

Foreword by TomsOn	1
Introduction	1
Chart Terms Defined	1
Chart Short Hand	13
Terminology Used	14
GENERAL GTO CONCEPTS	15
EV Comparison IP vs OOP	15
SPR 0-2 In and Out of Position	16
SPR=1	16
SPR=2	17
OOP's Shoving Frequency Drives IP's Shoving Frequency	17
IP Betting Structure at Various SPRs	18
HU 50bb 3B Pot Q62r: Quarter Pot IP Stab	19
Important Exception	23
Example of a Wide OOP Check-Shoving Range	25
Reasons for Betting: Beyond Value Bets and Bluffs	25
OOP Range Construction	26
General Outline	28
Bi-Directionality and Made Hand Hierarchies	30
Evolution of the 75/50/40 Rule	31
Evolution Based on SPR	33
Hand Character	36
Transitioning from 6 Max to HU	37
Reading a Range vs Range Equity Graph	38
Explanation	38
Paired Boards	39
Polar Distribution	40
Symmetric Distributions	40
You Must Care About Every Line	41
The Exploitative Ladder	42
Simple, Compound, Contradictory: Types of Mistakes and Exploits	43

Tactical Adjustments	44
Conclusion	45
The “Semi-Irrelevance” of Flop Sizing and the True Meaning of a Bet	45
Later Street Sizing	46
Understanding Block Bets	47
Block Shoving: A Close Cousin of the Block Bet	48
Type 1	48
Type 2	49
Type 3	49
Play Every Stack Size	50
Board Texture Skew	50
How Preflop Ranges Change Based on Stack Size	52
OOP Play	54
Adjustments	54
Against an Opponent Who Opens Too Wide (3bb Edition)	54
Against an Opponent Who Opens Too Wide (2bb Edition)	54
Against the Liner 50% RFI	55
Exploitative Stack Size Selection	55
Preflop Charts	56
4B POTS	64
Range vs Range Distribution: KJ8r	64
Range vs Range Equity Distribution Evolution: QT8dd / KJ4r / 962r	64
Leading Ranges and Their Impact on IP	65
Board Texture	66
General Strategy	67
Defense vs Bet	68
Low Boards vs High Boards	68
Small Leading on Monotone Boards	69
Monotone Boards Continued	71
Exploitative Note: Bluff Catching the River Light	73
3B POTS	75
SPR Variations	75
40bb Stacks (SPR=1.8 Flops)	76
Board Texture and out of Position Strategies	76

IP Betting Strategies	78
Q62r 50bb 3B Pot: IP Stab	79
Exploitative Deviations	79
Turn Play	79
When Choosing A Small Cbet: Turn Play	80
When Delay Cbetting	81
Examples of Good and Bad Delay Cbet Boards	82
60bb/80bb 3B Pots or 20/30bb Limp and Raised Pots (SPR 2.83-4)	83
The Declining Value of Potting	83
The Optimal Sizing	84
Paired Board Inflection Point	84
Defense Against Different Sizings	86
The Decline of Overpairs:	87
Awkward Turn SPRs	88
Flushing Turns After Potting	88
742cc Jc vs AQ8hh 2h After Pot Cbet	89
Turns After Half-Pot Cbet	90
Double Barrel After Half-Pot Cbet Charts	91
120bb 3B Pots / 40bb Limp and Raised Pots	92
Board Texture	92
Selecting the Correct Cbet Sizing as the OOP Player	93
Defending as IP Against Various Flop Sizings	93
JT8hh vs Half Pot Cbet and Pot Cbet	94
J72hh vs Pot Cbet or Half Pot Cbet	95
Defending Against Cbets on Dynamic Boards	95
Board Comparison 1: T84r vs 964hh	96
Board Comparison 2: K87r vs K97dd	97
Conclusion	98
Bad Flops for 3Ber	98
Playing as IP When OOP Does Cbet	98
992r Defense vs Optimal Cbet	99
Small Raises Are Effective	99
IP Stabs on the Flop	100
Mixed Strategy Flops	102
Facing Overaggression on Mixed Strategy Boards	103
Preparing for the Turn	105
Turn Range Construction Principles	107
Don't Fall in Love with AA on the Turn	107
Hands to Bet, Hands to Check	109

