

# Ryan Fee's 6 Max NL Strategy Guide

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## Preface

This book will cover small stakes online 6 max ring games. All hands will be assumed to be 6

handed, though other situations will be discussed. The focus of this book will be the progression of a hand through preflop, flop, turn, and river.

Your hand ranges in general should adjust and be contrary to the way the game is playing.

This means that if the game is loose (meaning there are a lot of bad players, generally players with VPIP's higher than 28, for example a player that plays 32/5/1 is a weak bad player) you should be playing a tighter more solid game, bluffing less often (including semi-bluffs) and value betting thinly with 1 pair type hands. You should also play less starting hands.

On the flip side if the game is tighter you should loosen up your starting range (incorporating hands such as 65s UTG) to exploit the your opponent's tendency to fold. In these instances you should semi-bluff and bluff more, as you will find more fold equity.

Loose players will search for an excuse to call, whereas a tight player will look for an excuse to fold.

## Table selection

When Table selecting you want to look for the following things:

- Players that play too many hands: Anything above 40 VPIP is gravy, but 30 is too many hands as well. Also players that play something like 25/10 (meaning they are limping/calling WAY too much preflop) will do as well
- Stack sizes: Generally you want players with full stacks to the right of you. You want to have position on players that you cover, as it is +EV. At the same time you want players with short stacks to your left, as short stackers that have position on you are +EV for you. In a perfect world you would play with 3 full stacks with VPIPs over 40 to your right, and two tight short stackers to your left, but this will rarely ever happen, its just something to think about.
- Position and hands played: As described in the second feature for good game selection you want loose players to your right and tight players to your left. Again this isn't essential but its something to think about when switching/selecting seats, as well as changing games.
- Losing/break even regulars: Your strategy should involve you playing 4 tables or less and really focusing on your opponents while developing very strong reads. Feel free to play with a regular that you have as a loser or marginal winner in your database. Avoid winners. Your superior strategy will make it profitable to sit in a game with these players and exploit them, so feel free to sit, just don't search them out or make a habit of it unless they are really bad.

- As a general guideline it is better to play at a table with a bunch of loose passive/weak tight type players than a table with someone who players 80% of their hands and 4 other solid TAGs. For example I prefer a table with a: 40/10, 30/20, 25/14, 20/12, 17/12 than a table with a 70/30, 23/20, 20/18, 20/18, 18/15. Its going to be easier to play against several bad/mediocre opponents that 1 very bad opponent and 4 good ones.

*“Poker is simple, as your opponents make mistakes, you profit.”*

Against loose/bad players you generally want to play straight forward tight solid poker.

Against Tight/good players you generally want to mix up your play and play a more deceptive style. Do not make the mistake that every 20/17 multi tabling tag is tight AND good. Against these types of players you want to lean towards a looser pre-flop strategy and a solid postflop strategy, as they will make mistakes for you, forcing them is not necessary.

## Preflop

This chapter is going to demonstrate preflop strategy and will focus on raising ranges, calling ranges, and 3betting preflop (3B) (aka preflop reraise).

### *Under the Gun (UTG)*

Being under the gun means that you have three players to act that hold position on you; middle position (MP), cut off (CO), and the button (BTN). It also means you have two players to act that are out of position relative to you, the small blind (SB) and big blind (BB). Your UTG raising range should be the tightest of the four non-blind positions. Let's take a look at a standard preflop UTG range, assuming full stacks and a mix of tags/lag fish (players that play too many hands without purpose)/and loose passive (fish that check call and are easy to extract value from):

Range:

- 22+ (all pairs)
- ATs+ (meaning ATs, AJs, AQs, AKs) (s meaning suited)
- AJo+ (meaning AJo, AQo, AKo) (o meaning offsuit)
- 98s+ (meaning 98s, T9s, JTs, QJs, etc)
- KQo
- KQs
- KJs+ (KJs and Aqs [which was already covered]) (meaning suited 1 gappers)

This will account for 13% of hands and is a conservative but very solid and profitable preflop raising range. Your UTG range can adjust based on the game quality you are in.

## Adjusting

### *Loose games:*

Add hands like KJo or ATo, because you can make 1 pair type hands and extract value from players calling with weaker top pair hands or second pair hands. The reason we typically avoid these type of hands in tight games is because we will frequently show up with second best 1 pair hands out of position (OOP) and will put us in tough spots and to lots of decisions. Always try to make poker easy to play.

### *Tight Games:*

Include hands such as 65s+ or A5s. These hands have a lot of potential and will not often put you into situations where you have weak 1 pair hands out of position. These hands widen your range against likely better players and make you a more difficult and tricky opponent.

### *Stack Sizes:*

You should also adjust your raising range based on stack sizes. For instance say you are UTG and there are two or three players with say 40BB stack sizes (or less). In this scenario you should avoid hands like 22-66 and 98s, and instead substitute in hands like KJo, QJo, A9s, ATo, because against these players you again are simply looking for a top pair type hand to get it in against (These 40bb stack players will generally be very bad and play poorly postflop getting it in with a wide range that doesn't include many top pair type hands)

Though it should be made clear in the higher MSNL and HSNL (medium and high stakes games) there are players who play a very tight and solid short stack game that are more difficult to play against, however it is uncommon to encounter one of these players anywhere below 3/6NL.

## Middle Position (MP)

Being in Middle Position means that you will have one player to act in front of you (UTG) whom you have position on, two players to act behind you (CO and BTN) who have position on you, and two players to act behind you (SB and BB) that you have position on. Middle position is very similar to UTG. You will incorporate a few more hands, however all the same principals apply. Again lets examine a standard preflop MP range, assuming full stacks and a mix of tags/lag fish (players that play too many hands without purpose)/and loose passive (fish that check call and are easy to extract value from):

- 22+ (all pairs)

- A9s+
- ATo+
- 98s+
- KQo/KJo/KQs/ KJs/KTs

This accounts for about 15% of total hands. Just like UTG this range can be manipulated based on the game quality.

## Adjusting:

### *Loose games:*

You generally want to avoid things like A9o, as its potential is very small. Just like UTG you can still profitably raise 98s and T9s, just do it less frequently.

For example maybe you only raise these hands roughly half the time you are dealt them. Use your image/table history to determine the optimal raising opportunity. For the most part in a looser game you want to keep things closer to the vest, so just simply raise less hands in this position.

### *Tight Games:*

These games you can open up more from this position, include;

- 65s+
- A8s, A5s
- QTs

### *Isolating:*

Pending a very weak player, playing 40% or more of his hands, you need to keep in mind that peoples limping range UTG is as tight as it will get for them (even though it could be wide). You have to be careful about isolating in this position because there are two players with position on you that understand you can isolate these players with a wide range. It is ok to try to add a hand like J9s to your range here for the purpose of isolating a weak player (by weak I mean folding too much, whether it be limp folding, or to cbets/double barrels) however if you have one or two tight aggressive opponents behind you that will exploit your extended range you should err on the side of folding to avoid marginal situations.

In the event that these players are in the blinds or you game selected well and you aren't at a table with opponents that go after you, sure go for it, isolate that limper.

## **3 betting:**

In general you should be 3betting far more in position than OOP.

The only person you can 3bet in MP is UTG. You need to be very cautious when 3betting an UTG opener, because this is where their raising range is likely the tightest (ignoring when they are in the blinds).

Light 3bets are certainly profitable, however the ratio of light 3bet to value 3bet should be weighted heavily towards value. Let's say for number's sake we value 3bet an UTG opener 80% of the time, and light 3bet 20%.

First let's assign our 3bet range:

Value:

- AKo/s
- Aqo/s (situational)
- Ajs (situational)
- KQs (situational)
- AA
- KK
- QQ
- JJ (situational)
- TT (situational)

When I say situational I mean that it is possible that 3betting with these hands is marginal to the point where you are not clearly ahead of their range. That doesn't mean you shouldn't 3bet them, it just means you shouldn't do it every time and that you should be more inclined to do it in position. A player that plays 14/12 and raises UTG probably raises the top 8% of hands. The top 8% of hands looks like the following:

88+,AJs+,KQs,AJo+,KQo

The equity of these hands against this range are:

- AQ (all combinations) 48%
- AJs 41%
- JJ 54%
- TT 50%
- KQs 38%

Whereas:

- AA 85%
- KK 72%
- QQ 63%
- AK 56%

Light 3bet hands:

- 56s-QJs
- Axs (x should = 5 most often, as you will be able to flop gutshot+FD+over type hands, but 4-T are all fine as well)
- 22-77
- KQo
- Ajo

It will generally be more profitable to call with small pairs preflop (as I will outline in post flop chapters) however they can certainly make their way into a light 3bet category every once in a while. You generally want to 3bet an UTG opener with 56-T9s or Axs because with the SC's you will generally avoid second best hands and have tremendous flop potential. The Axs hands will block combinations of AA and AK (which will help avoid him 4betting you) and also have tremendous flop potential. Avoid all other hands as they will form second best hands often and get you in marginal spots.

Anyway, back to examining when to 3bet. We said we wanted to use an 80/20 ratio, 80 value, 20 bluffs. This means for every 4 times you 3bet an UTG opener with something like AK or AA, you want to 3bet him once with 56s.

### *Stack Sizes:*

Just like UTG you should also adjust your raising range based on stack sizes. As stacks get shorter this scenario you should avoid hands like 22-66 and 98s, and instead substitute in hands like KJo, QJo, A9s, ATo, because against these players you again are simply looking for a top pair type hand to get it in against (These 40bb stack players will generally be very bad and play poorly postflop getting it in with a wide range that doesn't include many top pair type hands) Though it should be made clear in the higher MSNL and HSNL (medium and high stakes games) there are players who play a very tight and solid short stack game that are more difficult to play against, however it is uncommon to encounter one of these players anywhere below 3/6NL.

### *Cut Off*

This is where poker will become more interesting. The cut off is the first position considered

late position and is a spot where you will more often than not be in position. There is a much bigger transition in our range from MP to CO, as will be shown in our hand selection.

The cut off is one of your most profitable positions, second only to the button. This position is where you will start isolating weak players that limp and 3betting players to keep the pressure on. Lets get to our range:

- 22+ (all pairs)
- A5s+
- A9o+
- 65s+
- JTo+
- QTo+
- KTo/K9s
- T8s+ (suited one gapers)
- Q9s+ (suited two gapers)

Roughly 23% of total hands.

The idea here is to steal blinds and isolate limpers. If you successfully steal someone's blind you have earned 1.5BB's (big blinds). If you beat a game for 5 PTBB (poker tracker big bets, or two big blinds) you will notice that you earn .1BB per hand. That means that stealing blinds earns you 15 times the average profit per hand. Beginning to understand why it's so important and profitable?

## Adjusting

### *Loose games:*

Believe it or not, but playing from the CO in loose games is more tricky than tight games when it comes to isolating. In a tight game you can raise anything and most decisions will be easy. In a loose game you run the risk of playing a lot of pots with marginal hands and (despite being IP) losing money.

