

Four of a kind—also called *quads*—is one of poker’s strongest hands. It is rare in a standard five-card deal, but the odds change when you’re playing Texas Hold’em and can use seven cards to make your best five-card hand. And when two players show quads, the hand’s fifth card can matter: that card is the **kicker**.

Here’s the quick reference: **Four of a kind odds: 0.0240% (1 in 4,164)** for a five-card poker hand, also commonly stated as **about 1 in 4,165**. Those figures are two ways of rounding the same probability. They are not the odds of making quads by the river in Texas Hold’em.

What is four of a kind?

Four of a kind is a five-card hand containing four cards of the same rank, plus one other card. For example, four nines and a king is “nines full”? No: it is **four of a kind, nines**, with a king kicker. A full house has three cards of one rank and two of another, such as three nines and two kings.

Suits do not have different strength in standard poker hand rankings. Four nines are the same rank of quads whether they include hearts, clubs, diamonds, or spades. The fifth card is compared by rank, not by suit.

Texas Hold’em hand rankings

In Texas Hold’em, each player makes the best five-card hand available from their two private cards and the five community cards. You can use both hole cards, one hole card, or neither. The usual hand rankings, from strongest to weakest, are:

1. **Royal flush:** A, K, Q, J, 10, all in the same suit.
2. **Straight flush:** Five consecutive ranks, all in the same suit.
3. **Four of a kind:** Four cards of the same rank.
4. **Full house:** Three of one rank and two of another.
5. **Flush:** Five cards of the same suit, not in sequence.
6. **Straight:** Five consecutive ranks, not all in the same suit.
7. **Three of a kind:** Three cards of the same rank.
8. **Two pair:** Two different pairs.
9. **One pair:** Two cards of the same rank.
10. **High card:** None of the above; the highest cards determine the hand.

A straight and a flush are different hands. A straight is about consecutive ranks; a flush is xn--pokerhands-bcb.com about matching suits. A hand can be both at once, in which case it is a straight flush.

Four of a kind odds: what the numbers mean

In a five-card hand drawn from a standard 52-card deck, there are 624 possible four-of-a-kind hands out of 2,598,960 possible five-card hands. That works out to about 0.0240%, or roughly one hand in 4,165. You may see it written as one in 4,164 because of rounding and how the figure is presented.

Situation	Approximate odds	What the number describes
Five-card poker hand	0.0240% (1 in 4,164); about 1 in 4,165	Being dealt a five-card hand that is quads Texas Hold’em, seven cards available
	About 0.168%	(1 in 595)

Having quads in your best five-card hand from seven cards Pocket pair flops quads About 0.245% (1 in 408) The flop contains both remaining cards of your pair's rank

Why is the seven-card figure higher? In Hold'em, you get to choose your best five cards from seven total cards once the river is dealt. The five-card probability and the seven-card probability answer different questions, so don't use them interchangeably. Your exact chance during a hand also depends on your cards, the board, and the cards already known.

A four of a kind example—and the kicker

Suppose the board is **9♠ 9♥ 9♦ 9♣ K♠**. You hold **A♣ 2♦**, and your opponent holds **Q♣ J♦**. Both players have four nines, but their best hands are not identical. You can use your ace as the fifth card, making four nines with an ace kicker. Your opponent's best fifth card is the king on the board. You win because an ace kicker beats a king kicker.

Now change your hole cards to **A♣ 2♦** and give your opponent **A♥ J♦**. Both of you can use the ace as the kicker, so the best five-card hands tie and the pot is split. The other hole cards do not matter once both players' best five cards are the same.

Kicker in poker means a side card used to break a tie when players have the same main hand. It can decide a pot in one-pair hands, two-pair hands, three of a kind, and four of a kind. With quads, compare the rank of the four matching cards first. If those ranks are equal, compare the kicker.

Kicker sanity check

- If you have four jacks with an ace kicker and your opponent has four jacks with a queen kicker, you win.
- If you have four jacks with a queen kicker and your opponent has four tens with an ace kicker, you win because the rank of the quads is compared before the kicker.
- If the board itself supplies the same four cards and the same best kicker for both players, neither player's unused hole cards improve the hand. It's a chop.

That last point catches beginners: a high card in your hand is not automatically your kicker. It only counts if it can be part of your best five-card hand. In Hold'em, the best five cards always play.

Quads odds by flop, turn, and river

Odds for a specific draw depend on what you hold. A handy example is starting with a pocket pair. Two cards of that rank remain in the deck, so you flop four of a kind only if both appear among the three flop cards.

There are 50 unseen cards after your two hole cards. The chance that both remaining matching cards land on the flop is approximately **0.245%**, or about **1 in 408**. That is a long shot—not a reason to call a large bet just because you have a pocket pair.



Another situation: you hold a pocket pair and the flop contains one card of the same rank. You have a set, and one matching card remains in the deck. That card is one out to quads. With one card to come, the chance to hit it on the turn is **1 in 47**, or about **2.13%**. If you see both the turn and river without paying extra, the chance to hit by the river is **2 in 47**, or about **4.26%**.



Draw situation	Chance	Approximate odds
One out on the turn	2.13%	1 in 47
One out from flop through river	4.26%	About 1 in 23.5
Pocket pair flops quads	0.245%	About 1 in 408

These turn-and-river figures assume the relevant cards are unseen and that you get to see the next card or both remaining cards. They describe the chance of hitting an out, not the chance of winning the pot. If an opponent can already beat you, or the board gives them a stronger hand, making quads is one thing; getting paid is another.

Using odds without chasing long shots

At a table, count your **outs**—the unseen cards that improve your hand—and compare the chance of hitting them with the price of a call. One out is rarely enough to justify a big call on the flop if you are paying to see only one card. If you are all-in on the flop and guaranteed to see both turn and river, use the two-card probability instead.

Also consider whether an apparent out is clean. A card may improve your hand but still leave an opponent with a winning straight, flush, or full house. And do not confuse a draw with a made hand: four cards of the same suit are a flush draw, not a flush; four consecutive ranks are an open-ended straight draw, not a straight. Quads require four cards of the same rank.

For a quick mental estimate on the flop, the “rule of four” can approximate your chance of hitting a draw by the river: multiply your outs by four. With one out, that gives about 4%, close to the exact 4.26% above. The rule is only an estimate and becomes less reliable with many outs, so use exact odds or an equity chart when precision matters.

Printable cheat sheets and equity charts

A printable cheat sheet can help you remember hand rankings, common draw odds, and the order for comparing hands while you play. Keep it short enough to scan: rankings on one side, and common flop-to-turn and flop-to-river percentages on the other. A chart is a reference, not a substitute for noticing what the board and your opponent’s range can make.

Equity charts are useful for comparing how often hands are expected to win against other hands or a range. For example, a pocket pair may have strong equity against two overcards, but that does not mean it is likely to flop quads. Equity includes all ways to win—pairs, straights, flushes, and more—not just the specific hand you are hoping to make.

Quick recap

- In five-card poker, quads occur about 0.0240% of the time: commonly shown as 1 in 4,164 and also stated as about 1 in 4,165.
- In Texas Hold’em, the seven-card probability is different because you choose the best five cards from seven.
- A kicker is the side card that breaks a tie when the main hand ranks match.
- With quads, compare the four matching cards first, then the kicker.
- Count outs and use the right turn or river odds; don’t chase a one-out draw without considering the price.

Remember the practical rule: a four of a kind example is easy to rank once you compare the quads first and the kicker second. When the board plays, check all five cards—your hole cards do not automatically count.