Learning Three Spots at Once: A Study	110
Sizings and Charts	111
SRP x/r Spots	113
Flushing Turns	114
x/r in a SRP and Face a Board Pair Turn	117
Example Distribution	117
Analysis of x/r Spots	117
Example Textures	118
HU 120bb 3B Pot T84r 9d: BB Cbet Half Pot OTF, Turn Bet Sizing Explanation	120
Additional Turn Straight Examples	121
Paired Boards	121
Multiple Barrels on Paired Boards	123
Exploitative Adjustments:	125
IP Turn Bets on Dynamic Turns	125
IP Stab Turn on Static Turns	127
Flushing Turns	127
Straightening Turns	128
Great Turn for IP	130
IP Stabs Flop, OOP Donks Turn: The Most Surprising Line in Poker	131
The Flop Checks Through	132
Watch out for Large Asymmetries!	133
Delay Cbetting: Low Straight Turns	134
Dynamic Low Cbet Flop Leads to Straight Turn	135
IP Delay Stab Strategy	135
Two Straight vs One Straight	136
Straight Flop Leads to New Straight OTT	137
Medium to High Straight Boards	138
Sizing Comparison: JT8hh	138
What to Float	139
A Better Board for OOP	140
Turn Play	140
IP Turn Stab	143
Monotone	144
Turn Play	144
River Blank	145
OOP's Worst Nightmare	146
OOP River Lines and Adjustments	147
OOP Shoves	147
IP Shoves	151
IP Float Flop and Turn and Shove River	151
IP Float Cbet, Stab Turn and Shove River	153

IP Triple Stabs	154
OOP Cbets Flop, x/c Turn, and Donk Shoves River	154
Identifying Good Rivers for OOP in x/x/b	155
River Distribution on 742cc 8x in x/x/b	156
OOP River Strategies in x/x/b	157
Exploitative Adjustments in b/x/b: Most Humans Don't Have IP Slow Plays OTT	158
SINGLE RAISED POTS	159
Donking and Stack Size Considerations	159
40bb Donks	162
764r Qd 40bb Turn Double Donk SPR=2.85	162
Cbetting Specifics	163
The Blockers That Always Matter	163
Backdoor FDs (BDFD) and Their Effect	164
20bb Cbet Strategy	164
20bb Cbet When OOP Has Donk vs Has No Donk	166
Kd 9c 7d: 40bb (SPR=6.2) and 100bb (SPR=16.2) Cbet Strategy Comparison	167
100bb	168
40bb	168
KQ4r 100bb vs 40bb: The Effect of Range Asymmetries	169
J72hh 100bb vs 40bb: Playing Top Pair and Overpairs	170
A42hh 100bb vs 40bb: Thin Value	171
Q62r 100bb vs 40bb: How Villain's 3B Range Impacts Our Bluff Selection	172
Stack Size Frequency Comparison	173
Deep Dive	173
Paired Boards	175
40bb Paired Board	175
100bb Paired Boards	176
Defending vs Cbet on Paired Boards	178
100bb Monotone Boards	179
Avoid Over-Commitment	180
Defense vs Larger Sizing on Monotone Board	181
Straight Boards	181
Range Construction Principles in Action	182
Defense Against Cbets	184
Defending Against Cbets: 20bb	184
Defending Against Cbets: 40bb	186
Defending Against Different Cbet Sizes at 100bb: Half Pot vs Three-Quarters Pot	189
Floating vs Check-raises	192
20bb vs Check-raise	194
40bb vs Check-Raise	195
100bb vs Check-Raise	196