As you become better post flop you will have the capacity to raise more and more hands from position to isolate limpers, but first we have to examine situations where we should and should not isolate a player.

Lets imagine the following scenario:

You are in the CO with K9s, UTG who plays 38/10 limps (you've seen this player limp UTG with KQo, and with K4s in LP), This player is on the passive side and folds to cbets 50% of

the time. The button is a mediocre TAG playing 18/15 and doesn't have a penchant for 3betting light IP, though you have seen him do it. The blinds are two half stacks playing 30-35% of their hands. What's your play?

## **Fold**

Although the player UTG is bad and limps a wide range we can be sure he's at the top of his limping range UTG and is aware of the significance of position. We also know that he folds to 50% of cbets, and likely less when his range is strong (which it is due to him being UTG).

The button is of very little concern, but we know he'll reraise us with AQ+ and TT+ and on rare occasion with a bluff, so this is something to consider.

The second biggest concern of the hand is the shorties in the blinds. They play way too many hands and don't care about position. Without flopping sometime strong it will be hard to play against these players as they will regularly be out of line. You have a hand with some potential, as it is suited, however implied odds come from deep stacks, not short ones. This compounded with dealing with a player limp-calling UTG is problematic because it is very possible you will be three way to the flop.

Let's examine another situation:

You are in the CO with 65s, MP limps, he has a full stack and plays 25/12, with a fold to cbet of 66%. The button is a 20/10 weak/tight player. The blinds have one good winning TAG who 3bets too much OOP and one donk who plays big pots with marginal hands too often, and has between 140 and 180BB's, and you cover.

## **Raise**

You definitely want to raise to isolate the player in MP who is definitely weak tight. His fold to cbet is on the low end as far as weak tight goes, but you have full stacks and position. Combined with a hand that has major potential it is a very profitable situation. We don't want the button to come along, but if he does we still can represent something by cbetting the flop, and we also have major flop potential.

The TAG who 3bets too much is kind of problematic, but this is a situation where once in a while we can call and bluff some flops.. The other great feature of this hand is the weak player in the blinds who we cover. We will have position on this guy with amazing implied odds, so we definitely don't mind if he comes in.

If a player calls too much after the flop you want to lean towards raising something like K9s, instead of 65s, unless you are 100bb+ with that player. General against these guys you can milk them with strong pairs/draws, so it supports raising a Kx hand that can make strong pairs.

In the first scenario we didn't raise K9s due to short stacks, but that was only because we were afraid that UTG would also come along with a hand that might dominate us, also we'd rather have 65s in a multiway pot, as opposed to k9s (with much less potential postflop). It may seem somewhat counterintuitive and as if I was contradicting myself, but focus on each facet of the hand and how one hand can be a more profitable raise than the other, if they are

in fact profitable at all. FWIW I'd rather raise 65s in the first scenario, though its close between raising and folding.

Lets focus on a scenario where it would be preferable to isolate with K9s/KTo/A9o, etc.

You are in the CO with A9o, MP limps, he has between 75 and 100BB's and plays 40-50/5-15. The button is a tight player, and the blinds are also on the somewhat tight side, maybe playing as many as 35% of hands, but less OOP. This player folds to cbet 70%+ of the time. As his fold to cbet increase, so should your isolating range, and visa versa

## Button

The Button is the most fun and interesting position to be in. There are more opportunities to raise, 3bet, isolate, and cold call than any other position. You will play loosest on the button. Your button raising range can be very wide or very tight, it really is all about the game you are in. It is very possible to raise 50% of your hands on the button profitably. Lets get into the range:

- 22+
- A8o+
- K9o
- Q9o+ (offsuit 2 gapper)
- J9o+(offsuit 1 gapper)
- 98o+
- 54s+
- 64s+
- 96s+
- T6s+
- K8s
- A2s+

This entire book is going to try to teach you how to make decisions by yourself, through detailed explanation and examples. This range is very tentative, it can be widened and tightened by as much as 15% based on your table.

### *Looser games:*

The button is so complicated that I want to give you some very straightforward guidelines and

let you come to your own conclusions as to whether or not a button raise is profitable.

Anything you would raise from MP you can open or even isolate OTB. The other hands will put you to decisions in loose games. In loose games where there are a lot of limp-calls you want to avoid things like 64s or 98o. If for the most part you can isolate the one donk who is limp-calling lean towards a K9s or a J9o.

In the event that people are loose but will limp-fold with a decent frequency you can use almost the entire range, maybe cut out 2% of hands or so, just the bottom of the range (64s-86s, A8A9o, T6s-Q9s, 54s-76s, A2-4s, etc). If you prefer some hands and dislike others that's fine, earlier analysis should provide examples of how certain hands are easier to play/more profitable than others in certain situations.

In the event people are limp-calling or there are frequently multi-way flops (3 or more players) you need to really cut it down, raise maybe a tight CO range and raise it bigger, it's okay to make it 5bbs+1 for each limper, in these games people will tend not to notice or care.

### *Tighter Games:*

These are far more interesting games in terms of button play. As the game gets tighter and there's less limping, or people limp-fold, or play weakly you can really open up.

The most important factor when opening the button is the blinds tightness. Most TAGs (tight-aggressive player) will be very tight OOP. This means that on the button you can profitably raise just about any two suited cards, any ace, and medium offsuit cards (though, these less than anything).

The idea here is that players will just willingly give up 90% of their hands, and even if they do make it to the flop we will have position. I think for the most part tight players are going to limp strictly small pairs, suited connectors, and KQ type hands from early position. Take this into account that these types of hands are hit or miss. They will c/f the flop or try and play a big hand with these, which makes it easy on us because if we are weak we can give up our hand with ease. It lets us select when we want to play big pots with opponents. I am far more inclined to isolate a weak tight player with a marginal hand, than a loose/passive player.

### *Stack sizes:*

Like most things as stack sizes grow so does opening range and your strategy. I just said ". I am far more inclined to isolate a weak tight player with a marginal hand, than a loose/passive player." In the event I am deep (200BB+) this equation changes and I would instead rather play with a loose/passive type because I know that all my two-pair+ type hands can really get paid off by these guys, and I can also cbet/extract with 1 or no pair type hands.

Same thing if you want to open into looser blinds, you can raise the entire range plus more with marginal hands because you will have position and an unlikely holding that has tremendous potential and will often be a disguised hand. As stack sizes shrink avoid 64s type hands and embrace K8s or A9o, as they are the bread and butter of the bottom of your range.

You should focus on trying to raise when a loose player limps and there are tight players to act behind you (all of these situations are talking about marginal hands, your core range

should always be raised).

So lets say a 40/20/1 limps in MP, you are OTB with 57s, he has about 110BB's, and you cover. The blinds are a nit and a 29/14 that folds BB to steal often (this is a statistic you should be using) You can profitably raise your 75s, probably 90BB+ in this situation (effective stacks). In the event that the BB plays 40% of his hands and the SB is a 20/18 tag, you should raise this hand less often.

Understand that these situations are fictional, real poker at a table online is completely different from table to table, each one unique. Just focus on every factor, for example the loose player in the BB. He makes you want to raise this hand less often, but let's say the limp folds to 90% of cbets. That makes you more inclined to raise. Consider all these things when making your decision, and then come up with a solution (to raise or fold).

FWIW if someone folds 90% of cbets I'll isolate them VERY loose, almost regardless of other players in the hand, unless the blinds are two loose shorties or something of this nature.

### *3betting:*

Here your range is also the widest. You want to 3bet on the button far more than any position (go after people in position, not OOP). Here you probably want your ratio to be 3:2, so for every 3 value 3bets, you throw in two bluffs. This equation changes against more adept opponents that will really play back at you and go after you preflop or after the flop, but until an opponent shows a willingness to combat our strategy continue to exploit his weak play and keep the pressure on.

When 3betting you must first consider position. The CO is when our opponent's range is the widest, and the position we 3bet this player the most. The second thing (but most important thing) is the % of hands this player raises. This was discussed in an earlier street, but the general idea is that the more raises this player makes the more we can 3bet. However, players that raise way too much, say a 38/26, avoid 65s and lean towards Ajo. These players will frequently see the flop with you and you want to show up with a strong pair type hand.

The third part of the equation is history. If a player keeps folding to 3bets or c/f's every missed flop continue to pound on him. If a player is good and willing to 4b bluff or c/r a flop with a draw or complete air, avoid bluffing so much and lean towards more value 3bets.

Almost any range, ratio, principal, idea or strategy in this book can be manipulated to exploit your opponent, you just have to analyze his play and come to conclusions about how he plays. Then figure out how to exploit it (a simple example of this is someone who 3bets 80%+ of hands, here you c/r this player with air to exploit him cbetting so often with marginal holdings, thus exploiting him and making you money. It also makes you harder to play against and helps your made hands get paid off by weak holdings)

### *Blinds*

My raising range here is tigher than most, typically 88+, AJs+, KQs, AK (not even Aqo!). You just get in a lot of bad spots when donks limp/call and have position when they are just putting you on ace king. Just check it and take down unraised pots. You hand will constantly make better pairs and you'll win more than had you raised. Also it makes your life a lot easier

playing less pots OOP.

### **3betting:**

Vs UTG: Normally QQ+ and AK, with a very rare bluff. Sometimes I only 3b KK+ if hes a tight player like 17/14, I don't know what people have told you but you are allowed to flat call TT-JJ, AQ, and AK vs UTG from blinds. FWIW if its a squeeze I'll 3b more often. Ill also include JJ if its a sLAG or something like 21/19..

Vs MP: Same thing as UTG, I 3b JJ+ against the looser ones, against LAGs I'll even throw in TT. I also will 3b AK about 100%, and AQ far more frequently as well, probably 50% depending. Also, I start to add crap like 54s and T9o.

Vs CO: TT+, AQ+, Ajs, and KQs like half of the time, the offsuit versions like 30% of the time. Again mixing in more random crap.

vs BTN: Rarely 99, TT+, AJ, KQs a lot of the time, and a bunch of junk. Remember this range is entirely a reflection of my opponent, how loose he is, and what I'm trying to accomplish. Against players that call a lot of 3bets I include KQ and AJ more often. Against players that often fold to 3b, more 75s or 98o.

Now I want to interject and add two things that were requested and that I completely neglected the first time around:

### **Squeezing:**

A squeeze play is 3betting where there is 1 or more callers. Or when someone is isolating the a donk. The theory with both is that your line looks very strong and will yield a high success rate and profit you greatly, also that if someone is isolating a weak play he does so with a lot of hands, most of which cannot continue to a 3bet.

