30 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 → Pure Theory**
  - Core Equity Matchups – Flop
  - Core Equity Matchups – Turn
  - Secondary Equity

- **2B. Equity → Applied Theory**
  - Hand versus Range
  - Writing Ranges - PPT and PJ
  - Hand Value Hierarchies – Multiple Textures

- **2C. Equity → 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. Expected Value → Pure Theory**
  - Single-Street EV Calculations
  - Multi-Street EV Calculations

- **3B. Expected Value → Applied Theory**
  - Deconstructing Ranges → Improving Assumptions
  - Multi-Street EV Calculations

- **3C. 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

- **4A. SPR → Pure Theory**
  - 15+, 10-15. 6-9. **13**
  - 3-5, 2-3. **4**
  - 1.5-2, 0.5-1.5. **1**

- **4B. SPR → Applied Theory**
  - Bet Sizing and Multi-Street Planning

- o   Relative Hand Value
- o   Surrounding Context (Street, Action, Texture)

- **4C. SPR → Hand Analysis**
  - o   4-6 Constructed Hands
  - o   Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)
  - o   Covering Spectrum of Textures and Decision Points

- **5A. Texture Shifts → Pure Theory**
  - o   Pre-Flop → Flop
  - o   Flop → Turn
  - o   Turn → River

- **5B. Texture Shifts → Applied Theory**
  - o   Range Reconstruction
  - o   Hand Value Hierarchy Reconstruction
  - o   Backward and Forward Trajectories

- **5C. Texture Shifts → Hand Analysis**
  - o   2-4 Constructed Hands
  - o   Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)
  - o   Covering Spectrum of Textures and Decision Points

- **6A. 3-bet/4-bet Pots → Pure Theory**
  - o   Pre-Flop → Flop
  - o   Flop → Turn
  - o   Turn → River

- **6B. 3-bet/4-bet Pots → Applied Theory**
  - o   Range Reconstruction
  - o   Hand Value Hierarchy Reconstruction
  - o   Backward and Forward Trajectories

- **6C. 3-bet/4-bet Pots → Hand Analysis**
  - o   2-4 Constructed Hands
  - o   Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)
  - o   Covering Spectrum of Textures and Decision Points

- **7A. Game Theory and Asymmetric Information → Pure Theory**
  - o   AKQ Game
  - o   Naked Ace Game
  - o   AAK62 River Pseudo Toy Game

- **7B. Game Theory and Asymmetric Information → Applied Theory**
  - o   River Planning – Dynamic Turns
  - o   River Planning – Static Turns

- **7C. Game Theory and Asymmetric Information → Hand Analysis**
  - o   2-4 Constructed Hands
  - o   Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)
  - o   Covering Spectrum of Textures and Decision Points

- **8A. Action Frequencies → Pure Theory**
  - o   Flop Frequencies
  - o   Turn Frequencies
  - o   River Frequencies

- **8B. Action Frequencies → Applied Theory**
  - Stats - Consolidation versus Expansion
  - Situational Equilibria
  - Identifying and Exploiting Deviations

- **8C. 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

- **9A. 200BB+ → Pure Theory**
  - SPR
  - Hand Value Hierarchies
  - Position

- **9B. 200BB+ → Applied Theory**
  - Pre-Flop Play
  - Flop Play
  - Turn Play
  - River Play

- **9C. 200BB+ → 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

- **10A. River Decision Process → Pure Theory**
  - Analyze the Texture
  - Analyze the Action
  - Analyze the Ranges
  - Narrow the Focus (What Hands Matter?)
  - Reevaluate the Opponent
  - Choose Bet Sizing/Evaluate Bet Sizing

- **10B. River Decision Process → Applied Theory**
  - Texture Shift Classes
  - Action Sequences
  - Range Shifting/Narrowing
  - Hand Value Hierarchy Development

- **10C. River Decision Process → Hand Analysis**
  - 2-3 Constructed Hands
  - Covering Spectrum of Range Size (BN v BB, MP 3-bets UTG, etc.)