as [Full Ring](#))

Finally:

Due to the fact of a dynamical game the borders between the seats/positions are more or less spongy.

Also that more or less seats/positions will be taken into account or not for any kind of decisions the player will do.

E.g.: When u join a 6max table and there are only 3 players you have a 4max game and in this case [UTG](#) (EP) and [MP](#) doesn't exist.