As you move up people will start to go apeshit when you squeeze and counteract it by throwing in a decent amount of 4bets, which is why against most opponents I tone down my 3betting frequency (because they think I squeeze alot more than I actually do), but for the most part no one below 400NL (and even a decent amount of 400NL players) know what a squeeze is or how to deal with it even if they do. Here are some don'ts about squeezing:

1. Don't you ever squeeze AQ or JJ or TT unless you are going to call a shove/shove over a 4bet. You are actually throwing money onto an ignited grill if you do this.
2. Don't squeeze if the caller(s) has like 10 big blinds. I see this all the time; people squeeze 76s and then a donk with 10-20BB calls with Ax. Again burning money.
3. Don't squeeze a tight UTG raiser.
4. Don't squeeze if your opponent is crazy and you aren't going to commit with your hand, i.e. AJ or 99, something very marginal.
5. Don't squeeze 56s or A5s or T9o if you know the over caller is a donk and will over call your 3bet and give you problems. FWIW this is a huge problem OOP and a small problem IP.
6. If the PFR calls your squeeze (assuming hes some sort of TAG) he probably has 99+

KQs AQs+. Probably never AK. This means proceed cautiously on the flop, probably don't bet something like 743 unless you plan on shoving the turn. (like if you have Ax or 98s or something, don't bet that flop unless you're shoving the turn).

### *Ball till you fall*

Or squeeze until he catches on. Some players are weak tight as shit and cannot help themselves. In HU people talk about opening every button as being mathematically correct until your opponent adjusts. Same thing here, or anywhere in poker, until your opponent gives you a reason not to squeeze (i.e. 4betting or calling and shoving flops) keep squeezing and cbetting. Just take his money if he wants to give it to you. This can actually be applied anywhere, so lets do another italicized thing:

*“Until your opponent gives you a reason to stop exploiting him, keep exploiting him. Keep squeezing until he does something about it, keep value betting until he raises, keep double barreling until he peels/raises the turn, etc. “*

If your opponents are weak/tight (TAG players at 25-200NL) I would probably squeeze them in almost every situation I could with any junky type hand until, like we just talked about, they adjust. Simply because it looks so strong and it is so profitable. Really you are allowed to squeeze whatever your favorite junky hand is, small pairs, suited aces, SC's, 98o or something, but you can do it with AJ or KQ as well.

Squeeze OOP only if your opponent is very weak and will give you tons of credit. I greatly decrease my squeezing frequency (just as an overall game plan, i put less money in OOP) being from the blinds basically.

### Squeeze IP: All day long

Don't you ever bet a squeezed pot flop unless:

1. You are going to shove or c/r the turn.
2. Your opponent folds a lot, so his call/shove DEF means you're crushed.

This is sort of confusing, what I don't want you to do is just cbet in a RR pot and be done with the hand if called when you have air. You have no idea how exploitable this is to tough opponents. It is OK to c/f a RR pot with air.

I want to segue this squeezing discussion into a 3betting discussion in general.

When you 3bet a player and get called you should know sort of what they have. Never 3bet bluff a donk OOP (a loose one, not a weak/tight one). I'm typically really tight in these situations. So lets look at what theoretically if you 3b a LAG/TAG player they could call with IP:

[22+, 76s+, ATs+, AJo+, KQo+]

Sure they could throw in random hands we can't account for, but typically unless your opponent is making a huge play these are the only hands that will ever really show up with in their range. FWIW it is probably weighted towards 88+ AJ and KQ.

OOP is a bird of a different color. If a TAG player calls my 3b OOP early in my session or with no history I'm insta-putting him on TT+ or AQ exactly. I cbet K and Axx boards, otherwise I c/f if I have air IP. Similar to what I talked about in squeezing is really just 3betting theory in general.

Unless your opponent gives up to a bunch of 3bets you absolutely are not allowed to cbet a RR flop and c/f the turn. To be honest, your opponents will normally flat call the flop with weakish pairs or float with overs maybe. Either way when the turn comes around it is 100% perfectly ok to double barrel bluff the turn. Just think about how you play against people 3betting, also think about it logically, look at a flop cbet call range and a turn cbet call range. One is much bigger than the other.

Last thing I want to say for 3betting is:

I 3b TT-KK and the flop came Axx, what do i do!? Well, if you have a read on what your opponent can flat call with then you can adjust, but read less betting (aka bluffing) is normally the best option because too often your opponent will put you to the test and I see so many posts of players making mistakes OOP where they check KK on Axx and get run over or value stacked. Basically without history and a read you need to just bet/fold.

When you 3bet (or do anything in poker for that matter) you need to have a goal that you are trying to accomplish. Lets talk for a minute about 3betting donks vs regs.

When you 3bet a donk (assume 100bb eff, as the stacks grow this concept changes) you are simply trying to get value from you hand that HAS postflop value in a reraised pot (I'm not going to tell you what does and doesn't vs a donk, you guys should toy around and try and figure it out for yourself).

For this reason you 3bet certain hands, and hands that are closer (I'll give you one example) KQo, you 3bet some of the time. Your frequencies change based on position, stacks, and exactly what type of player it is. If he's the type that will fold to a cbet on Kxx v often, I call more often than I reraise.

Ok so now what about a regular?

When we 3bet a regular we are trying to develop an aggressive image and convey that we can have 76s and AA, leaving our opponent in a murky situation with TT or AQ. Anyway I just wanted to give you guys a push in the right direction, the rest you'll have to figure out on your own.

## Flop Play

### *Donk betting (leading):*

This is a very interesting part of the game, very few players do it. I don't do it that much, but there are situations where it is optimal. The reason I don't do it that much is because people cbet way too much in general, so check-raising is typically better. Don't just donkbet to donkbet, have a purpose.

Typically check/calling a weak flush draw, say 65s on QJ8ss isn't profitable, check raising MIGHT be profitable but again its a grayish area. There is absolutely nothing wrong with leading this flop with your hand. The great thing about leading this board with our hand is we can very easily bet/fold, and since our opponent has no idea what our lead range is (until we build up extensive history) in his eyes we could have anything. We can be sure we're dead if he raises.

The first time I lead into someone I will normally have some weak hand, what I will never do is lead any draw/made hand and check/fold the turn. Sometimes I decide to lead KQ on Axx or T9 on K86 or something, but if I have 98ss with a back door flush draw on Kxx you better believe I'm betting the flop and turn, no matter what the turn is.

I don't think you should lead strong made hands without a very good reason to, most notably history of your opponent putting you on weak hands (he's seen you b/f leads or showdown second pair or something). Otherwise I keep showing up with semi-bluffs. Ball till you fall. Sometimes I lead KQ on like Kxx or something, especially if there's a flush draw planning to bet call the flop and check raise a non club turn, but c/c and c/ring some opponents is fine as well, just remember you are at the very top of your range so against loose/goodish players you probably have to look up 2 streets and normally 3 if you c/c.

What you want to not do is lead 99 on J77 or 77 on K42 unless your opponent is bad and it will make the hand easy to play because good players will see right through that (even meh TAGs can beat the shit out of this strategy) just because its so transparent and bad. If your opponent respects your lead for whatever reason, go for it, but remember, gotta bet the flop and turn, no matter what.

## *Continuation Betting*

Continuation betting is one of the most important elements of your strategy. It allows you to win a wealth of small pots and makes you difficult to play against if executed correctly.

Let's focus on situations to profitably cbet:

The first scenario is the easiest to understand and grasp Against an opponent with a high fold to cbet (70% or higher) you can cbet basically your entire range profitably. When cbetting you want to have some hope for your hand, i.e. cbetting 98s on 552 is generally something you want to avoid doing, except against these players. There are three instances where I do not cbet against these players:

- They are short and my hand has very little potential. (i.e. 98s on 552, or 22 on T98)
- I have a note that says when I do not cbet they go bluff crazy. In these spots I'll check very strong hands like 99 on 922 flop or something of this nature. (FWIW never check 99 on something like 974cc, anything with texture like this, even if they do go bluff crazy when you check flops). Another situation I would check would be something like

AK or AA on K52, K22, K94 (rainbow, bet all flops with any FD).

- I have QQ on K52r (Or any second pair type hand where you are in a WA (way ahead)/WB (way behind) situation. By checking you can get value from like 77 (on this board) on later streets. Other WA/WB situations include like TT on Q77, or A2 on AK6.

Now lets focus on loose/bad players that are calling way too many cbets (calling way too much in general). Lets assume they fold to cbet 50% or less of the time. Against these players you have to be more cautious and give things up more easily, Before I go forward I want to interject and mention that you generally want to be cbetting almost every single Ace or King high board, as players will view your range weighted towards these types of hands (and coincidentally they will not have these types of hands very often). They will give you an extraordinary amount of credit.

Even against two opponents I would cbet the vast major of Ace and King high boards (pending stack sizes and notes), however anything more than two I wouldn't get fancy, but that doesn't mean I check when I do hit.

This is somewhat contrary to what I've been describing about how to play against these types of players (being very close to the vest), but on occasion you are missing value by not double or triple barreling these types of players. For the most part I'm not going to indulge in any complicated triple barrel spots, but say we raise in EP (early position) and cbet a AQ4 (two flush or rainbow) and get instantly called by a player playing somewhere between 30-45% of his hands and folds to very few cbets (as described earlier). One of my favorite indicators for a good double/triple barrel spots is the SNAP flop call. This can never be a big hand (or very rarely) because if he does have AQ or 44 (and in some instances A4), he would at least have to think momentarily about his action. By instantly calling (btw this is something you should focus on avoiding, a lot of information can be drawn on timing) he's basically telling you "My range here is some A7 type hand, or a draw".

Pending some read that this player will never ever fold TP (which is uncommon for the games you'll play in, for the most part these loose/bad players will not be stacking off with marginal 1pair in this particularly type of situation) you will be able to profitably double or triple barrel. In this situation I would most love to have a gutshot or FD myself (against these players I'll put a lot of pressure on with FD's, FD=flush draw) so you have some equity.

The point is put the pressure on If they are going to snap call your flop bet and have a range that is for the most part on the weak side (in this instance the strong hands he could have are AQ, 44, and A4, however is calling range is MUCH wider) put the pressure on. Don't be surprised if he takes a while to call the turn If hes a particularly weak player this will rarely be him trying to disguise his very strong hand inducing a triple, it will be him genuinely weak trying to figure out whether to call or fold If this is the case I probably fire a river barrel.

Also if you have the opportunity to bet something like \$99 or \$199 on the river or something I suggest it, this bet size will terrify them.

Anyway when thinking about theory/strategy of approaching these call-too-many cbet type players, the simple answer is to tighten your range (which widens/tightens based on stack sizes, don't forget) and simply c/f the flop. There are situations I don't mind a c/c or a value bet with like AT+ or something. Say the board is like T99, some loose guy calls OOP, I don't

mind cbetting AJ here because him having a better hand is rare, and if he has some under pair his equity sucks. Also say I'm blind vs blind (BvB) with AK on 332 (I'm SB) against one of these guys, I will probably c/c this board, and pending a read c/c or c/f turn (your default is fold until he proves that he will put you on AK in this types of situations and try to take you off of it)

We've talked about weak-tight and loose-passive type of players and what our cbet tendencies should be, now lets get to the fun stuff... TAGs. These will generally be your toughest opponents (even if they are bad TAGs). These are the types of players where we like to mix up our play and throw in curve balls from time to time.

