



FLAWLESS POKER GUIDE SERIES

3-Max No-Limit Hold'em Sit-and-Go Guide

3-handed SNGs: Spin & Go-style winner-take-all and top-1/top-2 payouts ·
push/fold, heads-up, ICM, and variance, with the numbers computed

EDITION · OCTOBER 2026 ·

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Flawless Poker · 3-Max No-Limit Hold'em Sit-and-Go Guide · October 2026 edition. Study material for use away from the table; charts and ranges are approximate guidelines, not solver output.



Study material, not a live aid. This guide is for study **away from the table**. It is not meant for real-time use while you play, and most sites restrict outside help during hands. Learn the charts before and after sessions, then play from what you remember.

Tags. [Computed] = calculated by our Python scripts (Monte Carlo/exact equity, ICM via the Malmuth-Harville model, closed-form EV, simulation). **[Approx.]** = simplified guideline. **[Consensus]** = general poker-community estimates, not measured data. **Push/fold charts are chip-EV approximations from a simplified model**, not solver output and not ICM-adjusted. Check your age and legal requirements where you live, and only play with money you can afford to lose.

How to read this guide

- Stacks are in **big blinds (bb)**. "Effective stack" = the smaller of the stacks involved.
- Grids: pairs on the diagonal, **suited above (top right)**, **offsuit below (bottom left)**. X = in range.
- 3-handed positions: **BTN** (acts first preflop, last postflop), **SB**, **BB**. Heads-up: the **SB is the button**, acts first preflop and last postflop.

1. Formats, payouts, and ICM

1a. Common 3-max SNG formats [Approx.]

Format	Payout	Typical start	Blinds	ICM pressure
Spin & Go / jackpot SNG	Winner-take-all (random prize multiplier)	300-500 chips, 25bb or less	Hyper (2-3 min)	None in chip-EV terms
Standard 3-max hyper	Winner-take-all	25-50bb	3-5 min	None
3-max with 2 paid	e.g. 65/35	25-50bb	3-5 min	High while 3 left ("bubble")
Double-up style	Top 2 paid equally	—	—	Extreme: survival is almost everything

Winner-take-all (WTA): your prize equity equals your share of the chips, so **chips = money** and chip-EV decisions are correct (apart from skill edges). **Top-2 payouts** make busting 3rd costly, so calls need more equity, while shoves get more folds.

1b. ICM examples [Computed, Malmuth-Harville]

Stacks (you, P2, P3)	Payout	Your chip %	Your prize equity	P2	P3
500/500/500	Winner-take-all	33.3%	33.3%	33.3%	33.3%
1000/300/200	Winner-take-all	66.7%	66.7%	20.0%	13.3%
1000/300/200	Top-2 65/35	66.7%	52.8%	28.1%	19.2%
1000/300/200	50/30/20	66.7%	42.7%	30.3%	27.0%
700/500/300	Winner-take-all	46.7%	46.7%	33.3%	20.0%
700/500/300	Top-2 65/35	46.7%	42.6%	34.8%	22.6%
700/500/300	50/30/20	46.7%	37.5%	33.8%	28.7%
200/650/650	Winner-take-all	13.3%	13.3%	43.3%	43.3%
200/650/650	Top-2 65/35	13.3%	15.8%	42.1%	42.1%
200/650/650	50/30/20	13.3%	26.0%	37.0%	37.0%
1100/250/150	Winner-take-all	73.3%	73.3%	16.7%	10.0%



Stacks (you, P2, P3)	Payout	Your chip %	Your prize equity	P2	P3
1100/250/150	Top-2 65/35	73.3%	55.7%	27.5%	16.8%
1100/250/150	50/30/20	73.3%	44.3%	29.8%	25.9%

Chip leaders' equity is **compressed** under top-2 and 50/30/20 payouts (a 73% chip leader holds only 56% or 44% of the prize pool), and short stacks gain equity. In WTA, equity = chips exactly.

1c. Calling a shove: equity needed with and without ICM [Computed]

Hero is in the BB and faces an all-in that covers hero (hero's posted blind ignored for simplicity).

