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## Flop Multiway Stack Off Equities Required

In the current fish heavy 6c environment, 3 and 4 way pots with low SPRs are quite common so we need to be well prepared to meet them and to play with AA in these situations.

SPR=1	<u>OOP</u>	<u>IP</u>
HU Pot	33%	50%
3 Way Pot	25%	33%
4 Way Pot	20%	25%

From where do these frequencies originate? The OOP frequencies are rather intuitive. When we check and all our opponents elect to stack off, we will be laid 2-1, 3-1, or 4-1 against 1, 2, or 3 opponents. This corresponds to the amount of equity we need to shove. While we won't have this much once we're called, we'll also have some fold equity to accompany our pot equity. It just so happens that this number works out to be the same as our calling off equity.

IP is different. As IP, we have the option to check back and see a free turn. This means that the EV of checking back is much higher for us. We should only choose to shove when the EV of shove is higher than the EV of check back. As a result, we only want to shove as IP when we're a favorite.

You may be saying to yourself: But equities run so close in 6c, won't we always have 20% equity 4 ways? This is the "Equities Run So Close" Fallacy once again rearing it's head. Against so many cards, shoving too wide will very often land you in scenarios where you have less than 10% equity. If you've played some 6c, you've already experienced this painful situation.

## AAxxxx SPR=1 Stack Off Thresholds For OOP

How do we figure out this important spot without the benefit of a solver or even a range vs range equity calculator? My approach is to compare data from 4c and 5c and project forward using the **One Pip Stronger Theory**.

4 Handed SPR=1 Sq Pot Shoves From Sqz- er On KJ2r	Overall Betting % For BB	AA Betting Frequency	Worst AA That (Almost) Always Shoves	Worst AA Shoves
4c	43.70%	44%	AAJ = 98%	AA2 W/o Double BDFD
5c	42.30%	39%	AA+Gutter+Double BDFD =75%, AAK With Double BDFD	AA With J (No SD, K, Double BDFD) = 20%
6c	?	?	?	?

Using this logic, I would guess that a hand like AAJTxx will shove often while a hand like AAKxxx without two BDFDs will occasionally shove.

Below are my estimates of the worst AA that shove in 3 and 4 way SPR=1 scenarios. Keep in mind that just because an AA hand is above this threshold, doesn't mean it will always shove. On boards where our betting frequency is low, the very best AA will often check to induce. That will be a hand like AA+NFD+T87 on 964hh for instance.

6c 3 Handed SPR=1 Sq Pot Shoves From Sqz-er	Overall Betting % For BB	AA Betting Frequency	Worst AA That (Almost) Always Shoves	Worst AA Shoves
KJ2r	80.0%	70.0%	AAJ With Double BDFD	AA2 With Double PP
QJ7hh	40.0%	30.0%	AAJT8 With BDFD and FDB	AA+SD, AAQ With BDFD and FDB
Q52hh	87.0%	73.0%	AA2 With BDFD and FDB	AA5 With Double PP
T84r	65.0%	60.0%	AA8 With Double BDFD	AA4 With Double PP
964hh	50.0%	45.0%	AAT8 With BDFD	AA9 With FDB
762r	73.0%	80.0%	AA With Double BDFD or Double PP	AA With BDFD

## 3 Handed Stack Offs With AA

## 4 Handed Stack Offs With AA

6c 4 Handed SPR=1 Sq Pot Shoves From Sqz-er	Overall Betting % For BB	AA Betting Frequency	Worst AA That (Almost) Always Shoves	Worst AA Shoves
KJ2r	40.00%	33%	AA + Gutter + J	AA + Bare Gutter or K
QJ7hh	37.00%	20.00%	AA + FD or Wrap	AAQ + Gutter + BDFD + FDB
Q52hh	40.00%	35.00%	AAQ + Gutter + BDFD + FDB	AAQ + BDFD + FDB
T84r	40.00%	20.00%	AA8 + OESD, AAT+ Nut Gutter	AAT + Double BDFD
964hh	30.00%	25.00%	AA + FD or Wrap	AA9 + High Gutter + BDFD
762r	41%	30%	AA7 + Gutter, AA6 + OESD	AA6 + Double BDFD, AA7