Against these guys I'll cbet just about every ace and king high flop, because their preflop calling range is rarely going to contain TP, unless its like they flatted AJ or KQ or something, but instead their range is weighted to small pairs and suited connectors (FWIW a pair has a 1 in 9 chance of flopping a set). There is danger here, against your better/more thinking opponents simply cbetting will not be enough.

I remember playing against a player at FTP 200NL who played something like 21/18 and played me tough/tricky. He definitely loved to go after me and my cbets. Anyway, I raised 98s from the SB and he called in the BB. The flop came K85r. I cbet \$8 (4 BB's), he raised to \$32. This is a very suspicious line from him. If he had any king it doesn't really make sense because we didn't have enough history for me to get it in with anything worse than a strong king, so this isn't really a possibility. The flop was rainbow so he can't be semi-bluffing anything but a 76, and the only made hand he reps is 55 and far less often 88. In this situation my opponent is likely bluffing because his range contains very few made hands, now I did like the fact that I had 98 because if he does have 67 I have the best hand and a blocker, or if he has something really weird like KQ or 77 I have the equity/the best hand (however this is a small factor in my thought process).

I discourage calling because then you are in a very marginal OOP spot and you don't have the initiative in the hand, which makes your hand have less value intrinsically (Initiative simply means that you were the last person to bet/raise). So the simple answer is that it is profitable to 3b/fold in this situation given the information (this is the yeti-theorem , which states that a 3bet on a dry board is always a bluff, and in this situations it kind of is, however we think we're bluffing with the best hand)

I 3bet to \$76 and he folded quickly, so our analysis was very likely correct as we ran into the majority of his range in this spot (bluffs). You probably won't have a ton of history with TAGs (when it comes to cbetting and stuff) because your game selection should for the most part allow you to avoid these guys (you aren't trying to avoid them, we would rather exploit them, but we want to exploit everyone we play, and fish are simply more exploitable and more profitable).

Out of position you generally want to just bet your entire range (made hands, semibluffs, second pairs, and bluffs), I remember recently watching a hand with Krantz and Peachykeen where peachy raised UTG and Krantz called in MP. The flop came K74r, peachy c/r'd the flop, and krantz shoved. Peachy had AK and Krantz had KQ. There is clearly a lot more here than meets the eye and a ton of history, but nothing about this makes sense or is any sort of standard You will never run into a situation at anywhere below \$1000 where this is even remotely necessary, so out of position just cbet your range. (FWIW its ok to c/f like AK on 765

or something, against these guys you want to be more cautious about cbetting marginally, just look at their fold to cbet, if its low give up more and if its high go after them more, simple right=D).

Also keep diligent notes about how they react to cbets so that you can adjust accordingly. In position it becomes more interesting, IP I mix it up a lot and check tons of flops back, particularly when I'm marginal (this is called polarizing your range, which for the purpose of most MSNL games and lower is OK, but fundamentally against tough opponents is bad because its exploitable if they figure out what your doing. For the most part your opponents here will not).

What I mean when I say I want to polarize my range is that say I raise A2cc OTB and the BB (TAG) calls. The flop is AK5r and he checks, this is a great situation to check it back. It's going to be very unlikely that he will ever call with a worse hand, and we will occasionally be c/r'd off the best hand and we will miss value from something like KQ or 88 (if its suited I will on occasion still check it back, just less frequently). Anyway this is a great spot to check it back and maybe fire the turn. If the turn is something like a King or 5 I will probably check it again because nothing about this board has really changed and it will still be difficult to extract, I'll probably just vbet the river.

I would probably play QQ the same way, or I might just check it down depending if my opponent does or does not have the capacity to call with worse. If something like a K or A peels on the turn or river you should be more inclined to bet because its unlikely he's checking trips and its very likely he thinks you don't have trips either, so he might make a marginal call down. Against very tough player you will occasionally be river c/r'd with a range of trips/bluffs, but this is very uncommon amongst even good players at these stakes.

### *Check-Raising*

Let's now focus on the flop check-raise. For the most part you have probably already cultivated an aggressive image by 3-betting your opponents, so lets suppose you slow it down and cold call preflop. For the most part when we check raise it will mean that we have defended our blinds. Lets look at c/r situations: (For these situations lets assume we're up against a LP TAG opener who plays somewhere between 23/18 and 20/15).

Say we flat call with something like 33 from a CO open. The flop comes T53r. This is not a good spot to check raise unless one of the following two conditions are met:

- You have a reason to believe that the villain is bad and spewy and will always put in way too much money with a TP or overpair type hand, especially if you play your hand fast.
- You have a history of check-raising dry boards against a decent-good opponent and he has reason to believe you are doing it with air frequently, so we c/r with a monster to balance our range.

Both of these scenario's require us to have some sort of read or note on an opponent, so lets assume we are just vaguely familiar with how he plays and we have his stats. You want to avoid check-raising these spots with strong hands because you are polarizing your range between air/sets and it will be difficult to get paid. Since we probably will peel (check/call) a hand like AT or 88 (pending history, as you build history you could c/r something like TP on

this board for value) we want to simply c/c our entire range (of course not bluffs, it's probably a good idea to fire away a c/r with something like QJss on this board because you have backdoor straight draws, potentially a backdoor flush draw, and two overcards.

It's a good idea to go after your opponents without history in these spots because they will have to be very spewy to continue with most of their cbetting range and worst case scenario you develop an image that you like to c/r bluff which we can later exploit by c/ring with big hands). Anyway the point is when you flop a monster on a dry board start by check-calling, and go from there.

This was mentioned in example one but now lets say we have QJss or 76ss on T53r (one spade). Assume same type of villain. This is a great check-raise spot because we have backdoor draws or a gutshot, and because our opponent will also have a tough time having a hand strong enough to continue with on this flop. Be more and more inclined to make these sort of bluff c/r's against players that cbet a lot, really anything greater than 70% and you can do it fairly often As their cbet % decreases so should your c/r frequency.

History also plays a roll, if he gave up the first time do it again Put him to the test and make him adjust or just get run over. If he has seen you do it and is inclined to not give credit then change gears and just c/f and let him have it. Also you should see an increase in success of these types of plays in multiway pots.

So say for example you have been really going after a guy preflop and decide not to squeeze so you overcall something like A5s. The flop comes 732r, you check, the PFR cbet, whoever called preflop comes along. You should c/r this spot, you have assumable backdoor flush outs, an overcard, and a gutshot. Not to mention a ton of fold equity, and it appears as though you must have a huge hand because you just c/r'd a particularly dry board into two players.

The risk you run is the overcaller having a set on this board, however this is unlikely and in the event that he does we should have a little bit of equity (FWIW it's a c/r, fold to 3bet, we obviously don't want to put our money in with ace high and a gutshot).

As far as bet sizes go, for the first scenario lets assume your opponent cbets 6bb's into 8bb's, you should c/r to 18bb's with everything. In the second scenario, lets say your opponent cbets 8bb's into 10bb's, someone calls, you should c/r to 30bb's with your entire range (this is to keep it consistent and avoid giving away something on bet sizing). These are rough numbers, just keep it somewhere within this range and you should be fine.

Now lets imagine we flop a made hand on a drawy board, say we have 87 or 55 on 965dd. In this situation we instead want to play our hand quickly and c/r (as discussed previously, big hands should be slow played on dry boards), but on boards with draws and texture we should opt to play our hands quickly. Our opponents will be far more inclined to play their 1 pair/big draw type hands fast to maximize fold equity, and since they have none and we are way ahead we want to get the money in now.

These boards should on occasion also be c/r'd with draws, but keep in mind that depending upon the opponent you should likely weight your range towards made hand rather than draws as you will likely be getting money in behind/flipping most of the time, and there is likely a more optimal way to play your draw (FWIW big draws should likely be played for a c/r, for example 98dd on 762dd, whereas T9dd should be played for a c/c on 742dd [unless your opponent folds to c/rs more than most, in which case exploit this by c/ring draws and stone

bluffs, and probably c/c most big hands, unless you've really been going after him and you suspect he is sick of you]).

## *Floating*

Lets first focus on floating with over cards. We will never float OOP, it's way too tricky and complicated. Its just -ev. This means all of our floats will be done in position. What we do by floating is calling with a marginal type of hands with the intention of winning the hand on later streets.

If we never floated people could just simply cbet every flop and give up because he knew he wasn't good on the turn and would make us very easy to play against. When someone cbets and you are in position you can raise, call, or fold. We want to balance each range and raising certain situations simply isn't a good idea because our opponents will realize we raise bluff too often and we are basically giving him a free pass to 3bet bluff us, or do so with a marginal hands. By raising certain situations we give away the opportunity of a free card to make our hand.

Let's suppose MP or CO opens and we call IP with QJss. The flop comes T84r (with or without a spade). Our opponent is a normal TAG and cbets, which he will likely do with a big part of his range. Lets say on average he opens 20% of hands from these positions (combined, more from CO and less from MP).

Lets see what his range looks like at best in relation to this board:

22+,A8s+,KTs+,Q9s+,J9s+,T8s+,98s,87s,ATo+,KTo+,QTo +,JTo

There are a lot of 1pair or no pair hands in there. This is also a fairly conservative estimate, so if this is the top of his range we can certainly peel. So lets say we call his cbet and the turn is a brick, a deuce or 6 or 4, whatever, he checks. Now we execute our float and bet 60-75% of pot. He will generally be c/ring or c/fing this spot, leaning towards folding. If he check/calls he probably have like T9 or 99 or something, but I would probably just give up unless you are sure he has some under pair. In which case bet the turn and river (FWIW you should do this with made hands like AT as well to valuetown him).

Now lets suppose we hit our gin card, a 9. If he checks we have no option but to bet and hope he c/r's for us to shove over. If he bets again it is probably because he has a strong hand, and at this point I would probably just put in a medium sized raise. Say he cbets 15bb's into 22 or so on the turn, I would likely make it 40bb's to entice him to come along with something like JJ or QQ, or to hopefully reshove a worse made hand.

In the event that I know my opponent is spewy or will make loose triple barrels calling is best, but raising is probably a good default. Let's now suppose we hit something like the A or K of spades. In this spot if he bets again you should just call, in the event that he is doubling representing this card we still can take the pot away on the river if he checks, and if he has this one pair hand it's probable that he will want to go with it after making TPTK. FWIW raising isn't a bad play, however it is high variance, and without a read as to his double barreling tendencies calling is likely best because if god forbid we do hit we can definitely get paid off on the river. If he's super aggressive definitely raise this situation.

Now let's suppose we hit a Q or J and he bets. Just call again and figure out what to on the

river UI, you will likely have to fold unless the player is unusually out of line (to a triple barrel, though if he gives you a pass like betting half pot on the river, look it up and figure out what he's doing).

