

18 Lesson PLO Coaching Package - Theory

1. Combinatorics

- **Hands and Flops**
 - Pairedness
 - Suitedness
 - Connectedness

2. Board Texture

- **Flops**
 - Pairedness
 - Suitedness
 - Connectedness
 - Classification
- **Turns**
 - Pairedness
 - Suitedness
 - Connectedness
 - Classification

3. Hand-Flop Interaction

- Flopping Distributions of Hands
 - Pairedness
 - Suitedness
 - Connectedness
 - Composite
- Hand Distributions on Flops
 - Pairedness
 - Suitedness
 - Connectedness
 - Composite
- Connectedness Expansion
 - Flopping Frequencies
 - Board Texture Classes
 - Nuttiness
 - Flushing and Pairing
- Range Weighting and Card Removal

4. Equity - Flop

- **Core Equity Matchups**
 - Hand versus Hand
 - Hand versus Range
 - Board Texture Variety
- **Secondary Equity**
 - Backdoor Straight Draws
 - Backdoor Flush Draws
 - Weak Pairs and Over-cards
- **Writing Ranges - PPT and PJ**
 - Side-card Accuracy
 - Realistic Combinatorics
 - Multipliers

5. Equity - Turn

- **Core Equity Matchups**
 - Hand versus Hand
 - Hand versus Range
 - Board Texture Variety – Dynamic and Static
- **Writing Ranges - PPT and PJ**
 - Flop Action
 - Frequencies
 - Narrowing of Ranges
 - Side-card Accuracy
 - Accounting for Flop → Big Hands, Pairs, Suits, Backdoors
 - Realistic Combinatorics
 - Multipliers

6. Expected Value

- **Deconstructing Ranges → Improving Assumptions**
 - Hand Type Subsets/Balance
 - Action-Weighting
- **Single Street EV Calculations**
- **Multi-Street EV Calculations**
 - EV(turn call)
 - EV(turn semi-bluff)
 - Two-Street Polarized

7. Game Theory

- **Toy Games**
 - AKQ Game
 - Naked Ace Toy Game
 - AAK62 River Pseudo Toy Game
- **PLO Examples**
 - River Planning – Dynamic Turns
 - River Planning – Static Turns
 - River – Near Polarized
 - River – Blended

8. Starting Hand Categories

- **Components**
 - Pairedness
 - Suitedness
 - Connectedness
- **Polarity**
 - Polarized
 - Smooth
 - Intermediate
- **Component-Wise Nuttiness**
 - Nut
 - Near-Nut
 - Medium
 - Weak
- **Hand Composition**
 - Balancing degrees of component strength
 - Balancing degrees of component nuttiness
 - Combining component flopping frequencies
 - Assessing flop distribution
 - Strong/Good/Medium flop depth
 - Composite nuttiness within each class
- **Tiers**

9. Pre-Flop Play

- **Unopened/Limped**
 - UTG/MP
 - CO/BN
 - SB/BB
- **Facing a Raise**
 - MP
 - CO
 - BN
 - SB/BB
- **Facing a 3-bet**
 - In Position
 - Out of Position
- **Facing a 4-bet**
 - In Position
 - Out of Position
- **200BB+**
 - Single-Raised Pot Adjustments
 - 3-bet Pot Adjustments
 - 4-bet Pot Adjustments

