

**4-Bet Pots: 12 Lesson PLO Coaching Topical Package.**

- **1. Major Themes**
  - **Hand, Flop, Hand=-Flop Interaction Components**
    - Pairedness
    - Suitedness
    - Connectedness
  - **Hand Character**
    - Nuttiness
    - Polarity
  - **SPR**
  - **Position**
  - **Blocker Effects**
  
- **2. 3-Bet Ranges Part 1**
  - **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
  
- **3. 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

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

- **6. Detailed SPR Study**
  - **SPR Scenarios Table**
  - **SPR 3.0+**
    - IP
    - OOP
  - **SPR 2.5-3**
    - IP
    - OOP
  - **SPR 2-2.5**
    - IP
    - OOP
  - **SPR 1.75-2**
    - IP
    - OOP
  - **SPR 1.5-1.75**
    - IP
    - OOP
  - **SPR 1.25-1.5**
    - IP
    - OOP
  - **SPR 1.0-1.25**
    - IP
    - OOP
  - **SPR 0.75-1.0**
    - IP
    - OOP
  - **SPR 0.5-0.75**
    - IP
    - OOP
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- **7. Flop Play as Pre-Flop 4-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

- **8. 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
  
- **9. 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

- **10. 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
  
- **11. Detailed EV Calculations, Part 1**
  - **SPR 1.5+**
    - Texture Class #1 – Very Dynamic
    - Texture Class #2 – Dynamic
    - Texture Class #3 – Static
    - Texture Class #4 – Very Static
  
- **12. Detailed EV Calculations, Part 1**
  - **SPR 0.5-1.5**
    - Texture Class #1 – Very Dynamic
    - Texture Class #2 – Dynamic
    - Texture Class #3 – Static
    - Texture Class #4 – Very Static