Let's now suppose he checks, just like when we were going to bet the turn if we missed we bet with made hands, some players will check call something like Tx or 99 on this board (which is bad) and we should certainly be looking to value town these guys. Fold if c/r'd pending a phenomenal read. I should mention that despite this board is rainbow you can also float something with like a flush draw, so let's say for example the flop comes Td8c3d, you can still float this board, but however realize that on later streets you need to bluff-represent the flush to make this profitable. It is more tricky and should be played around with a little, try not to get crazy with this because it is a bit higher variance but it's certainly a good play if you can become comfortable representing the flush on later streets.

Now let's say we have T9s in this situation and the board is A72r or K85r, since we know our opponents will cbet a ton of A and K high boards we should certainly throw in floats. In these situations we have at least a back door straight draw, if not flush draw as well. Either way if checked to on the turn bet it 100% of the time (that's why you floated right?), and if he bets into you again just call if you pickup a draw. If you make middle pair and he bets again it you can make an opponent dependent play. If he thinks you are peeling the flop light (this requires a read, don't do this blindly) then you can peel another street, but never 3 UI without a read. FWIW this hand with these flops is another good spot to bluffraise IP, I don't think either is preferential, you generally want to mix it up, if I had to assign a frequency I would say raise 15%, float 35%, fold 50%.

## *Raising*

1. This isn't something you are going to be doing that much of, but it does come up. Lets break it down into two sections, when you are the preflop raiser, and when you are not.

- When you are not the preflop raiser and you are going to raise the flop that implies that someone donked into you. Like all raises in poker it is earlier going to be for value or as a bluff.

First lets check out when we do this for value.

Let's say a player who is donkish, 50/15 or something, kinda splashy, has a pretty decent history of leading weak hands (specifically weak pairs) but has also shown down draws. You have AJo on AK6r or on AT8dd, in either scenario you generally want to raise his weak lead. He bets 4bb's into 8 bb's, making it like 14-16bb's is optimal because you don't want to give the initiative in the hand away because that makes it difficult to extract value on later streets. Since we know he has something like A5 or 67dd we want to put in the raise to extract value while ahead. Sometimes he will fold and this is fine, but it is best to raise (which leads me to something I'm going to italicize to emphasize importance:

*"Calling is the worst play in poker, its so gross, you are frequently better off raising or folding than you are calling, however this is not to be confused with calling being bad, there are a variety of situations where calling is the only*

## *option"*

I say this because when you call (unless you have some sort of very strong read and you are doing it purposefully to trap your opponent or float him in some way) you will generally have no idea where you are in the hand (or rather it will be very ambiguous).

Lets now examine what this piece of information means in relation to the hand itself. If you end up just calling and something like a 5 or diamond peels the hands that you think are in his range could have just gotten there, but you don't know if he does or doesn't have one of those made hands. In the event that we raise the flop and bet the turn we can be sure that he did or did not get there because he will c/r the turn only for value, these types of weak players will never semibluff or turn made hands like this into a bluff on the turn. It's a very sophisticated and tricky play that generally is way over their heads. My advice is to raise the flop as described, bet the turn around 20-25bbs and bet the river smallish as well, 30bbs or so.

I thought about it for a while and this is the only real type of scenario I see you value raising the flop as the PFR, so lets get into bluffs:

### *Bluffs*

Typically when some donk minbet leads the flop they don't have much of a hand. This isn't always true but for the most part they have a pretty weak range. Normally a weak TP at best. For these types of spots I always bluffraise the first time around, just to build history and a read but also to put the pressure on him by putting him to a decision OOP, which is always tough. Again it is normally best to do it with things like QJ on T8x or with flush draws, but we can't always be that picky. Let's look at a more complicated spot:

We have 98 or A5 on J77r. If a donkish type player comes at you with a bigger lead, say he bets 6BB's into 8BB's. The first question you want to ask yourself is "what does he have?" If hes the trappy type of player and you've seen him slowplay sets to the river or went for a river c/r with an obviously strong made hand, or the last time you saw him have a monster and checked the flop you can immediately eliminate that from his range.

So that means he has a strong/weakTP, weaker pairs, or air. Let's say that he 3bets QQ+ and that QJ+ is also unlikely based on history of him c/cing these types of hands. So in the event that he is basically never leading these hands his range is going to be super weak, and I would for sure bluffraise here. As always its very nice to have a redraw to the straight or the ace, but really your hand can be ATC (any two cards) because you know that his range is generally pretty weak. Never run multi street bluffs here, its too fancy. I've seen calldowns that made no sense.

Coincidentally I play AJ on this board the same way, just because I know if he calls the flop (since I played my hand fast) he is likely thinking I'm bluffing and has made the decision to call at least one more bet. So when you get lead into big, think about his range, if he can't have a big hand here its time to raise. If he can have a big hand, or you don't know, its probably time to fold. On rare occasions it's okay to bluffraise the gutterball, or AK for 6 outs. Don't make this a habit unless hes folding.

What I tried to outline about bluff raising against donks is to figure out their range, and if its weak to exploit it by bluffing. If it's strong/unknown exploit it by folding (pretty simple, right? Its

awesome that donks don't balance their ranges)

Let's now focus on the more complex beast, TAGs.

The first thing to understand is that a lot of the TAGs that play like 21/18 only flat like AQ/KQ and pairs (for the most part, as the distance between VPIP and PRF increases, the amount of like KJo and 87s type hands increase). Lets look at a pretty common situation (as far as leading goes):

You open the CO with AQ or 56, TAG (20/18) calls from the small blind. Flop is K42r, he leads 6BB's into 8BB's, whats our play?

### *Raise*

Generally he is going to have like 55-99 here because he hates the c/c line, since it is pretty tough to play OOP with a weak pair and no initiative. The only problem is that he won't have that many Kx hands in his range and will rarely have a set (however there are players that ONLY have sets here, I'm thinking of one of the 400 ftp regs that only leads sets, so I just fold to all of his leads)

It's a lot easier for us to have a big hand than it is for him, so this is a spot I bluff raise all the time. Without history calling with Kx+ is probably best, however if he calls the raise and tries to make it to showdown ever with say 99 for example you need to start raising Kx+ to balance your range, also to make it impossible for him to lead and then call a raise. Also like most things it's awesome to have a gutterball/overcard/backdoor flush draw. This is going to lead me to another italicized piece of strategy gold:

*"Until your opponent adjusts, keep exploiting him"*

This can be applied in many ways, but the most common are bluff raising his leads, c/ring his cbets, or 3betting him IP. Until he does something about it (3bets/4bets/calls down etc) you should keep doing it (unless you just don't want his money).

So say he does it again next orbit, just raise again. (FWIW this situation is basically the same on an ace high board, he knows you're gonna cbet this thing a shitload and he doesn't want to c/c)

That scenario was pretty simple, now lets check out more complex spots.

You have A2dd OTB. A good TAG, 20/16, flats you from the BB. The flop is J87dd. He leads, you should:

### *Call*

Gross I know, but calling is actually best here. My reasoning is he will probably think you are raising most FD's here, so getting paid on later streets is going to be very easy. Also for the most part his b/3b range has a lot more WB/SB hands than WA hands, and most of WA hands are drawing almost dead.

The only hands I raise in these type of spots are monster draws (like AJdd), monsters (like T9 or 88) and plain bluffs. I am polarizing my range, but polarizing your range is OK a decent

amount of the time, because

- Your opponent could potentially not know what polarizing your range is and
- Even if he does he probably won't ever have enough history/know how to use that information to his advantage.

My range has bluffs in it because:

- He's seen me have a monster here before or
- I've seen him b/f this spot.

Anyway call, if you make your flush bet big on the turn and river. He likely won't give you credit. Also, if you get there and he bets again raise small enough to where he thinks you can bluff this spot sometimes but big enough to where he's pretty much gonna have to look you up on the river for your stack (deep changes things, you are going to have to figure out how to maximize value deep). Just try to think about how he plays and what hands he'll pay you off with and how to get those hands to put the most in. The last thing to specify about this hand is that I'll probably peel every non-pairing turn if he doubles me and that I check back the ace to:

- get value on the river
- not get value towned
- let him draw to a second best hand.

### *Not As Pre Flop Raiser*

There are a few cool spots to bluff raise when you flatted. Monotone and rainbow boards come to mind specifically.

Let's say you have 66 (with or without the spade) You call an EP open from a TAG, the flop is T54sss or KQ5sss either one is fine. He cbets (which btw his cbetting range here is any PP with a spade, sets, flushes, any As, any King, most queens, most Js, and probably some random stuff like AJo 87dd). Given this range and little/no history between you guys, how much of his range can really stand a raise on this board? Even something like AQs is like racing/dead vs all of your value raises. Just simply put, most of this range cannot continue to a raise, so raising is far superior to calling or folding. Also it develops an image so that you will eventually stack AA or something big.

Another cool spot to bluff raise is something like K98r or AJ8r with JT or T9, just simply because he is going to have 1pair at best, **most** of the time and if he decides to call we redraw etc. You don't even need a draw here honestly, just turn 22 into a bluff raise, it makes you tough to play against and will frequently take down the pot, because from the opposite standpoint, how thrilled are you if you have AK/AQ and someone raises this spot?

The last spot I want to talk about is in multi way pot situations. Think of these situations like postflop squeezes.

Say UTG/MP opens, CO calls, we call OTB with 65ss, ATss or 55. The flop is J84r (with the spade). PFR cbets, CO calls, your optimal play here is to raise, all of our hands have outs

(although 55 far less than the other two) if called, and it just looks super strong. This play looks like you have a set (its very tough to represent a set postflop when bluffing, this is like the one spot. Also, it works great to c/r this situation with like an overcard and BDFD or something just because it looks that strong). So say PFR cbets 10BB's into 13BB's, CO calls, I'd probably make it 40BB's (also do this with sets, this is called balancing your range) and obviously fold to a shove. If the CO overcalls he has a set or he is REALLY bad, either way check the turn if you miss/pickup a draw.

If the PFR calls, only bet if you hit a gin card like 9s for AT, or the 3s for 56 (and obviously the 7). Bet sizing for the turn is all about what you think of your opponent, if he thinks that half remaining stack sizes looks insanely strong, bet that, otherwise shove. (FWIW you do not need huge draws to make this sort of play, so long as for the most part your range is polarized between monsters and bluffs its a good play, given a clean image. This means the board is NOT two tone)

### *Valuetown*

There aren't that many good spots to value raise the flop unless you're balancing your range like I talked about in example three above, however there are a few specifically:

You have 88 or AA (you flatted utg's open with AA hoping a squeeze monkey will 3bet) and the flop is 833 (two tone or rainbow, doesn't matter). This is an awesome spot to raise the pfr because its understood he has a pretty solid range and that its tough for you to have much of anything. I'm never surprised when I see TT goto the felt or AK 3b bluff. If he 3bets just shove and get it in there, calling gives him too many opportunities to get away from it and too few to improve and payoff. FWIW this is a horrible bluff raise spot without history of you stacking him with like AA after flatting.