10. Range Weighting and Flop Texture

- **Construct Multiple Ranges**
 - **Opening Ranges**
 - UTG. 12/12/0, 15/15/0, 20/20/0
 - MP, 18/15/4, 24/18/6, 30/20/8
 - CO. 24/20/6, 32/24/8, 40/30/10
 - BN. 30/20/8, 45/30/10, 60/40/15
 - **Positional 3-bet Ranges**
 - MP vs UTG 4/6/8
 - CO vs UTG 5/7/9, CO vs MP 7/9/11
 - BN vs UTG 5/8/10, BN vs MP 7/9/13, BN vs CO 10/12/18
 - SB vs CO 5/7/9. SB vs BN 6/8/12
 - BB vs CO 6/8/10. BB vs BN 7/9/15
 - 3-bet calling and 4-betting ranges
 - Blocker and Position Dependent
 - Generic Average Strategy – 4-bet 3.5% + opponent 3-bet frequency*0.1
 - Same in position and out of position
 - Deconstruct (and challenge) this with focus on blocker combinatorics.
 - Generic Average Call/Fold Strategy versus 3-bet
 - In position call 50% of top 25% minus 4-betting frequency plus rest of opening range *0.25.
 - Example - BN opens 40%, BB 3-bets 15%. Button 4-bets 5%, calls $.25*.50 + 10*.25 = 15\%$, and folds 15%
 - Out of position call 50% of top 20% minus 4-betting frequency plus rest of opening range *0.1.
 - Example - CO opens 30%, BN 3-bets 12%. CO 4-bets 4.7%, calls $0.2*0.5 + .053*.10 = 10.5\%$, and folds 14.8%.
- **Analyze Various Range and Range Pairings Interaction with Flop Texture**

11. Pre-Flop → Flop Transition

- **Ranges on Flops.**
- **Texture Classes → {Heavy/Average/Light} x {Wet/Medium-Wet/Medium-Dry/Dry}**
 - Single-Raised Pots
 - UTG/MP Open x Texture Classes
 - CO/BN Open x Texture Classes
 - CO/BN Flat x Texture Classes
 - SB/BB Defend x Texture Classes
 - 3-Bet Pots
 - MP/CO/BN 3-bet x Texture Classes
 - SB/BB 3-bet x Texture Classes
 - UTG/MP/CO Call 3-bet OOP x Texture Classes
 - UTG/MP/CO/BN Call 3-bet IP x Texture Classes
 - 4-Bet Pots
 - 4-betting ranges IP/OOP x Texture Classes
 - 4-bet calling ranges IP/OOP x Texture Classes

12. Flop Play 1 → Single Raised Pots

- **Flop Texture Revisited**
- **HU Single Raised (SPR 10-15)**
 - In Position as PFR
 - Out of Position as PFR
 - In Position as Caller
 - Out of Position as Caller
- **MW Single Raised (SPR 6-9)**
 - In Position as PFR
 - Out of Position as PFR
 - In Position as Caller
 - Out of Position as Caller

13. Flop Play 2 → 3-Bet and 4-Bet Pots

- **HU 3-bet (SPR 3-5)**
 - In Position as 3-bettor
 - Out of Position as 3-bettor
 - In Position as Caller
 - Out of Position as Caller
- **MW 3-bet (SPR 2-3)**
 - In Position as 3-bettor
 - Out of Position as 3-bettor
 - In Position as Caller
 - Out of Position as Caller
- **HU 4-bet (SPR 0.5-1.5)**
 - In Position as 4-bettor
 - Out of Position as 4-bettor
 - In Position as Caller
 - Out of Position as Caller

14. Flop-Turn Transition

- **Major Texture Shifts**
 - **Texture Shift Group #1 → Unpaired Dynamic Turns**
 - Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic
 - Shift #1b: Unpaired Dynamic → Unpaired Dynamic
 - Shift #1c: Unpaired Static → Unpaired Dynamic
 - **Texture Shift Group #2 → Unpaired Semi-Dynamic Turns**
 - Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic
 - Shift #2b: Unpaired Static → Unpaired Semi-Dynamic
 - **Texture Shift Group #3 → Unpaired Possible Flush Turns (Suited Flop)**
 - Shift #3a: Unpaired Very Dynamic → Unpaired Possible Flush
 - Shift #3b: Unpaired Dynamic → Unpaired Possible Flush
 - **Texture Shift Group #4 → Paired Turns (Unpaired Flop)**
 - Shift #4a: Unpaired Very Dynamic → Paired Medium Dry
 - Shift #4b: Unpaired Dynamic → Paired Medium Dry
 - Shift #4c: Unpaired Static → Paired Medium Dry
 - Shift #4d: Unpaired Dynamic → Paired Dry
 - Shift #4e: Unpaired Static → Paired Dry
 - **Texture Shift Group #5 → Unpaired Possible Flush Turns (Monotone Flop)**
 - Shift #5a: Unpaired Monotone → Unpaired Possible Flush
 - **Texture Shift Group #6 → Paired Turns (Paired Flop)**
 - Shift #6a: Paired Medium Dry → Paired Medium Dry
 - Shift #6b: Paired Dry → Paired Medium Dry
 - Shift #6c: Paired Dry → Paired Dry
- **Other Significant Shifts**
 - SPR
 - Number of Opponents
 - Initiative
 - Range Strengths
 - Range Balance

