

18 Lesson PLO Blended Coaching Package. Math Intensive.

- **1A. Hand-Flop Interaction → Pure Theory**
 - Flopping Distributions of Hands
 - Hand Distributions on Flops
 - Range Weighting and Card Removal
- **1B. Hand-Flop Interaction → Applied Theory**
 - Pre-Flop Range Construction
 - Flop Hand Value Hierarchies
 - Range Weighing and Card Removal
- **1C. Hand-Flop Interaction → Hand Analysis**
 - 6-8 Constructed Hands
 - Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)
 - Covering Spectrum of Textures and Decision Points
- **2A. Equity and Expected Value → Pure Theory**
 - Core Equity Matches
 - Secondary Equity
 - Multi-Street EV Calculations
- **2B., Equity and Expected Value → Applied Theory**
 - Writing Ranges - PPT and PJ
 - Deconstructing Ranges → Improving Assumptions
 - EV Calculations Revisited
- **2C. Hand-Flop Interaction → Hand Analysis**
 - 3-6 Constructed Hands
 - Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)
 - Covering Spectrum of Textures and Decision Points
- **3A. SPR → Pure Theory**
 - 15+, 10-15. 6-9. **13**
 - 3-5, 2-3. **4**
 - 1.5-2, 0.5-1.5. **1**
- **3B. SPR → Applied Theory**
 - Bet Sizing and Multi-Street Planning
 - Relative Hand Value
 - Surrounding Context (Street, Action, Texture)
- **3C. SPR → Hand Analysis**
 - 4-6 Constructed Hands
 - Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)
 - Covering Spectrum of Textures and Decision Points

- **4A. Texture Shifts → Pure Theory**
 - Pre-Flop → Flop
 - Flop → Turn
 - Turn → River
- **4B. Texture Shifts → Applied Theory**
 - Range Reconstruction
 - Hand Value Hierarchy Reconstruction
 - Backward and Forward Trajectories
- **4C. Texture Shifts → Hand Analysis**
 - 2-4 Constructed Hands
 - Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)
 - Covering Spectrum of Textures and Decision Points
- **5A. Game Theory and Asymmetric Information → Pure Theory**
 - AKQ Game
 - Naked Ace Game
 - AAK62 River Pseudo Toy Game
- **5B. Game Theory and Asymmetric Information → Applied Theory**
 - River Planning – Dynamic Turns
 - River Planning – Static Turns
- **5C. Game Theory and Asymmetric Information → Hand Analysis**
 - 2-4 Constructed Hands
 - Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)
 - Covering Spectrum of Textures and Decision Points
- **6A. Action Frequencies → Pure Theory**
 - Flop Frequencies
 - Turn Frequencies
 - River Frequencies
- **6B. Action Frequencies → Applied Theory**
 - Stats - Consolidation versus Expansion
 - Situational Equilibria
 - Identifying and Exploiting Deviations
- **6C. Action Frequencies → Hand Analysis**
 - 2-4 Constructed Hands
 - Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)
 - Covering Spectrum of Textures and Decision Points