

## River Play: 8 Lesson PLO Coaching Topical Package.

- **1. The River Context**
  - **Major Themes**
    - No more streets
      - No equity changes
      - No texture changes
      - Fixed Hand Value Hierarchy
      - Entirely backward-looking
        - Contrast with pre-flop/flop → entirely forward-looking
        - Contrast with turn → backward and forward looking
    - Seven Parameters
      - Number of Opponents
      - Position
      - SPR
      - Texture
      - Initiative
        - This is not 'who bet the previous street' but 'who justifiably has the highest probability of betting this street?'
          - Position, previous action, perceived range, and texture shift
      - Opponent Tendencies
      - Image
    - Fundamental Task is Review → How did we get here?
      - Texture Shift Review
        - Major Texture Paths
      - Action Sequence Review
        - Major Action Paths
      - Range Compression Review
        - Link to Action Sequences for various pre-flop ranges
        - How likely is it different hands got to the river
        - What does the action- and texture-weighted hand value hierarchy look like?
- **2. Game Theory**
  - Ex-Showdown Equity
    - Definition
    - Key parameters
      - Nuttiness
      - Position
      - Range strength
  - Pure Polarized Game
    - Naked Ace
  - Poker Practicalities
    - Never a pure game → nuttier range, not pure nuts/air, etc.
    - How effectively did flop/turn positioning set each player up for this specific river?
    - Sizing elasticity
  - Blockers
    - Impact on bet/check decisions OOP
    - Impact on call/fold decisions IP
    - Impact on bet/check decisions IP

- **3. The River Decision Process Part 1**
  - **Analyze the Texture**
    - Flop Texture
    - Flop-Turn Texture Shift
    - Turn Texture
    - Turn-River Texture Shift
    - Holistic View
      - What is the hand value hierarchy on the river texture
      - How did the value of various hands in that hierarchy progress through the streets?
      - Paired Hands
  - **Analyze the Action**
    - Flop Action
      - Contextualize with:
        - Pre-Flop Action
        - Flop Texture
        - Seven Parameters
    - Turn Action
      - Contextualize with:
        - Flop Action
        - Flop-Turn Texture Shift
        - Turn Texture
        - Seven Parameters
  - **Analyze the Ranges**
    - Retrace the action and texture sequences
    - Evaluate each player's tendencies
    - Know the relevant dealt combinatorics
      - Appropriately weight hands within ranges based on
        - Pre-Flop, Flop, and Turn Action Frequencies
          - Multipliers
        - Card Removal
- **4. The River Decision Process Part 2**
  - **Narrow the Focus (What Hands Matter?)**
    - Within the hand value hierarchy:
      - Identify the parts of the range versus range matchup where the action will usually go the same regardless of action
      - Identify the parts of each range that have a meaningful decision
        - Consider the various action questions those parts have
        - Contextualize our specific hand
  - **Re-Evaluate the Opponent**
    - Early-Streets Tendencies
      - Pre-Flop
      - Flop
      - Turn
    - River Tendencies
      - IP
      - OOP
  - **Choose Bet Sizing/Evaluate Bet Sizing**
    - Perceived Range Strength
    - Relative Hand Value
    - Opponent Exploitability/Elasticity

- **5. The River Decision Process – Hands**
  - Work through four hands using the River Decision Process
  
- **6. The River Decision Process – Hands**
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- **7. The River Decision Process – Hands**
  - Work through four hands using the River Decision Process
  
- **8. The River Decision Process – Hands**
  - Work through four hands using the River Decision Process