15. Turn Play 1 → Dynamic Turns

- **Turn Texture Revisited**
 - Dynamic Turn Texture Shifts Review
 - Dynamic Turn Sub-Cases and Examples
 - Equities-Based Analysis
 - River Planning and Range Balance
- **Flop Action and Range Reconstruction**
 - Bettor versus Caller
 - HU versus MW
 - Pre-Flop and Flop Range Width
 - Texture Shift Impact
- **Action Options and EV (SPR 6-15)**
 - Flop check through
 - Pre-flop raiser or caller
 - Assign checking logic to each player
- **Action Options and EV (SPR 2-5)**
 - Single Raised Flop, Bet-Call
 - 3-bet Pot check-check
 - In Position versus Out of Position
 - Pre-Flop raiser versus caller + Flop bettor versus caller
 - 3-better versus caller
- **Action Options and EV (SPR 0.5-2)**
 - 3-bet pot, Bet-Call
 - In Position versus out of position
 - 3-better or caller
 - Flop bettor or caller

16. Turn Play 2 → Static Turns

- **Turn Texture Revisited**
 - Static Turn Texture Shifts Review
 - Static Turn Sub-Cases and Examples
 - Frequencies-Based Analysis
 - River Planning and Range Balance
- **Flop Action and Range Reconstruction**
 - Bettor versus Caller
 - HU versus MW
 - Pre-Flop and Flop Range Width
 - Texture Shift Impact
- **Action Options and EV (SPR 6-15)**
 - Flop check through
 - Pre-flop raiser or caller
 - Assign checking logic to each player
- **Action Options and EV (SPR 2-5)**
 - Single Raised Flop, Bet-Call
 - 3-bet Pot check-check
 - In Position versus Out of Position
 - Pre-Flop raiser versus caller + Flop bettor versus caller
 - 3-better versus caller
- **Action Options and EV (SPR 0.5-2)**
 - 3-bet pot, Bet-Call
 - In Position versus out of position
 - 3-better or caller
 - Flop bettor or caller

17. Turn-River Transition

- **Nuts Transition**
 - Turn-River
 - Flop-Turn-River
 - Dynamic Turns
 - Static Turns
- **Turn Ranges + River Card**
 - Who has the stronger range?
 - Is the stronger range nut-heavy?
 - Define the hand value hierarchy.
 - Weight the hand value hierarchy relative to turn ranges
 - IP versus OOP

18. River Play

- **The River Decision Process**
 - Analyze the Texture
 - Analyze the Action
 - Analyze the Ranges
 - Narrow the Focus (What Hands Matter?)
 - (Re-)Evaluate the Opponent
 - Choose Bet Sizing/Evaluate Opponent's Bet Sizing
- **Game Theory Review**
 - Semi-Solvable Hand with Simplified Ranges
 - Blockers, Bluffing, and Bluff-Catching
 - Range Segments Character
 - Top of Range
 - Middle-Upper Middle of Range
 - Lower-Middle/Bluff-Catch Range
 - Bluffing Range
 - IP versus OOP
 - Turn Strategy → River Balance on Maximum # of Cards