Situation (stacks hero/shover/third)	Payout	Equity needed to call
Equal stacks	WTA	50.0%
Equal stacks	65/35	60.6%
Hero short (300 vs 600/600)	WTA	50.0%
Hero short (300 vs 600/600)	65/35	57.5%
Third player short	WTA	50.0%
Third player short	65/35	65.8%

In WTA, a 50% hand is a break-even call (before blinds). Under 65/35 with a short third player, you need **~66%**, so you should fold most hands and let the short stack bust.

2. Positions and 3-handed hand strength

With 3 players, you're in the blinds 2 hands out of 3, so you pay 1.5bb every 3 hands (**0.5bb per hand**, before antes). That forces wide play. Hands lose value fast with each extra opponent:

Hand	vs 1 random [Computed]	vs 2 random [Computed]	Above fair share? (50% / 33%)
AA	85.3%	73.2%	Yes / Yes
KK	82.7%	68.9%	Yes / Yes
TT	75.0%	57.7%	Yes / Yes
77	66.5%	46.8%	Yes / Yes
44	57.3%	36.8%	Yes / Yes
22	50.3%	30.6%	Yes / No
AKo	65.3%	48.0%	Yes / Yes
AJo	63.5%	45.3%	Yes / Yes
A8o	60.1%	40.5%	Yes / Yes
A2o	54.6%	35.0%	Yes / Yes
KQo	61.2%	44.7%	Yes / Yes
K9o	57.8%	39.1%	Yes / Yes
K4o	52.6%	33.0%	Yes / No
QJs	60.2%	44.4%	Yes / Yes
Q7o	51.8%	33.0%	Yes / No
J9s	56.1%	39.2%	Yes / Yes
T8o	49.8%	33.5%	No / No
87s	48.5%	33.7%	No / No
65s	43.4%	30.5%	No / No
94o	40.9%	24.8%	No / No



Hand	vs 1 random [Computed]	vs 2 random [Computed]	Above fair share? (50% / 33%)
72o	34.3%	20.6%	No / No

Read-out: K4o, Q7o, and 22 beat one random hand but fall to roughly fair share or below vs two. **Big cards (A-x, K-x) gain value heads-up; small pairs and suited connectors keep value multiway only with deep stacks.**

Position	Role	Default [Approx.]
BTN	First in; two players left	Open/shove ~30-45% depending on depth; min-raise at 15bb+
SB	Only BB left; OOP postflop	Wide: shove or raise ~45-70%; limp strategy at 15bb+
BB	Closes action	Defend wide vs min-raises; call shoves per charts

3. Stack-depth strategy from 25bb to 1bb [Approx.]

Effective stack	Main strategy	Notes
20-25bb	Min-raise (2bb) or limp/raise from SB; 3-bet jam vs opens	Postflop with low SPR; avoid calling off with weak pairs
15-20bb	Min-raise BTN ~40%; SB limp/raise; reshove 3-bet jams	Raise-fold hands that dislike being reshoved (weak offsuit K-x)
10-15bb	Shove or min-raise; reshove wide	Chart shoves start to dominate (Section 4)
6-10bb	Push/fold	Use charts; min-raise only with premiums to induce
3-6bb	Push very wide; call very wide	Fold equity shrinks; hand values flatten
1-3bb	Push almost any two; call almost any two	You're getting 2:1 or better on calls

4. Push/fold ranges, 3-15bb [Computed, chip-EV approximations]

Model (simplified; label as approximate): equal effective stacks, blinds 0.5/1bb, **no antes**, chip EV. Hand-vs-hand equities from a 169×169 Monte Carlo matrix (15,000 trials × 4 combos per cell). Card removal between hands is ignored. Ranges found by fictitious play until stable. 3-handed BTN model: SB calls first; if SB folds, BB may call; three-way all-ins are ignored. **Under ICM (top-2 payouts) call ranges should be tighter and shove ranges slightly wider.**

Stack	BTN shove (3-handed)	SB call vs BTN	BB call vs BTN	SB shove vs BB (also HU SB)	BB call vs SB (also HU BB)
3bb	53.5%	65.6%	95.5%	78.6%	91.9%
4bb	43.0%	41.2%	61.4%	74.7%	73.2%
5bb	39.7%	33.6%	43.6%	71.0%	62.0%
6bb	38.2%	29.7%	35.7%	68.3%	54.4%
7bb	36.0%	26.1%	31.2%	65.9%	48.7%
8bb	34.8%	23.4%	27.9%	61.7%	44.2%
9bb	33.6%	21.3%	24.6%	60.8%	40.6%
10bb	31.8%	18.9%	23.1%	58.7%	37.6%
11bb	30.6%	17.8%	20.4%	55.4%	35.1%
12bb	29.4%	16.6%	18.1%	51.7%	32.7%
13bb	26.7%	14.6%	16.6%	49.0%	30.6%



