

Against an optimal opponent these hands are the method of last resort to make him indifferent to bluffing – we use as many of them as we have to and that is it. Against someone whose river bluff frequency is too low relative to his turn bluff frequency, we can call with any one pair hand or combo hand that has enough equity against his bluffs to make 2:1 a good price. We need to factor in the chance that a bluffing hand rivers us, so we cannot be extremely loose. But pair+open-ender on a connecting turn and a variety of top pair plus kickers hands on a drier turn (like Ks5d3d8d) are all good candidates, even if calling with them creates a river imbalance where we are folding too much. Again, the point is that we are exploiting an opponent who does not bluff the river enough.

A final note: if we were to have some bluff-raising hands, they would contribute to stopping him from bluffing and our calling range could be smaller. Since calling is more effective in position one option might be to have more bluff-raising hands OOP, including raising with two pair hands (possibly shoving, possibly raising small and folding, depending on stack sizes) and some of the one pair + straight draw hands. The minor equity is worth less against a stack-off range than a bluffing range, but 10% equity against the nuts is still something (two pair), as is the chance to outdraw sets (straight draws).

#### **Texture Shift Group #4: Paired Turns (Unpaired Flop)**

##### **Major Texture Shift #4a – Unpaired – Very Dynamic → Paired – Medium-Dry**

The fundamental concept on pairing turns, especially when there were a lot of draws on the flop, is that the flop bettor's range includes more top-of-range hands than a flop caller's. This is the inverse of the draw-completing turns and the logic is the same. Bettors have more sets than callers because callers would usually raise with sets, especially the most common set (top set).

On a percentage basis, how many full houses a flop bettor has in his turn range will vary based on his flop betting frequency (higher frequency = more air = fewer sets as % of turn range). The bettor and caller will usually have similar numbers of bare trips hands, which leads to the caller having more bare trips hands as a percentage of turn range. But even granting that the caller's range is tighter, the bettor will almost always have more trips+ than the caller because of the set frequencies.

We can also view these differences from a polarity perspective. On a flush-completing turn, a bettor's sets become bluff-catchers while a caller's straight and flush draws become air and value hands respectively. Bettors have flushes too, but that doesn't change the fact that a core part of the bettor's flop value range turns into a bluff-catcher while the core parts of a caller's range become nuts (or near-nuts)/air. Meanwhile, the bettor's air hands stay air and his straight draw's become air, often leaving him with more air hands than his value frequency can accommodate. The combination of a higher flush frequency, a smaller air frequency, and fewer bluff-catchers gives the caller both a range strength advantage and a polarity advantage.

On pairing turns, the bettor has nearly all the nut hands. The fact that the caller's range is heavier in draws acts to mitigate the bettor's higher air frequency because the caller has more good flopped hands that become air than the bettor does (in absolute terms, but especially as a percentage of turn range). Meanwhile, most of the trips+ hands in the caller's range are bare trips, plus the caller has a higher concentration of non-trips bluff-catchers (overpairs and top pair hands when the pairing card is the middle or bottom card). Both of these things are true because he has fewer flopped air hands and more pair + draw hands.

The flop bettor has a strong polarity advantage that can mitigate any range strength disadvantage that comes from having a wide (75%+) continuation betting frequency. Any time he has a narrower c-bet frequency (~50%), he has both a range strength and polarity advantage. When we are the flop bettor, both in or out of position, we must therefore have a very high double barrel frequency. On the flush-completing turns (and in parts of Chapter 6) we talked about how it is an intrinsically good idea to make the first turn bet on an SPR ~ 4 Static turn, because the bet is leveraged. On the flush turns the flop caller's range strength and polarity advantage forced us to limit our OOP bluff double barrel frequency against opponents who would adjust with floats or bluff raises. {Check-call, lead turn}, or {call in-position, bet when checked to} were the most profitable flop-turn lines to utilize the leveraged bet, with double barrels viable at times but less effective on average.