

**Flop Play: 8 Lesson PLO Coaching Topical Package.**

- **1. IP as PFR, Single-Raised Pots.**
  - **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
  - **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
  
- **2. IP as PFR, 3-Bet and 4-Bet Pots.**
  - **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
  - **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. OOP as PFR, Single-Raised Pots.**
  - **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
  - **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
  
- **4. OOP as PFR, 3-Bet and 4-Bet Pots.**
  - **Texture Class #1 – Very Dynamic**
    - Example Flops
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    - 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
    - HU vs MW
    - Hand Value
    - Action Frequencies and Sizing
    - Planning

- **5. IP as PFC, Single-Raised Pots.**
  - **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
  - **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
  
- **6. IP as PFC, 3-Bet and 4-Bet Pots.**
  - **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
  - **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

- **7. OOP as PFC, Single-Raised Pots.**
  - **Texture Class #1 – Very Dynamic**
    - Example Flops
    - HU vs MW
    - Hand Value
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    - 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
    - HU vs MW
    - Hand Value
    - Action Frequencies and Sizing
    - Planning
  
- **8. OOP as PFC, 3-Bet and 4-Bet Pots.**
  - **Texture Class #1 – Very Dynamic**
    - Example Flops
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    - 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
    - HU vs MW
    - Hand Value
    - Action Frequencies and Sizing
    - Planning