Stack	BTN shove (3-handed)	SB call vs BTN	BB call vs BTN	SB shove vs BB (also HU SB)	BB call vs SB (also HU BB)
14bb	25.5%	13.4%	15.5%	48.7%	29.1%
15bb	25.2%	12.8%	14.6%	45.7%	27.0%

Sanity check: the heads-up 10bb values (SB shove $\approx$ 59%, BB call $\approx$ 38%) match commonly published Nash charts closely.

10bb grids

BTN shove, 3-handed, 10bb (31.8%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	X	.	.	.	.
Q	X	X	X	X	X	X	X	.	.	.	.	.	.
J	X	X	X	X	X	X	X	.	.	.	.	.	.
T	X	X	X	X	X	X	X	X	.	.	.	.	.
9	X	.	.	.	.	X	X	X	.	.	.	.	.
8	X	.	.	.	.	.	X	X	X	.	.	.	.
7	X	.	.	.	.	.	.	X	X	.	.	.	.
6	X	.	.	.	.	.	.	.	X	X	.	.	.
5	X	.	.	.	.	.	.	.	.	X	.	.	.
4	X	.	.	.	.	.	.	.	.	.	X	.	.
3	X	.	.	.	.	.	.	.	.	.	.	X	.
2	.	.	.	.	.	.	.	.	.	.	.	.	X

BB call vs BTN shove, 10bb (23.1%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	.	.	.	.	.	.	.
Q	X	X	X	X	X	.	.	.	.	.	.	.	.
J	X	X	X	X	.	.	.	.	.	.	.	.	.
T	X	X	.	.	X	.	.	.	.	.	.	.	.
9	X	.	.	.	.	X	.	.	.	.	.	.	.
8	X	.	.	.	.	.	X	.	.	.	.	.	.
7	X	.	.	.	.	.	.	X	.	.	.	.	.
6	X	.	.	.	.	.	.	.	X	.	.	.	.
5	X	.	.	.	.	.	.	.	.	X	.	.	.
4	.	.	.	.	.	.	.	.	.	.	X	.	.
3	.	.	.	.	.	.	.	.	.	.	.	X	.
2	.	.	.	.	.	.	.	.	.	.	.	.	X

SB shove vs BB / HU SB, 10bb (58.7%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	X	X	X	X	X
Q	X	X	X	X	X	X	X	X	X	X	X	X	X
J	X	X	X	X	X	X	X	X	X	X	X	X	.
T	X	X	X	X	X	X	X	X	X	X	X	.	.
9	X	X	X	X	X	X	X	X	X	X	.	.	.
8	X	X	X	X	X	X	X	X	X	X	.	.	.
7	X	X	.	.	.	X	X	X	X	X	.	.	.
6	X	X	.	.	.	.	.	X	X	X	.	.	.
5	X	X	.	.	.	.	.	.	X	X	.	.	.
4	X	X	.	.	.	.	.	.	.	X	.	.	.
3	X	X	.	.	.	.	.	.	.	.	X	.	.
2	X	X	.	.	.	.	.	.	.	.	.	X	.

BB call vs SB / HU BB, 10bb (37.6%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	X	X	X	X	X
Q	X	X	X	X	X	X	X	X	X	.	.	.	.
J	X	X	X	X	X	X	X	.	.	.	.	.	.
T	X	X	X	X	X	X	.	.	.	.	.	.	.
9	X	X	X	X	.	X	.	.	.	.	.	.	.
8	X	X	.	.	.	.	X	.	.	.	.	.	.
7	X	X	.	.	.	.	.	X	.	.	.	.	.
6	X	X	.	.	.	.	.	.	X	.	.	.	.
5	X	.	.	.	.	.	.	.	.	X	.	.	.
4	X	.	.	.	.	.	.	.	.	.	X	.	.
3	X	.	.	.	.	.	.	.	.	.	.	X	.
2	X	.	.	.	.	.	.	.	.	.	.	.	X