The second spot is if you flop 2pr+ on a drawy board so you have like 98 or 88 on K98ss, definitely raise and try to go with it.

The last spot is just like when the board is A32 or A22 or something and you flatted AK (fwiw this is much better when the board is paired, you definitely want to play it fast and try and get it in on the flop when he thinks you are bluffing (because seriously, besides quads/sets what could you have on these boards?))

### *Unraised pots*

I'm really excited to right this portion of the book because I've never seen a post that discusses the importance of taking down unraised pots or the methodology behind doing so.

*You should generally be very stabby at unraised pots (which implies you are from the blinds and OOP) because in the situations I am going to describe it is going to look like you have a moderately to very strong hand and intend to play it fast by leading out OOP vs your opponents range that will be weak in relation to the board*

### *Dry boards*

This is the most common and significant scenario to take down unraised pots. Say the board

is 522r, J73r, T52r, T33r, 239r, Q72r, K84r, 884r, etc etc you want to stab at these boards all the time.

Let's first focus on the paired boards and let's use 933r as our example. If you are the SB or you are the BB and the SB checks to you, bet pot with your entire range (given some read about someone limping AA or SB c/cing this spot). It is going to look like you have a 9 at least and generally people will just go away because they know that you can have a three, and we know that our opponents very seldom will. Also don't forget to lead your trips here. Also be cautious. Once called just give up when you have air.

The paired board thing is pretty simple, let's now go into the world of J73r. You basically want to lead these when you have bottom pair and a BDFD, middle/top pair, gutshots, Kx or Ax BDFD. Something like A5s is really optimal because you have 2 BDS, a BDFD and an over. So long as you have a piece of the board you can just pot it (when I saw pot it I mean just bet pot so people don't fool around with you). Once called I double barrel every turn where I improve and c/f all the gutters and stuff that missed. Obviously I keep betting 2pr, TP, etc.

Also the hands I talked about above where you have all these crazy redraws, if the SB leads and I have one of these hands I normally just pot raise him because

- looks super strong
- He will probably be hard struck to continue because the board is so dry, and lastly
- If he does call he's probably going to put in too much money with a marginal hand, or he has a big hand and himself, so if we connect we stand to win a big pot.

### *Heavy boards*

In general you are going to need a pretty strong draw/pair/etc to lead these types of spots. So let's say we have J9dd on KT7dd, just pot the flop, if you get called in one spot pot the turn, in two spots, probably bet like 75% of pot or so, but definitely keep leading. The heavy boards kind of play themselves, but it's not a spot we really bluff ever. You should basically be doubling your entire range unless a bad card comes, like the flush hits or a 4 straight comes. Definitely double barrel all draws pending a really bad card. Also say you have like 98o on T73, and the turn is a T or 7. I'd probably just bet again because even though it sucks for our hand it looks super strong and will probably yield more folds than it should.

## Turn play

*I want to preface this section by saying that I think the turn is the most misplayed street in all of online 6m, (uNL-MSNL, dunno about HSNL) too often people are only thinking as far as the flop which leads to huge leaks on the turn and river and will often lead to sticky spots and will consistently give away money*

That said let's get into the most important element of the turn:

### *Double Barreling*

My preface is specifically designated to talk about how players play the turn OOP, betting the flop and c/fing the turn is supposed to be more of a rarity than a common place. However I see

it happen all the time. I hopefully gave enough wisdom about not cbetting KQ on 754 type situations in my flop play section, so hopefully we're not in such tight spots on the turn. Lets look at when we double

## *Draws*

Double barrel all your draws. Simple right? The only scenario where you do not double barrel your draws is when you decide that

- You want to punish someone for constantly floating you and betting the turn (your read on this needs to be very strong, also it would help to have a big draw), in which case you may c/r or
- You have a weak draw and got called in two spots. For instance you have 65s on KQTss, the turn bricks off as a deuce and you were called on the flop in two spots. It's time to c/f. Also something I should include is when you decided to cbet AKo on Q54ss because your opponent folds to an ungodly amount of cbets and you pickup the a third spade on the turn and you have the As or Ks, these count as draws fwiw.

## *2 Pair or Better*

For the most part the b/f line will always be superior to the c/f line on the turn with 2pr+ because its such a strong hand. The situations I'm c/fing are like 87 on 789 (turn is the T that completes the flush). However, if the turn doesn't complete the flush and its still two tone I'd bet again to protect my hand that still figures to be good a decent portion of the time. Also I want to specify that when you have a big hand don't try to c/r the turn because it makes your range for betting way too weak and exploitable. When you have a monster just bet/bet/bet and hope to get raised. In the event that you bet and get raised on a card that sucks for you, its time to post a hand.

## *One pair*

You have AA or AQ on QT5hh or rainbow (fwiw it changes when you have AA because he is more likely to have the queen), but you are always betting the turn in this situation for value. People love to call and will love to float flops. Just keep betting to discourage him from floating and make him make a marginal decision with a weaker pair or a draw. The only situation where you c/c the turn is against a TAG type of player that you think will fold to a decent amount of double barrels but will bluff if checked to. In this situation it is ok to c/c the turn but it absolutely cannot be your default as it is very exploitable and like I described earlier, it gives away your hand strength and the initiative OOP, something that is not very fun. Do this rarely until you become very confident in your game, as a default you should always be double barreling the turn with any pair, so for example we have JJ or AT on the same board, for sure bet the turn/ Our opponent could definitely have a worse pair, hearts , or air and we simply cannot check and give up on the hand. Also, since our range is so strong (because we cbet only the top part of our range OOP on the flop) these will be the toughest hands to play on the turn and river, and try not to make a mistake these are a b/f on the turn and a c/f on the river given some read (like that my opponent turns missed draws into bluffs on the river).

## *In position*

OOP I told you to double all draws, which is for the most part true for being in position, but

there are a few situations where it is not a good idea. Lets take a look:

You raise OTB with 54dd, the flop is AT3dd. Your opponent who folds to more cbets than most c/c's the flop (a flop where we are given a lot of respect because of the ace). The turn is a J (or even worse a T) we should:

### **Check**

It is imperative we check here. In order to take your opponent off of his hand you are going to normally need to fire three barrels because he doesn't want to give up top pair for only two bets. These spots are tricky and high variance, so checking is best. Especially because if we connect and he leads the river we can raise and put him in a tough spot or if he checks we can normally get a pretty sizable bet off on the river that weaker players will typically look up.

Let's look at the scenario where we have A5 or K9 (any weak TP type hand where you are in a WA/WB situation) and the flop is AT6r or K53r, We raise from LP and get a called from the blinds. The caller is TAGgy and typically never loose passive (against LP's just keep betting). Theres no history between you two OR there is history of you cbetting Axx or Kxx flops and giving up on the turn. You cbet and he calls. The turn bricks off and he checks it, you should:

### **Check**

There is no history between you guys or you have been giving up a decent amount so when you check you balance your range and disguise your hand, with the plan to get value on later streets. Doubling this spot as an unknown will generally only value town yourself, because there is no history your opponent will probably precede more cautiously and I doubt you get more bets out of him on dryish boards. (boards with more texture need to be double barreled always with TP IP. Your line here is going to be bet/check back the turn/(call or bet the river, depending, if we improve to two pair or trips making a small raise and folding to a 3bet is likely the best line because it looks very bluffy) (also don't make it too small, you want to make it a size big enough to where you could be bluffing this spot, but small enough to get some calls)

OK! enough checking, lets get into actually betting the turn. Lets look at a common and very important situation:

You raise AK from anywhere (UTG-BTN, not blinds), You get one caller (two callers is far more complex so lets focus on the HU situation.

Flop is AJ7dd, AT5r, A22r, KQ8ss, KJTr.

The only flop here that you stack off on (meaning you make the decision to go with the hand on the flop) is the A22 board (assuming your opponent can rarely/never have a deuce). If you are raised on the other boards its best to just give your hand up without history because you are either flipping/dead in most situations. This brings me to a point that I made in a post regarding a hand that I want to emphasize now.

*"If you just fold every marginal situation where you aren't really sure where you are at in the end you won't end up losing that much money, in fact if you consistently make incorrect decisions in those situations you will end up losing money. Therefore fold"*

This simply means that in every situation where you don't have a strong read/reason for what you are doing and your opponents range is a somewhat gray area, it is best to give up your hand rather than make marginal decisions. I have found that (and it still happens today) when I make these marginal decisions I am wrong far more often than I am right and it is definitely a big leak in my game and from what I have examined, many other peoples game as well.

Anyway back to the hand, we cbet 6-7bb's into 8bb's, he calls. Turn is (going in order) 8d, Jh, Ts, Jd, 5s. Our action? BET! Typically I bet 16bb's or so in these spots, even if I didn't pick up a redraw. Now what I need you to understand is that some of these cards suck for our hand, some don't, and also that you will be betting this turn with a range.

So when you have a set on these boards, you bet again (except for AA on the A22, I think I prefer checking and letting him bluff because its very hard for him to ever have a hand and bet the flop and c/c the turn is a very weak line, which is why we don't take it here with a marginal top pair) a draw, 2 pair, etc you are betting because your opponent can never be sure what you have, and since the relative strength of your hand will be ahead of your opponents range we are b/fing (bet folding this spot is really just a weighing of options, to which we have three realistic options [b/f, c/c, c/f] whereas [b/c and c/r] are for the most part really big spew and a major leak.

So we look at our three options, c/fing isn't bad some of the time, its definitely something to mix in against the right opponent or just given something based on timing or the flow of the game. If you just feel like you are beat c/fing is perfectly fine sometimes but definitely not as a default. c/cing is probably the thing I see done the most, which really tilts me because its such a horrible line. By c/cing you basically give up the initiative with a weakish 1pair type hand OOP, and give your opponent a huge piece of information on your hand strength. Don't get me wrong, once and a while against the right opponent who loves to float this is OK to do on a dryish board, but like c/fing its a flow thing that needs to be mixed in on occasion. Doing it regularly will constantly put you to decisions OOP. Anyway since these options are only things that can be utilized on occasion our default play is to bet and fold to a raise

Another thing I want to emphasize (which is the derivative of the c/c with TP on the turn option that a lot of TAGfish do) is the fear of being raised. When you get raised on the turn it sucks that you have to give up the hand, but it is a great thing for your overall game plan, because your opponent is letting you know exactly where you are at in the hand. Very few opponents you run into are tricky enough to turn this spot into a bluff raise or semibluff raise, so you can very comfortably fold when you get raised, and be fairly certain that you are happy with your opponent for raising and not getting another bet out of you on the river.