Return of The Flop $x/r \rightarrow$ Turn Spot: 643dd	197
643dd Jx BB Double Barrel Turn	198
643dd 9h BB Double Barrel Turn	199
643dd 5x BB Double Barrel	199
643dd 6x BB Double Barrel	201
643dd Kd IP Stab Turn	201
Turn Probes	203
Dynamic Turns	203
100bb and 40bb Turn Probes	204
Flushing Turn	206
Both Pairing and Flushing	207
Straight and Pairing Turns	207
Defending Against Turn Probes	209
Defending Against Non-Pot Sizes	210
Defense vs Turn Probes: Stack Size Considerations	212
Turn Donking	213
Delay Cbetting Sizing	213
Delay Cbetting and Facing Aggression	216
Double Barreling and Stack Size	217
200bb+ Deep	218
Uncommon Sizings	219
Turn Check-Raise Range vs Double Barrel at Various Stack to Pot Ratios	221
Defense Against Double Barrel at 100bb:	224
Exploiting Overly Aggressive Double Barrels	224
RIVER PLAY	226
Two-Sizing Strategy	226
Value Thresholds	227
20bb	229
40bb Triple Barrel	230
100bb Triple Barrel	235
River Donks	238
100bb: A Weird Runout	240
Defending Against Double Probes ($x/c/c$)	241
Super Delay Probe or Cbet ($x/x/b$)	243
IP Bet in $x/x/b$	244

Population Adjustments as OOP in $x/x/b$	245
IP Two Bet Lines: $x/b/b$ or $b/x/b$	247
Two-Sizing Strategy and the Thin Value Challenge	248
$x/b/b$: Changing Nuts and the Two-Sizing Strategy	249
OOP Bluff River After Missed Double Barrel	250
Check-Raise Flop Pots: River Aggression	251
The Return of the Blocking Shove	252
IP River Shoves After Floating Multiple Bets	253
Check-Raise Flop and Turn Checks Through Tough Rivers	254 255
Conclusion	1

Evolution of the 75/50/40 Rule

In my 6 Max 3B Pot book, I created a rule for constructing ranges when facing a bet at SPR=4 that I referred to as the 75/50/40 rule. The idea was as follows:

When we have greater than 75% equity against a betting range, we should mostly slowplay. When we have between 75% equity and 50% equity against the betting range, we should often shove for value. When we have between 50% and 40% equity, we should mostly peel. Below 40% equity, we should mostly fold.

Essentially, the structure of our value-raising range is identical to IP's shoving range at SPR=1. We slow play the very best hands, shove a linear range where our bluffs are just our worst value hands, and call the hands too weak to shove. We do this because hands below 50% equity have the option to simply call.¹ In order to shove, the EV of raising needs to be higher than the EV of calling and calling is a perfectly reasonable option when we are close to flipping against a betting range.

40% equity is also a significant threshold that should be memorized. While many players assume that they need 33% equity to call a pot-sized bet or 25% equity to call a half-pot-sized bet, this is only true on the river. Earlier in the hand, raw equity and equity realization are not analogous since we will often fold to another bet on the next street, improve to second best hands that get "cooled," and just generally face more extremely low EV spots on future streets.

As always, there are five important exceptions that will enhance our understanding of this concept:

- When IP, we can call slightly wider. Our equity realization is always superior with a positional advantage as we can control the pot size on future streets more easily and value bet appropriately.
- On the turn, we can often peel slightly below this threshold as well. That's because there is only one street left to play so our chances of realizing all of our equity (in or out of position) are slightly better.
- Hand Character is another important consideration. Hands that are primarily made hands (have few or non-nutted draw components) and non-nut draws cannot call as often as hands with nutted draws. This is because pure made hands or weaker draws have very few extremely high EV turns and rivers to compensate for all the time when they turn or river a marginal hand which will be pushed to indifference by a betting range. As a result, nutted draws can virtually always call below the 40% threshold while bare made hands will often fold even above the 40% equity threshold.
- As the board becomes drier, more polarity will creep in at lower SPRs. Essentially, the shallower SPRs will play "deeper."
- Very shallow stacks also allow us to peel slightly wider, as you will see shortly.

