

6 Lesson PLO Coaching Package – Hand Analysis

- **1, Pre-Flop Decisions → Hand Analysis (78 hands)**
 - **Unopened/Limped (15 hands)**
 - UTG (3 hands)
 - MP (3 hands)
 - CO (3 hands)
 - BN (3 hands)
 - SB (2 hands)
 - BB (1 hand)
 - **Facing a Raise (15 hands)**
 - MP (2 hands)
 - CO (3 hands)
 - BN (4 hands)
 - SB (3 hands)
 - BB (3 hands)
 - **Facing a Raise with Caller(s) (12 hands)**
 - CO (2 hands)
 - BN (4 hands)
 - SB/BB (6 hands)
 - **Facing a 3-bet OOP (9 hands)**
 - UTG (2 hands)
 - MP (3 hands)
 - CO (4 hands)
 - **Facing a 3-bet IP (9 hands)**
 - MP (2 hands)
 - CO (3 hands)
 - BN (4 hands)
 - **Facing a 4-bet OOP (9 hands)**
 - SB (3 hands)
 - BB (3 hands)
 - UTG (1 hands)
 - MP (1 hand)
 - CO (1 hand)
 - **Facing a 4-bet IP (9 hands)**
 - MP (2 hands)
 - CO (3 hands)
 - BN (4 hands)
- **2, Flop Decision → Hand Analysis (64 hands)**
 - **Heads-Up**
 - OOP as PFR (4 hands)
 - IP as PFR (4 hands)
 - OOP as PF Caller (4 hands)
 - IP as PF Caller (4 hands)
 - **Multi-Way**
 - OOP as PFR (4 hands)
 - IP as PFR (4 hands)
 - OOP as PF Caller (4 hands)
 - IP as PF Caller (4 hands)
 - **3-bet Pots**
 - OOP as 3-bettor (4 hands)

- IP as 3-bettor (4 hands)
 - OOP as 3-bettor (4 hands)
 - IP as 3-bettor (4 hands)
 - **4-bet Pots**
 - OOP as 4-bettor (4 hands)
 - IP as 4-bettor (4 hands)
 - OOP as 4-bettor (4 hands)
 - IP as 4-bettor (4 hands)
- **3, Turn Decisions on Dynamic Turns → Hand Analysis (70 hands)**
 - **Single Raised HU Pot, Flop Bet-Call (10 hands)**
 - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
 - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
 - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)
 - **Single Raised HU Pot, Flop Check-Check (10 hands)**
 - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
 - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
 - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)
 - **Single Raised MW Pot, Flop Bet-Call-Fold (10 hands)**
 - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
 - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
 - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)
 - **Single Raised MW Pot, Flop Bet-Call-Call (10 hands)**
 - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
 - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
 - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)
 - **Single Raised MW Pot, Flop Check-Check-Check (10 hands)**
 - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
 - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
 - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)
 - **3-bet HU Pot, Flop Bet-Call (10 hands)**
 - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
 - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
 - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)
 - **3-bet HU Pot, Flop Check-Check (10 hands)**
 - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)
 - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
 - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
 - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)

- Texture Shift #4e: Unpaired Static → Paired Dry (1 hand)
 - Texture Shift #5a: Unpaired Monotone → Unpaired Possible Flush (1 hand)
 - Texture Shift #6a: Paired Medium Dry → Paired Medium Dry (1 hand)
 - Texture Shift #6b: Paired Dry → Paired Medium Dry (1 hand)
 - Texture Shift #6c: Paired Dry → Paired Dry (1 hand)
 - **3-bet HU Pot, Flop Bet-Call (11 hands)**
 - Texture Shift #3a: Unpaired Very Dynamic → Unpaired Possible Flush (1 hand)
 - Texture Shift #3b: Unpaired Dynamic → Unpaired Possible Flush (1 hand)
 - Texture Shift #4a: Unpaired Very Dynamic → Paired Medium Dry (1 hand)
 - Texture Shift #4b: Unpaired Dynamic → Paired Medium Dry (1 hand)
 - Texture Shift #4c: Unpaired Static → Paired Medium Dry (1 hand)
 - Texture Shift #4d: Unpaired Dynamic → Paired Dry (1 hand)
 - Texture Shift #4e: Unpaired Static → Paired Dry (1 hand)
 - Texture Shift #5a: Unpaired Monotone → Unpaired Possible Flush (1 hand)
 - Texture Shift #6a: Paired Medium Dry → Paired Medium Dry (1 hand)
 - Texture Shift #6b: Paired Dry → Paired Medium Dry (1 hand)
 - Texture Shift #6c: Paired Dry → Paired Dry (1 hand)
 - **3-bet HU Pot, Flop Check-Check (11 hands)**
 - Texture Shift #3a: Unpaired Very Dynamic → Unpaired Possible Flush (1 hand)
 - Texture Shift #3b: Unpaired Dynamic → Unpaired Possible Flush (1 hand)
 - Texture Shift #4a: Unpaired Very Dynamic → Paired Medium Dry (1 hand)
 - Texture Shift #4b: Unpaired Dynamic → Paired Medium Dry (1 hand)
 - Texture Shift #4c: Unpaired Static → Paired Medium Dry (1 hand)
 - Texture Shift #4d: Unpaired Dynamic → Paired Dry (1 hand)
 - Texture Shift #4e: Unpaired Static → Paired Dry (1 hand)
 - Texture Shift #5a: Unpaired Monotone → Unpaired Possible Flush (1 hand)
 - Texture Shift #6a: Paired Medium Dry → Paired Medium Dry (1 hand)
 - Texture Shift #6b: Paired Dry → Paired Medium Dry (1 hand)
 - Texture Shift #6c: Paired Dry → Paired Dry (1 hand)
- **5. River Decisions**
 - **River Decision Process (6 hands)**
 - Analyze the Texture
 - Analyze the Action
 - Analyze the Ranges
 - Narrow the Focus (What Hands Matter?)
 - (Re-)Evaluate the Opponent
 - Choose Bet Sizing/Evaluate Opponent's Bet Sizing
- **6. Single Hand Deep Dive (1 hand)**
 - Pre-Flop Decision
 - Flop Decision
 - Turn Decision
 - River Decision
 - Alternative Options
 - Flop Options EV Analysis
 - Turn Options EV Analysis
 - River Options EV Analysis