15bb grids

BTN shove, 3-handed, 15bb (25.2%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	.	.	.	.	.
Q	X	X	X	X	X	X	X	.	.	.	.	.	.
J	X	X	X	X	X	X	X	.	.	.	.	.	.
T	X	.	.	X	X	X	X	.	.	.	.	.	.
9	X	.	.	.	.	X	X	.	.	.	.	.	.
8	X	.	.	.	.	.	X	X	.	.	.	.	.
7	.	.	.	.	.	.	.	X	X	.	.	.	.
6	.	.	.	.	.	.	.	.	X	X	.	.	.
5	.	.	.	.	.	.	.	.	.	X	.	.	.
4	.	.	.	.	.	.	.	.	.	.	X	.	.
3	.	.	.	.	.	.	.	.	.	.	.	X	.
2	.	.	.	.	.	.	.	.	.	.	.	.	X

BB call vs BTN shove, 15bb (14.6%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	.	.	.	.	.
K	X	X	X	X	X	.	.	.	.	.	.	.	.
Q	X	X	X	X	.	.	.	.	.	.	.	.	.
J	X	X	.	X	.	.	.	.	.	.	.	.	.
T	X	.	.	.	X	.	.	.	.	.	.	.	.
9	X	.	.	.	.	X	.	.	.	.	.	.	.
8	.	.	.	.	.	.	X	.	.	.	.	.	.
7	.	.	.	.	.	.	.	X	.	.	.	.	.
6	.	.	.	.	.	.	.	.	X	.	.	.	.
5	.	.	.	.	.	.	.	.	.	X	.	.	.
4	.	.	.	.	.	.	.	.	.	.	X	.	.
3	.	.	.	.	.	.	.	.	.	.	.	X	.
2	.	.	.	.	.	.	.	.	.	.	.	.	X

**SB shove vs BB / HU SB, 15bb (45.7%)**

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	X	X	X	X	X
Q	X	X	X	X	X	X	X	X	X	X	.	.	.
J	X	X	X	X	X	X	X	X	X	X	.	.	.
T	X	X	X	X	X	X	X	X	X	.	.	.	.
9	X	X	.	X	X	X	X	X	X	X	.	.	.
8	X	X	.	.	X	X	X	X	X	X	.	.	.
7	X	X	.	.	.	X	X	X	X	X	.	.	.
6	X	.	.	.	.	.	.	X	X	X	.	.	.
5	X	.	.	.	.	.	.	.	X	X	X	.	.
4	X	.	.	.	.	.	.	.	.	X	.	.	.
3	X	.	.	.	.	.	.	.	.	.	X	.	.
2	X	.	.	.	.	.	.	.	.	.	.	X	.

BB call vs SB / HU BB, 15bb (27.0%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	.	.	.	.	.
Q	X	X	X	X	X	X	.	.	.	.	.	.	.
J	X	X	X	X	X	.	.	.	.	.	.	.	.
T	X	X	X	.	X	.	.	.	.	.	.	.	.
9	X	X	.	.	.	X	.	.	.	.	.	.	.
8	X	.	.	.	.	.	X	.	.	.	.	.	.
7	X	.	.	.	.	.	.	X	.	.	.	.	.
6	X	.	.	.	.	.	.	.	X	.	.	.	.
5	X	.	.	.	.	.	.	.	.	X	.	.	.
4	X	.	.	.	.	.	.	.	.	.	X	.	.
3	.	.	.	.	.	.	.	.	.	.	.	X	.
2	.	.	.	.	.	.	.	.	.	.	.	.	X

6bb grids**BTN shove, 3-handed, 6bb (38.2%)**

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	X	X	X	X	X
Q	X	X	X	X	X	X	X	X	X	.	.	.	.
J	X	X	X	X	X	X	X	X	.	.	.	.	.
T	X	X	X	X	X	X	X	.	.	.	.	.	.
9	X	X	.	.	.	X	X	X	.	.	.	.	.
8	X	X	.	.	.	.	X	X	X	.	.	.	.
7	X	X	.	.	.	.	.	X	X	X	.	.	.
6	X	.	.	.	.	.	.	.	X	X	.	.	.
5	X	.	.	.	.	.	.	.	.	X	X	.	.
4	X	.	.	.	.	.	.	.	.	.	X	.	.
3	X	.	.	.	.	.	.	.	.	.	.	X	.
2	X	.	.	.	.	.	.	.	.	.	.	.	X