In short, OOP with a made hand that figures to be best most of the time, bet until you get raised (the only time there is an exception to this rule is when your opponent makes a nasty habit of raising you on the turn, but I normally give my opponents a decent amount of credit until I see them develop a real pattern, at which point I plan for adjustments)

*Double barrel bluffing Kxx or Axx boards. Don't do it.*

Double barreling Axx or Kxx boards with draws, most marginal draws I just check, any bigger draw (fd+ gutshot, str8draw + pair, fd+pair) I'll double FWIW these are semi bluffs.

My opponent just floated me on K53r, he is taggy and I think he probably has 66-TT here a lot. What should I do?

### **Mix it up**

Give it to him most of the time, but remember you want to balance your range, so I also want you to show up with air in this situation so when you double the turn he doesn't know what to do and can thus make an incorrect decision.

In the event that he checks it back, bluff the river (unless you know he checks it back with KQ or something). It's a situation where he thinks you are bluffing close to 0% of the time so he'll probably just fold (he interprets this line as you going for pot control). Only do this against TAGs that you know are giving you a hard time and are floating you and trying to capitalize on position.

Just in case you dont get it:

(6 max) - \$2/\$4 - No Limit Hold'em

Seat 1: X (\$83)

Seat 2: TAG with little history (\$444.30)

Seat 3: X (\$131.50)

Seat 4: X (\$60)

Seat 5: X (\$814.90)

Seat 6: Fees (\$406)

X posts the small blind of \$2

X posts the big blind of \$4

The button is in seat #3

\*\*\* HOLE CARDS \*\*\*

Dealt to fees [9h Th]

fees raises to \$14

X folds

TAG calls \$14

X folds

X folds

X folds

\*\*\* FLOP \*\*\* [Kh 5c 2d]

Fees bets \$24

TAGcalls \$24

\*\*\* TURN \*\*\* [Kh 5c 2d] [Ad]

Fees checks

Fees checks

\*\*\* RIVER \*\*\* [Kh 5c 2d Ad] [2s]

Fees bets \$60

Another thing you should look to do is barreling scare cards. Let's say you have any hand except weak made hands (like Jx or 8x, which we try to make it to showdown). Therefore your range is draws, big hands, and air for the following scenario.

You raise the BTN and one of the blinds calls. Flop is J85r, you cbet and he calls (and lets assume hes a weak TAG or donk, not crazy spewy or anything and also not too loose, however let me amend that by saying there are loose donks that will call almost every flop and fold every almost turn to a cbet, so identify these players and group them into the follow type to double). Anyway the turn is any Q, our best line is to:

### **Bet**

QJ and T9 are the only hands that liked that card, pretty much every other hand in your opponents range is not happy about that queen peeling because it adds more texture to the board, its an overcard, and it completes a straight draw. Obviously you have to bet monsters for value, but since this situation yields so much fold equity we definitely need to bluff/semi-bluff this situation. Something I should specify is that if the flop is two tone I probably won't bet because your opponent could have just picked up a pair+fd, gutshot+fd, etc, however its possible that you know your opponent c/r's this flop with a flush draw in which case betting again is fine.

The last situation I want to talk about is a pretty basic scenario. You have AK or KQ on AT5 or K94 (rainbow or two tone). You open/isolate from anywhere and he calls. You are IP.

Lets say we isolate, so the pot is 11BB's, Cbet 8BB's.

The turn is anything, the pot is now 27BB's. You should bet/fold 20-23BB's for value. The only situation where this is not the line you take is if you know: he loves to chase and the draw got there, he folds a lot of turns, and bluffs a lot of rivers, OR you know he often semibluff c/r's the turn. If this is the case then adjust your play accordingly, otherwise b/f is optimal.

**DO NOT CHECK THE TURN BACK FOR POT CONTROL WITH THE LIKELY BEST HOLDING UNLESS YOU HAVE A DAMN GOOD REASON.**

### ***Check/raising the turn.***

In the games most of you guys play you won't build up enough history with any opponent to c/r the turn for value because your player pools are so big. What I'm advocating is that we are going to c/r the flop so much to exploit people who cbet so often that you need to balance

your range by c/ring your big hands on the flop, which means that not many big hands make it through to the turn. There's one situation where you c/r the turn for value, so let's get that out of the way first.

You flat TT OOP and the flop is 953 or J32, two tone or rainbow. You c/c a normal cbet. The turn is a T (you check obviously) and your opponent double barrels (your opponent is only marginally aggressive, but is the type of player to check back QQ on JT32x). Here is a spot you must c/r because your opponent's lack of aggression means that he does not value bet thinly enough, thus he is going to check back the river and we don't want that because we want to stack him. Check/calling the turn and b/cing the river is OK, but it's funky and weird so if you are into that. Whatever you do don't ever c/c the turn and check the river to this type of player, he is going to check it back way too much, however in the event that your opponent is super aggro I would let him bet the river and I would c/r. Obviously this situation changes as stacks increase.

You c/c a medium strength hand like 77 on 956 or AT on JT2, and your opponent double barrels. At this point your opponent figures to have the best hand most of the time and you don't want to be c/cing weak pairs OOP.

Another thing you know about your opponent's range is that it contains some draws like 98 and KQ, and a ton of one pair hands, as well as occasional bluffs. What you conclude is that your opponent's range for calling a check raise is slim, so this is a spot to bluff raise the turn (it's almost a semibluff because you are turning a made hand with like 5-6 outs into a bluff).

This is a great spot to c/r because you can easily fold to further action UI and it puts the pressure on your opponent. Most people don't want to go with a one pair hand in this spot because they view it as very unlikely you're bluffing because it's such a fancy play. They also don't know what hands you could have that c/c the flop and then c/r the turn. Another reason this is a great play because they would never suspect you to turn something like middle pair into a bluff c/r. Anyway let's say

AT on JT2, you flat a LP open from the blinds and c/c a 6bb cbet.

On the turn the pot is approx. 21BB's and your opponent bets 12-16BB's as a double, I would probably c/r to 44-50BB's, fold to a shove, and check fold the river if it bricks off. I would shove the river if it was an ace or T.

I would also like to add that it helps a ton if the turn is a 9, 8 or 7, as it completes draws/makes 2pair, also that it sucks if it is a king or queen UNLESS you have a note that he double barrels scare cards. FWIW if the turn is a T or ace I would just c/c again unless we had history.

### *Floating the turn*

There are two situations I want to talk about when floating the turn. I think you guys want to float the turn with medium strength pairs and straight draws, (both of which for whatever reason you have deemed best as a float rather than a bluff raise for whatever reason). For example you know your opponent won't fold overpairs on T73r and you have 98, or you know he'll double Kxx bluffing and you have JJ. In these situations raising lets your opponent play perfectly and thus calling is best.

So let's say an TAG (20/18 or so, not too loose not too tight) opens from EP, we decide to flat/overflat with QJss. The flop is KT4r and we decide to just call a bet (you need to be calling here for the purpose of balancing, also because you don't want to get 3bet off your hand, FWIW the first time around with your opponent raising is probably best just because he cbets this ALOT and its hard to continues to a raise)

The turn is the worst best card, the 4s. Nothing about the board has really changed. He's never going to believe you for a 4, so if we had like A4s with a BDFD on the flop raise the turn to his double. Calling here is just best because even though we have so much equity. He probably won't fold any king at this point because your line doesn't really make much sense for anything that beats him. Also, you want to be checking back this river almost always unless you make your straight or your flush because hes probably planning to c/c the river with most pairs, the only scenario I would bet is if:

- I knew my opponent was hyper aggro and had the capacity to double something like AQ or AJ or even QJ here, in which case I would turn my missed draw into a bluff.
- I knew my opponent would double barrel Tx or JJ and the river was a queen, this is a situation where a thin value bet is probably best. In either situation I probably bet like 60% of pot.

Now let's say that we have JJ on QT4 or Q43. We flat an EP open and your opponent decides to double barrel. This is a situation where against some very tight openers, maybe 14% and less you can consider folding unless you have a reason not to. The only card I would never fold to a second barrel against this type of player was the Q, just because it's such an awful card to double barrel and your opponents that are this tight are probably bad enough to do it sometimes. They are also prone to do it with like 88-TT as well, so calling will remain profitable.

The situation where you are really doing most of your turn floating is against the 20/17 type TAGs or any lag that you know can double barrel air, middle pairs, draws/picked up draws, etc. In this spot since he probably knows your range is weakish pairs maybe like AQ at best he will probably put the pressure on a decent amount of the time, and just because that means his range for betting is wide we need to adapt and widen our calling range, which includes these underpair/middle pair type hands. I should add that you need to flat call something like TT on QTx to your opponents cbet every once and a while just to balance, also to deceive your opponent who probably thinks you would raise the flop with that hand.

## *Raising the Turn*

Raising the turn is a lot of fun because it can typically put TAG's or donk's into tough spots. I want to examine two situations that demonstrate how to exploit double barreling.

This situation I am very happy that the overcaller is a fish rather than a TAG because I feel like the PFR is more likely to cbet against one tag and one donk rather than two TAGs because he is more likely to get played back at from us (so if he's betting more here his overall range is weaker). He bets and I float 99, very standard play. On the turn the ace hits, a great card for him to double barrel, which he does.

I'm aware this is a good card for him to bluff, I'm also aware that his range for betting this card

is

33, 55, QQ, AA, AQ, Ax, Qx, KJ, spades, 66-JJ, and a ton of junky air hands

I also know that he is probably cbetting that flop a decent amount of time because

- It's dry, and
- It's three way so it looks stronger

I would probably think that he cbets this more than he would cbet if it's a HU situation with me and him because he is going to expect me to float more often in heads up situations. Looking at this range there are some hands that can continue, however most cannot continue to further action. Even with history its tough for him to put it in here without at least top pair. He double barrels the scare card which I expect 100% of his range to bet and I raise him to put him to a decision, basically for the rest of his stack.

(6 max) - \$2/\$4 - No Limit Hold'em -

Seat 1: X (\$400)

Seat 2: X (\$629.60)

Seat 3: TAG (\$454.30)

Seat 4: X (\$398)

Seat 5: Fees (\$418.30)

Seat 6: donk (\$412)

donk posts the small blind of \$2

X posts the big blind of \$4

The button is in seat #5

\*\*\* HOLE CARDS \*\*\*

Dealt to fees [9s 9h]

TAG raises to \$14

X folds

Fees calls \$14

donk calls \$12

X folds

\*\*\* FLOP \*\*\* [3c 5h Qs]

donk checks

TAG bets \$31

Fees calls \$31

donk folds

\*\*\* TURN \*\*\* [3c 5h Qs] [As]

TAG bets \$76

Fees raises to \$185

The second situation is a spot you are going to find yourself in fairly often (its a good spot if you know what you are doing). The villain here is very loose and crazy aggressive after the flop, he just keeps clicking bet pot. In this scenario we decide to just float the flop with our straight draw and overcard and as we expect our opponent bets the turn.

The turn is the best card that doesn't make our hand because our hand looks like a weak pair on the flop, and also we know that the range of strong hands he can possibly have now has become more narrow.