¹ Just like hands below 50% have the option to check back at SPR=1 when IP

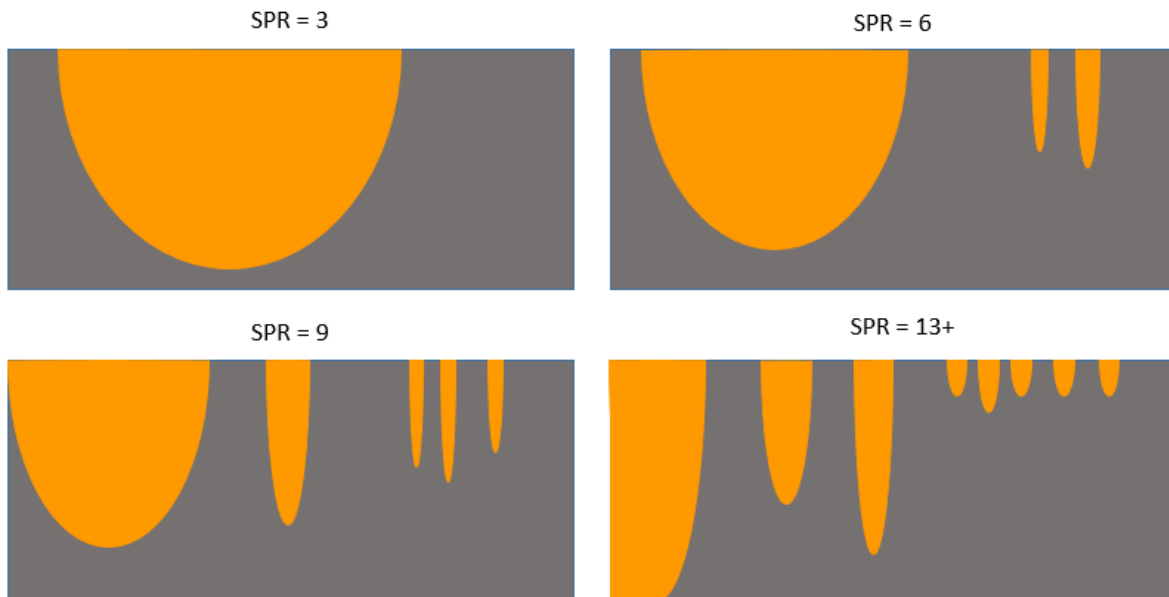
Based on the review of numerous strategy graphs for each stack size, here is the evolution of the 75/50/40 rule. Remember, the top number is the equity number above which we elect to slowplay, and the region between the first two numbers constitutes our pure value range:

- SPR=2.83 (20bb SRP or 60bb 3B Pot): 75/46/38
- SPR=4 (30bb SRP or 80bb 3B Pot): 75/50/40
- SPR=6.2 (40bb SRP or 120bb 3B Pot): 78/57/40
- SPR=11 (70bb SRP or 190bb 3B Pot): 85/66/40
- SPR=16.2 (100bb SRP): 85/68/40

I greyed out the upper bound on the deeper SPRs because there ceases to be an upper slow playing bound at these depths. Rather we should select our slowplays based on interference blockers (QQ4 on Q42) or those combos that have the lowest equity and therefore the least to gain by x/r. As stated above, at shorter stacks OOP can realize slightly more equity so the calling threshold drops slightly.

