

Turn Play: 8 Lesson PLO Coaching Topical Program.

- **1. Turns where a set is the nuts. Theory/Structure**
 - **Hand Value**
 - Connectedness Categories
 - Suitedness Categories
 - High Card Strength Categories
 - Composite
 - **Equity**
 - Standard Turn Hand versus Hand
 - Writing Ranges/Shrinking Ranges PF → F → T
 - Hand versus Range
 - **Core Parameters**
 - # Opponents
 - SPR
 - Position
 - Texture
 - **Flop → Turn Texture Shifts**
 - Shift Group #1 → Dynamic Turns
 - Shift Group #2 → Semi-Dynamic Turns
 - Shift Group #3 → Possible Flush Turns (Suited Flop)
 - Shift Group #4 → Paired Turns (Unpaired Flop)
 - Shift Group #5 → Possible Flush Turns (Monotone Flop)
 - Shift Group #6 → Paired Turns (Paired Flop)
- **2. Turns where a set is the nuts. Action Tree/Applied Theory/Turn Decisions**
 - **Flop Action**
 - Single Raised HU
 - Check-through
 - Bet-call
 - Bettor IP
 - Bettor OOP
 - Single-Raised Multi-way
 - Check-through
 - Bet-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - Bet-call-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - 3-bet HU
 - Check-through
 - Bet-call
 - Bettor IP
 - Bettor OOP
 - 3-bet Multi-way
 - Check-through
 - Bet-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - Bet-call-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - **River Contingencies/Planning**

- **3. Turns where a straight is the nuts. Theory/Structure**
 - **Hand Value**
 - Connectedness Categories
 - Suitedness Categories
 - High Card Strength Categories
 - Composite
 - **Equity**
 - Standard Turn Hand versus Hand
 - Writing Ranges/Shrinking Ranges PF → F → T
 - Hand versus Range
 - **Core Parameters**
 - # Opponents
 - SPR
 - Position
 - Texture
 - **Flop → Turn Texture Shifts**
 - Shift Group #1 → Dynamic Turns
 - Shift Group #2 → Semi-Dynamic Turns
 - *Shift Group #3 → Possible Flush Turns (Suited Flop)*
 - *Shift Group #4 → Paired Turns (Unpaired Flop)*
 - *Shift Group #5 → Possible Flush Turns (Monotone Flop)*
 - *Shift Group #6 → Paired Turns (Paired Flop)*
- **4. Turns where a straight is the nuts. Action Tree/Applied Theory/Turn Decisions**
 - **Flop Action**
 - Single Raised HU
 - Check-through
 - Bet-call
 - Bettor IP
 - Bettor OOP
 - Single-Raised Multi-way
 - Check-through
 - Bet-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - Bet-call-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - 3-bet HU
 - Check-through
 - Bet-call
 - Bettor IP
 - Bettor OOP
 - 3-bet Multi-way
 - Check-through
 - Bet-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - Bet-call-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - **River Contingencies/Planning**

- **5. Turns where a flush is the nuts**
 - **Hand Value**
 - Connectedness Categories
 - Suitedness Categories
 - High Card Strength Categories
 - Composite
 - **Equity**
 - Standard Turn Hand versus Hand
 - Writing Ranges/Shrinking Ranges PF → F → T
 - Hand versus Range
 - **Core Parameters**
 - # Opponents
 - SPR
 - Position
 - Texture
 - **Flop → Turn Texture Shifts**
 - *Shift Group #1 → Dynamic Turns*
 - *Shift Group #2 → Semi-Dynamic Turns*
 - Shift Group #3 → Possible Flush Turns (Suited Flop)
 - *Shift Group #4 → Paired Turns (Unpaired Flop)*
 - Shift Group #5 → Possible Flush Turns (Monotone Flop)
 - *Shift Group #6 → Paired Turns (Paired Flop)*
- **6. Turns where a flush is the nuts. Action Tree/Applied Theory/Turn Decisions**
 - **Flop Action**
 - Single Raised HU
 - Check-through
 - Bet-call
 - Bettor IP
 - Bettor OOP
 - Single-Raised Multi-way
 - Check-through
 - Bet-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - Bet-call-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - 3-bet HU
 - Check-through
 - Bet-call
 - Bettor IP
 - Bettor OOP
 - 3-bet Multi-way
 - Check-through
 - Bet-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - Bet-call-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - **River Contingencies/Planning**

- **7. Turns where a full house is the nuts**
 - **Hand Value**
 - Connectedness Categories
 - Suitedness Categories
 - High Card Strength Categories
 - Composite
 - **Equity**
 - Standard Turn Hand versus Hand
 - Writing Ranges/Shrinking Ranges PF → F → T
 - Hand versus Range
 - **Core Parameters**
 - # Opponents
 - SPR
 - Position
 - Texture
 - **Flop → Turn Texture Shifts**
 - *Shift Group #1 → Dynamic Turns*
 - *Shift Group #2 → Semi-Dynamic Turns*
 - *Shift Group #3 → Possible Flush Turns (Suited Flop)*
 - Shift Group #4 → Paired Turns (Unpaired Flop)
 - *Shift Group #5 → Possible Flush Turns (Monotone Flop)*
 - Shift Group #6 → Paired Turns (Paired Flop)
- **8. Turns where a full house is the nuts. Action Tree/Applied Theory/Turn Decisions**
 - **Flop Action**
 - Single Raised HU
 - Check-through
 - Bet-call
 - Bettor IP
 - Bettor OOP
 - Single-Raised Multi-way
 - Check-through
 - Bet-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - Bet-call-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - 3-bet HU
 - Check-through
 - Bet-call
 - Bettor IP
 - Bettor OOP
 - 3-bet Multi-way
 - Check-through
 - Bet-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - Bet-call-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - **River Contingencies/Planning**