He pots the turn as we expect and we go for the semibluff raise on the turn, which is something you absolutely must incorporate into your game against these players because the only way to play passively against this type of villain is calling with a made hand. Since all we have is a draw we must utilize other methods to win the pot

We know our opponent isn't completely batshit insane (i.e getting it in with 55 or AK here) we can profitably raise and call a shove. In the event that he has a queen we still have like 25% equity, so its not a huge deal. Also I should mention against this type of player I think he interprets a turn or river raise as being very very strong, while a flop raise I think he might make a call far more often, which would lead to tricky multi street bluffs which you want to avoid doing against donks without great reason.

(6 max) - \$3/\$6 - No Limit Hold'em

Seat 1: X (\$600)

Seat 2: LAGfish (\$1,689.90)

Seat 3: Fees (\$600)

Seat 4: X (\$158.90)

Seat 5: X (\$600)

Seat 6: X (\$651.30)

LAGfish posts the small blind of \$3

Fees posts the big blind of \$6

The button is in seat #1

\*\*\* HOLE CARDS \*\*\*

Dealt to Fees [Ks Jc]

X folds

X folds

X folds

X folds

LAGfish raises to \$12

Fees calls \$6

\*\*\* FLOP \*\*\* [4d Qc Th]

LAGfish bets \$24

Fees calls \$24

\*\*\* TURN \*\*\* [4d Qc Th] [Tc]

LAGfish bets \$72

Fees raises to \$244

## River Play

### *Triple Barreling*

Triple barreling is a picky science. You have to know what type of hands your opponent is showing up with on the river and what hands can call a shove (or PSB) and which hands can't. I want to start off by saying that without history or with limited river play history, shoving the river is by far the most optimal play as a bluff, and betting like \$300 into \$350 and leaving 100 or something behind is the best for value (people interpret this as a cheap way to execute a bluff, and are just scared of the shove).

So what are good situations to triple barrel? It depends on the range you put your opponents on. My favorite triple barrel spot is the AKx or just Axx dry board where your opponent is a weak player or a donk and you know he has like AT-A2 and can't call three streets with TPWK.

Also, calling quickly on the flop normally helps because you know exactly what they have so lets say you open OTB and someone limp/calls, flop is A92r, you cbet 8bb's into 11bb's he calls. Turn is a 3-K and isn't a nine, probably bet 22-24bb's into 27bb's. River is again another brick, probably just shove unless you have extra behind in which case just PSB. You'll be surprised how often you get folds.

Another common scenario is when a loosish player limps from MP-CO, you isolate, and the flop is Kqx. You cbet, he calls, turn is X, you bet again, and he calls. The river is another brick. Again, I would shove here. The strongest hand he could ever hope for to show up with is KJ and he simply isn't doing this very often. There are players that are spewboxes that will but, you'll know this, just note it after and exploit the shit out of them.

### *Raising*

### *Bluffing*

I decided to meld c/ring and raising because on the turn you should know what your plan is on the river if X occurs. For instance:

22/19 opens from MP, he's aggressive. You call with T9dd OTB.

Flop J84ssd. He cbets, you call.

Turn is 2d (the turn here can really be any non-board pairing card, also no spade)]. He double barrels, you call. (I should let it be known that if the turn is a spade this player will probably bet/fold the turn here a lot, so I would raise and depending on stacks and my exact hand I may call a shove.)

River is any spade. Lets say effective stacks on the river are 80bb's. The pot is around 60bb's, and your opp bets like say 30-40bb's, this is a great spot to bluff shove (esp if you have a note that he is able to bet/fold situations like this), because he hates checking since he knows worse can call and he also doesn't want to give up the initiative. So he bets intending to fold to a raise, so we play our hand as we would a small flush draw.

I want to talk about river c/r bluffing for a minute. For the most part this isn't something any of you will ever do. Just simply because it's normally a pretty complicated concept and situation that requires some type of history or reason to merit playing your hand like this. Just for the purpose of what you are learning here don't ever do it to balance, its just FPS and spew.

When you are at the level where you want to do it to balance you'll know, and if you are reading this, you aren't there yet. I'm not going to go into depth about river c/r bluffing, I just want to say that:

- You need to figure out what type of hand your opponent has, and you need to come to the conclusion that he is taking the bet/fold line because (segway into my next point.
- He thinks you will c/r a hand that MAKES SENSE, some made hand that he thinks you could have.

That said lets do one more bluff spot. I'm not gonna talk about donking the river that much because it's not something I do, but I feel like this should be thrown in.

\$3/\$6 - No Limit Hold'em

Seat 1: X (\$1,303.50)

Seat 2: X (\$659.20)

Seat 3: X (\$801)

Seat 4: Very Good LAG (\$848)

Seat 5: X (\$2,355.80)

Seat 6: Fees (\$671)

X posts the small blind of \$3

Fees posts the big blind of \$6

The button is in seat #4

\*\*\* HOLE CARDS \*\*\*

Dealt to RealMonies [Kc Qs]

X folds

X folds  
X folds  
Very Good LAG raises to \$21  
X folds  
Fees calls \$15  
\*\*\* FLOP \*\*\* [Jd 4c Td]  
Fees checks  
Very Good LAG4 bets \$30  
Fees calls \$30  
\*\*\* TURN \*\*\* [Jd 4c Td] [3h]  
Fees checks  
Very Good LAG bets \$77  
Fees calls \$77  
\*\*\* RIVER \*\*\* [Jd 4c Td 3h] [7d]  
Fees bets \$175

This hand exemplifies a few pretty key things about playing poker. First of all I had a plan and knew what I was doing. I called the turn simply so that I could bluff diamonds. I also knew that my opponent had the capacity to fold a strong hand like two pair or a set because he realizes that his hand is the same thing as a weak pair because he only beats bluffs. The theme here is, since straight draws are deceptive you can merge your range and bluff with them as though you had flush draws and got there.

### *Value*

Value raising the river in position is really straight forward. You either made your hand or you were anticipating your opponent to bet again and now it is time to get value. Lets look a couple spots:

(6 max) - \$3/\$6 - No Limit Hold'em

Seat 1: X (\$204.05)

Seat 2: X (\$600)

Seat 3: X (\$588.60)

Seat 4: STD TAG (\$781.45)

Seat 5: Fees (\$1,358.10)

Seat 6: X(\$999.35)

STD TAG posts the small blind of \$3

Fees posts the big blind of \$6

The button is in seat #3

\*\*\* HOLE CARDS \*\*\*

Dealt to Fees [2d 7d]

X folds

X folds

X folds

STD TAG raises to \$21

RealMonies raises to \$74

STD TAG calls \$53

\*\*\* FLOP \*\*\* [5h 6h 4d]

STD TAG checks

Fees checks

\*\*\* TURN \*\*\* [5h 6h 4d] [8c]

STD TAG bets \$110

Fees calls \$110

\*\*\* RIVER \*\*\* [5h 6h 4d 8c] [9s]

STD TAG bets \$215

Fees raises to \$1,174.10, and is all in

Here we decide to check back our straight draw in a rerasied pot. We make our straight on the turn and our opponent leads. The board is pretty scary right now, meaning unless our opponent has a set or some sort of two pair (both of which are difficult for him to have here) we won't really accomplish anything by raising, thus we wait for the river so that we can put him to a closer decision due to pot odds).

This frame of logic means that on the river people bluff less often because its hard to price your opponent out of a pot. Keep this in mind when you bet and get raised on the river. The river doesn't really change much unless our opponent has 99 or 98, but we gave him another shot to bluff at the pot, also another shot to vbet at it, since he'll obviously fold all of his bluffs we put him in a pretty tough spot with any made hand, and hopefully he chooses incorrectly and makes the call. What I want to convey here is that there is no reason to raise the turn because we do not have to protect our hands and we want to get another bet out of our opponent with these stacks, so calling and waiting to raise the river is best.

Let's look at a situation I described earlier, playing sets on dry boards.

You call anyone's open with a small pair, let's say 22 OTB. It's a 20/15 TAG player who opened UTG.

100 effective stacks

The flop is J52r. (9BB's)

He cbets 7BB's, you call.

Turn is 7 (any brick). (23BB's)

He double barrels 18BB's, you call.

River is a 4 (again any brick). (59BB's)

He bets anything, you shove. (if he checks I shove, and if he shoves I obviously call). On the river if he bets he will seldom have a triple barrel bluff, most likely he has KJs+, and will have a tough time folding getting very very good odds. Once you have established to this player that you slowplay sets on dry boards, you should fastplay a set on a dry board (adjusting, becoming tricky).

Now lets suppose that we have A5s.

We flat call a button open from the big blind.

Our opponent cbets T42ss, we decide to c/c.

The turn is a brick that doesn't pair the board, we check/call again.

The river gets us there, any spade, so the decision is lead or go for a check raise.

Your standard here should be to just bet out some amount that you think will get called. I normally bet 60-70% of the pot, sometimes smaller, sometimes bigger depends on my opponent. This is something you will figure out over time. What situations merit a check-raise?

The only scenario where I check raise this spot are against:

- People who I know can value bet thinly
- People who I know can triple barrel a scare card.
- People who I think are generally too aggressive and spewy (sometimes I lead like 20% of pot here to induce a raise).

If these criteria are not met you are going to miss you river check raise ALOT.

## Mentality

Poker is going to often times hand you a 10 buy in downswing, or worse. As you move up worse becomes very standard and will happen a few times a month. You HAVE to stay positive and recognize that the only thing holding you back is yourself. Do not let the downswings get the best of you, just realize that you are a winner in the games, no matter what your immediate results are. If you keep a cool head and keep playing solid.

I really cannot stress this enough, IN TIME YOUR RESULTS CATCH UP WITH YOU, what those results are matter solely on you. Ive lost 8k over a 20k hand stretch before playing 3/6 NL, playing 4-6 tables, not really doing anything horribly incorrect. I kept my head in, my friends supported me, and I had a 20 BI upswing in about 6k hands right after that sick downswing. It absolutely would not have happened if I didn't realize that what I was going through was normal variance and that the only thing holding me back from winning it all back and more was myself.

## Health

I don't eat right but I should, and so should you. I don't know anything about eating right, but look into it. For god sake workout every day. Working out is really tough the first 1-2 times, but after that you will want to do it and might even enjoy it. Ship an ipod and you'll be fine.

## Upswings

Play as many hours as possible when you are on an upswing. It is equally important to avoid playing while tilted, and play as much while winning.

## Session Length

I normally go for two hours then break for a while, then don't play for the rest of the day or play another session. Whatever works for you, just don't feel like you have to play for 5 hours a day the same hours and that you can't split it up or that its the best way, just whatever maximizes your focus is most important.

## Multi Tabling

You will never get any better playing more than 4 tables. Playing 6-8 you'll make good robotic decisions if you are a winner in the game. Playing more than 8 you will make mediocre or crappy robotic decisions. If you want to in the long run get better and make the most money, play 4 tables. (or less)

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