

3-Bet Pots: 8 Lesson PLO Coaching Topical Package.

- **1. Major Themes and 3-Bet Ranges Part 1**
 - **Major Themes**
 - Hand. Flop, Hand=-Flop Interaction Components
 - Pairedness
 - Suitedness
 - Connectedness
 - Hand Character
 - Nuttiness
 - Polarity
 - SPR
 - Position
 - **Opponent Opening Ranges**
 - Two 15% Ranges
 - Two 20% Ranges
 - Three 25% Ranges
 - Four 30% Ranges
 - Three 35% Ranges
 - Two 40% Ranges
 - Two 50% Ranges
 - **3-Bet Ranges versus Selected Opening Ranges**
 - MP
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - CO
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
- **2. 3-Bet Ranges Part 2**
 - **3-Bet Ranges versus Selected Opening Ranges**
 - BN
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - SB
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - BB
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - **Squeezing**
 - CO
 - Unpaired Hands
 - Paired Hands

- Double-Paired Hands
 - BN
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - SB
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - BB
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
- **3. Facing a 3-bet OOP**
 - **Blocker Combinatorics**
 - 4% Range
 - Two 8% Ranges
 - Three 12% Ranges
 - Two 16% Ranges
 - One 20% Range
 - **Fold/Call/4-bet Ranges**
 - UTG (IP/OOP)
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - MP (IP/OOP)
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - CO (IP/OOP)
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - BN
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - SB (IP/OOP)
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - **Facing Squeezes**
 - UTG
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - MP
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
 - CO
 - Unpaired Hands

- Paired Hands
 - Double-Paired Hands
 - BN
 - Unpaired Hands
 - Paired Hands
 - Double-Paired Hands
- **4. Flop Play as Pre-Flop 3-Bettor OOP**
 - **Texture Class #1 – Very Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #2 – Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #3 – Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #4 – Very Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
- **5. Flop Play as Pre-Flop 3-Bettor OOP**
 - **Texture Class #1 – Very Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #2 – Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #3 – Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #4 – Very Static**
 - Example Flops
 - HU vs MW
 - Hand Value

- Action Frequencies and Sizing
 - Planning
- **6. Flop Play as Pre-Flop 3-Bet Caller OOP**
 - **Texture Class #1 – Very Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #2 – Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #3 – Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #4 – Very Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
- **7. Flop Play as Pre-Flop 3-Bet Caller IP**
 - **Texture Class #1 – Very Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #2 – Dynamic**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #3 – Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning
 - **Texture Class #4 – Very Static**
 - Example Flops
 - HU vs MW
 - Hand Value
 - Action Frequencies and Sizing
 - Planning

- **8. Turn Play in 3-Bet Pots**
 - **Flop Action Sequences**
 - 3-bet HU
 - Check-through
 - Bet-call
 - Bettor IP
 - Bettor OOP
 - 3-bet Multi-way
 - Check-through
 - Bet-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - Bet-call-call
 - Bettor IP/3 of 4
 - Bettor OOP/2 of 3/2 of 4
 - **Board Texture and Texture Shift**
 - Set is nuts
 - Shift Group #1 → Dynamic Turns
 - Shift Group #2 → Semi-Dynamic Turns
 - Straight is nuts
 - Shift Group #1 → Dynamic Turns
 - Shift Group #2 → Semi-Dynamic Turns
 - Flush is nuts
 - Shift Group #3 → Possible Flush Turns (Suited Flop)
 - Shift Group #5 → Possible Flush Turns (Monotone Flop)
 - Full House is nuts
 - Shift Group #4 → Paired Turns (Unpaired Flop)
 - Shift Group #6 → Paired Turns (Paired Flop)