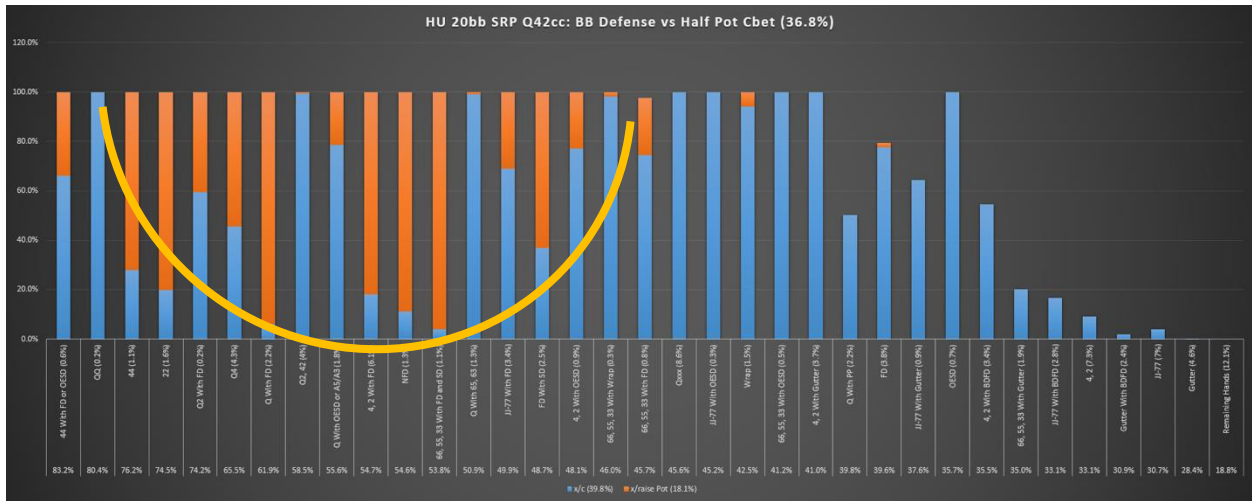
Evolution Based on SPR

The figure below is a visual representation of the changes in the raising ranges. Think of this diagram in the same way as the graphs we've used previously. The orange regions represent raises and the calling regions have been omitted to make it easy for us to focus in on the raising range.

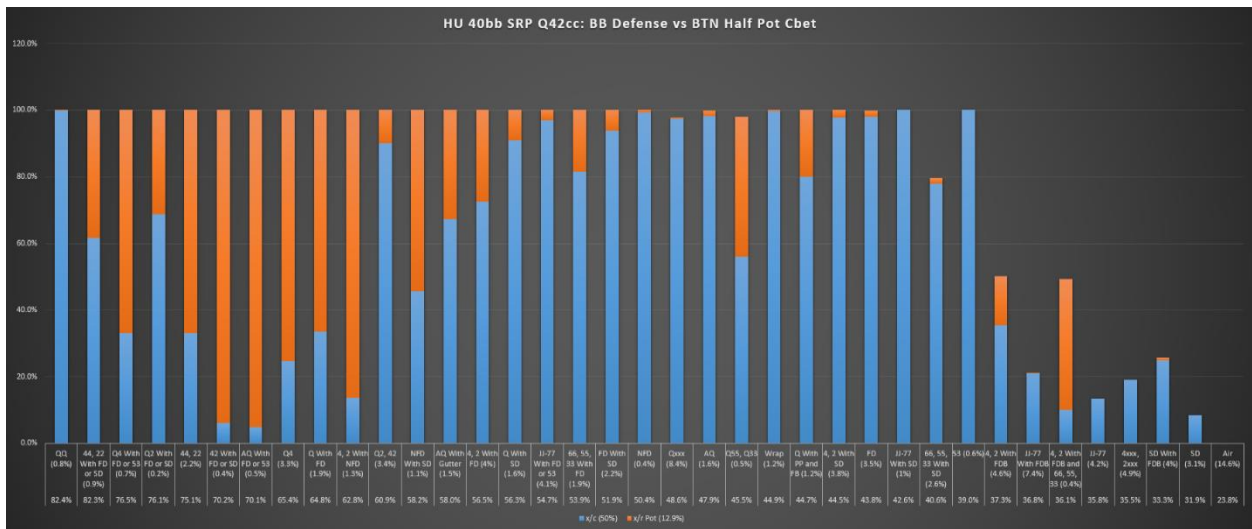


Let's walk through the progression of the raising ranges as the SPR increases:

