

Flop Play: 12 Lesson PLO Coaching Topical Package.

- **1. IP as PFR, Single-Raised Pots. Dynamic Flops.**
 - **Texture Class #1 – Very Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #2 – Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
- **2. IP as PFR, Single-Raised Pots. Static Flops.**
 - **Texture Class #3 – Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #4 – Very Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
- **3. IP as PFR, 3-Bet and 4-Bet Pots.**
 - **Texture Class #1 – Very Dynamic**
 - Example Flops
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 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #2 – Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #3 – Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #4 – Very Static**
 - Example Flops
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- **4. OOP as PFR, Single-Raised Pots. Dynamic Flops.**
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 - **Texture Class #2 – Dynamic**
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- **5. OOP as PFR, Single-Raised Pots. Static Flops.**
 - **Texture Class #3 – Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #4 – Very Static**
 - Example Flops
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- **6. OOP as PFR, 3-Bet and 4-Bet Pots.**
 - **Texture Class #1 – Very Dynamic**
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 - **Texture Class #2 – Dynamic**
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 - **Texture Class #3 – Static**
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 - **Texture Class #4 – Very Static**
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- **7. IP as PFC, Single-Raised Pots. Dynamic Flops.**
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- **8. IP as PFC, Single-Raised Pots. Static Flops.**
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 - **Texture Class #4 – Very Static**
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- **9. IP as PFC, 3-Bet and 4-Bet Pots.**
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 - **Texture Class #3 – Static**
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 - **Texture Class #4 – Very Static**
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- **10. OOP as PFC, Single-Raised Pots. Dynamic Flops.**
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 - **Texture Class #2 – Dynamic**
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- **11. OOP as PFC, Single-Raised Pots. Static Flops.**
 - **Texture Class #3 – Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #4 – Very Static**
 - Example Flops
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- **12. OOP as PFC, 3-Bet and 4-Bet Pots.**
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 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #3 – Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #4 – Very Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing

- Planning