

"A full house comes about 1 in 693 hands" is a useful headline—but it describes a specific kind of poker hand, not the odds of making a boat in every Texas Hold'em game. The number is for a hand made from exactly five cards. In Hold'em, you see up to seven cards by the river, so your chance of finishing with a full house is higher.

Here's the quick distinction: a full house appears in about **0.1441% of five-card hands**, or roughly **1 in 694**. In a seven-card sample, the probability is about **2.60%**, or around **1 in 38.5**. Those are overall frequencies—not a promise that you'll see one every 38 or 694 deals. Your actual odds depend on your cards, the board, and how many cards remain to come.

What Counts as a Full House?

A full house—often called a **boat poker** players are happy to see—contains three cards of one rank and two cards of another. For example, three queens and two fours is "queens full of fours." The three-of-a-kind portion is named first; the pair is the kicker portion that breaks ties between full houses with the same trips.

In Texas Hold'em, you make the best five-card hand from your two hole cards and the five community cards. You might use both hole cards, one, or neither. A full house can come from several combinations of hole cards and board cards, so don't assume that seeing a pair on the board automatically gives you a boat.

Full House Probability: Why You'll See Different Numbers

Cards considered	Full house probability	Approximate frequency
Exactly five cards	0.1441%	1 in 694
Seven cards, using the best five	2.596%	1 in 38.5

The five-card figure comes from 3,744 possible full houses among 2,598,960 five-card hands. That works out to about 1 in 694. If you've seen the title figure "1 in 693," treat it as a rounded shorthand; the more precise calculation is approximately 1 in 694.

The seven-card figure counts every possible seven-card set and asks whether its best five cards form a full house. That is a much better broad reference for Hold'em by the river. Still, it's an average across all possible seven-card combinations. It does not mean your particular starting hand has a 2.60% chance of making a boat.

Texas Hold'em Hand Rankings: Where a Boat Sits

In standard high poker, a full house beats a flush and loses to four of a kind, a straight flush, and a royal flush. It ranks above a flush because the hand categories are ordered by how often they occur in five-card poker—not because one suit is stronger than another. **Suits have no ranking strength** in ordinary Hold'em.

Hand Example	Beats a full house?
Flush Five hearts, not in sequence	No
Full house Three kings and two sevens	—
Four of a kind Four jacks	Yes

Four of a kind odds: 0.0240% (1 in 4,164) in a five-card hand—also stated as about **1 in 4,165** because of rounding. These figures are specifically five-card odds. They shouldn't be mixed with the chance of ending up with the hand when you can choose the best five cards from seven.

Full House vs Flush: Check the Best Five Cards

A common home-game mistake is to see three cards of one suit on the board and assume a flush is possible—or to see a pair on the board and assume everyone has a full house. You need five cards of a category for a made

hand. Three suited community cards are not a flush; a player needs two more cards of that suit among their hole cards and the board. Likewise, a board pair alone is only one pair unless the available seven cards create a stronger five-card combination.

If the board itself contains a full house, every player can use those five community cards. A player only wins with a better five-card hand if their hole cards help them make one. When comparing full houses, the rank of the three-of-a-kind part decides first. If both players have the same trips, compare the pair. For example, kings full of tens beats kings full of nines.



Kicker check: A kicker does not break a tie between identical full houses. If both players' best five cards are the same full house, the pot is split (unless another rule or side pot applies). Don't use a sixth card to decide: poker hands are ranked using exactly five cards.

Draw Odds by Flop, Turn, and River

There is no single "full house draw odds" number for every flop. The chance depends on your hole cards and the board. A player with a pocket pair, a set, or two pair has different routes to a boat, and a card that improves one hand may improve an opponent's hand too. Count the unseen cards that help your exact hand, then account for whether you have one card or two to come.

One card to come: turn to river

After the turn, 46 unseen cards remain if you know your two hole cards and all four board cards. If you have six clean outs to improve to a full house, the chance to hit on the river is $6/46$, or about **13.0%**. "Clean" matters: an out is only useful if it really gives you the winning hand, rather than making a full house that loses to a higher full house or quads.

Two cards to come: flop to river

After the flop, 47 unseen cards remain. If you have six clean outs and all six remain live, the chance to hit at least one by the river is:



$1 - (41/47 \times 40/46) = \text{about } 26.1\%$.

This is the standard “one minus the chance of missing twice” calculation. It is more accurate than simply doubling the turn odds. The turn and river are not independent draws from a fresh deck, and your number of outs may change after the turn.

That six-out example is a calculation method, not a universal full-house draw. To use it at the table, identify the exact cards that give you a full house, remove known cards, and check whether any outs are dirty. If the turn pairs a card that also completes a flush or gives an opponent a higher boat, the simple six-out estimate can overstate your chance to win.

How to Think About Your Full House Odds at the Table

1. **Write down your best five-card hand.** Don’t count all seven cards as if they were one hand. Choose the five that actually make your current hand.
2. **Identify what you need.** Are you already holding a set or two pair? Which ranks on the turn or river produce a full house?
3. **Count unseen cards.** Remove your hole cards and the community cards from the deck. If you know an opponent’s cards, remove those too.
4. **Check for better hands.** A board-pairing card may help you, but it can also make a higher full house for an opponent. Consider flush and straight possibilities separately; a straight is five consecutive ranks, while a flush is five cards of the same suit.
5. **Use the right denominator.** With one card to come, there are usually 46 unseen cards after the turn. With two to come after the flop, calculate the chance of missing both rather than treating the draws as identical.

Sanity check: if villain has a flush and you have a full house, your full house wins in standard hand rankings. If villain has four of a kind and you have a full house, villain wins. The board texture still matters: if the community cards make a straight flush, that can beat both hands.

Use Printable Cheat Sheets and Equity Charts as References

Printable cheat sheets are handy for learning hand rankings and keeping common five-card probabilities nearby. A compact chart can remind a beginner that a full house beats a flush, that suits don't outrank each other, and that the "1 in 694" figure refers to five-card hands—not every Hold'em deal.

Equity charts serve a different purpose. They estimate how often a hand wins, ties, or loses against another hand or range, often from the flop, turn, or river. A hand's equity is not the <https://pokerhands.com/> same as its chance to make a full house: you can win without improving to a boat, and you can make a boat that still loses to a stronger hand. Use charts as a learning aid, then compare them with the actual cards and betting situation in front of you.

So, How Often Should You Expect a Full House?

For a random five-card hand, expect a full house roughly once in 694 hands on average. In a random seven-card sample—the closest broad comparison to a Hold'em hand by the river—the frequency is about 1 in 38.5. Neither figure predicts the next deal, and neither replaces a calculation based on your specific flop or turn.

At the table, focus less on waiting for a boat and more on what your current hand can become. Count your outs, check the kicker only when the hand category calls for it, and make sure you're comparing the best five cards. That keeps the odds useful—and prevents the classic mistake of treating a flush draw like a straight draw, or either one like a made hand.