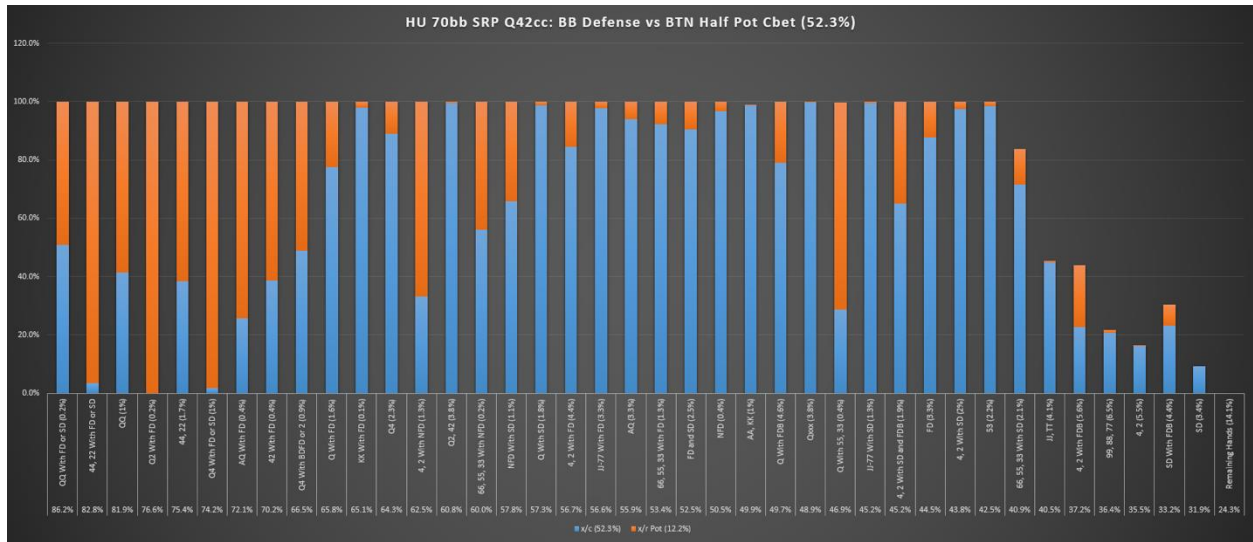
- At SPR = 3, our raising range will be entirely linear, meaning our weakest value hands are essentially our bluffs. We will slow play our best hands because we have little fear of failing to get the money in. We are also not really concerned about being cooled by the nuts when we have a strong, but non-nut value hand. The pot is just too large relative to the stack.



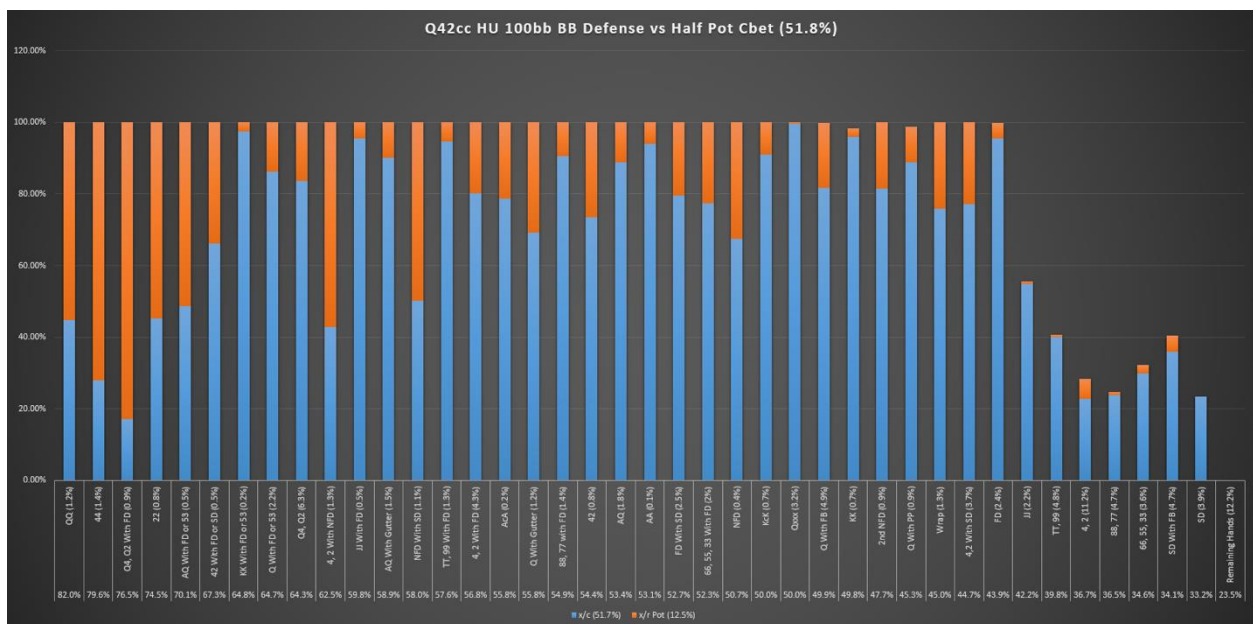
- At SPR = 6, our value range shifts slightly towards the left and narrows slightly. We can't go for as thin of value and we have more incentive to fast play some of our better hands. We can begin to introduce a few polar bluffs that intend to fold to a shove.



- At SPR = 9, the leftward progression of our value range continues with our thinner value bets continuing to get stronger. We have even less incentive to slow play our strongest hands now as we would like to build a pot and are concerned about future runouts. We add more semi weak bluffs that are intending to fold to a three-bet on the flop. These hands help us have bluffs on future runouts, have blockers to the current value range of our opponent, and cover various runouts that we struggle to cover with the rest of our range. In the middle of the diagram are our super high equity semi-bluffs. These hands were also raising in the previous two diagrams, however the pure hands immediately above these semi-bluffs in the diagram are now too weak to raise. Once we've removed those hands, the high equity nut making semi-bluffs remain.



- At SPR = 13+, we now want to mostly fast play our nutted hands. We need to build a pot as 4 bets in total are required to get the stacks in and we're also concerned that our opponent will check back second best hands on the turn. From the subgroup "QQ," we'll want to select the best versions of that hand – such as QQ with any draw, a flush draw blocker, or a backdoor flush draw – and slow play the worst versions of QQ, namely those blocking lower sets. Our ability to thin value bet has once again been reduced and our need to cover every possible runout with both value and bluffs has increased due to the deeper turn SPR. This results in us drawing x/raises from all across our range similarly to how we structure our cbetting range at this stack depth.



These ranges will be relevant on every board that does not contain a straight, a flush, or is paired or tripped. Occasionally, when ranges are extremely narrow, an A-high board can also be

classified in the same manner as these other locked down boards. This will primarily occur at very low stack sizes or in 4B pots.

One interesting point is that the structure of our raising range at various SPRs will be quite similar whether we are in or out of position with only three subtle differences.

When we are in position, we have slightly more incentive to flat call since the EV of Call is always higher in position. For the same reason, we can bluff slightly more often with low equity bluffs that have quality blockers. We can also opt for smaller raise sizes. OOP will want to x/r pot until he reaches quite deep stacks when he will shift to $\frac{3}{4}$ pot. IP will mostly prefer slightly smaller bets such as $\frac{3}{4}$ pot or $\frac{2}{3}$ pot which will force OOP to defend wider and allow IP more room to maneuver on the turn. As a general rule though, sizing will have a very small impact on the EV of our whole strategy. In these cases, I pick the sizing that makes my life the easiest and my opponent's life the hardest.

The favorability of the texture itself is the final element that can impact our strategy. While the structure of the raising ranges will always match the diagrams above, the raising percentages will increase and decrease based on the how favorable the board is for us. You can think of the raising range as a balloon that inflates or deflates. The overall shape remains the same; the size and frequency will just change.