BB call vs BTN shove, 6bb (35.7%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	X	X	X	X	.
Q	X	X	X	X	X	X	X	X	.	.	.	.	.
J	X	X	X	X	X	X	X	.	.	.	.	.	.
T	X	X	X	X	X	X	X	.	.	.	.	.	.
9	X	X	X	.	.	X	X	.	.	.	.	.	.
8	X	X	.	.	.	.	X	.	.	.	.	.	.
7	X	X	.	.	.	.	.	X	.	.	.	.	.
6	X	.	.	.	.	.	.	.	X	.	.	.	.
5	X	.	.	.	.	.	.	.	.	X	.	.	.
4	X	.	.	.	.	.	.	.	.	.	X	.	.
3	X	.	.	.	.	.	.	.	.	.	.	X	.
2	X	.	.	.	.	.	.	.	.	.	.	.	X

SB shove vs BB / HU SB, 6bb (68.3%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	X	X	X	X	X
Q	X	X	X	X	X	X	X	X	X	X	X	X	X
J	X	X	X	X	X	X	X	X	X	X	X	X	X
T	X	X	X	X	X	X	X	X	X	X	X	X	X
9	X	X	X	X	X	X	X	X	X	X	.	.	.
8	X	X	X	X	X	X	X	X	X	X	.	.	.
7	X	X	X	X	X	X	X	X	X	X	.	.	.
6	X	X	X	X	.	.	X	X	X	X	X	.	.
5	X	X	X	.	.	.	.	X	X	X	X	X	.
4	X	X	X	.	.	.	.	.	X	X	.	.	.
3	X	X	X	.	.	.	.	.	.	X	.	.	.
2	X	X	X	.	.	.	.	.	.	.	.	X	.

BB call vs SB / HU BB, 6bb (54.4%)

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	X	X	X	X	X	X	X	X	X	X	X	X	X
K	X	X	X	X	X	X	X	X	X	X	X	X	X
Q	X	X	X	X	X	X	X	X	X	X	X	X	X
J	X	X	X	X	X	X	X	X	X	X	X	.	.
T	X	X	X	X	X	X	X	X	X	.	.	.	.
9	X	X	X	X	X	X	X	X	.	.	.	.	.
8	X	X	X	X	X	X	X	X	.	.	.	.	.
7	X	X	X	X	.	.	.	X	.	.	.	.	.
6	X	X	X	.	.	.	.	.	X	.	.	.	.
5	X	X	X	.	.	.	.	.	.	X	.	.	.
4	X	X	X	.	.	.	.	.	.	.	X	.	.
3	X	X	.	.	.	.	.	.	.	.	.	X	.
2	X	X	.	.	.	.	.	.	.	.	.	.	X

Below 3bb [Computed]: at 2bb the SB shoves ~90% and the BB calls 100%; at 1bb everyone shoves/calls essentially any two (see the model output in /calc/pf.json).

5. Raise-fold vs limp [Approx.]

- **BTN 15-25bb:** min-raise (2bb) ~35-45%; fold to 3-bet jams unless the hand is in the call chart for that depth. Use **raise-fold** with hands that play well but can't call a jam (K9o, QTo, 76s).
- **SB 15-25bb:** a **limp-heavy** strategy is standard in modern hyper play [Consensus]: limp ~60-80% (including some strong hands as traps), raise/jam a polar range. Simpler alternative: **jam-or-fold below 12bb, raise-or-fold above.**
- **BB vs SB limp:** raise ~3-3.5bb with strong and good playable hands; check the rest; jam over limps at ≤12bb with your HU call range.



- **Min-raise vs shove at 10-12bb:** shoving denies equity and avoids tricky spots; min-raising is fine with premiums (AA-TT, AK) to induce reshoves.

6. Heads-up play

Heads-up, you post a blind every hand (**0.75bb per hand** average). Aggression wins.

- **20bb+:** SB min-raises ~80-90% [Approx.], BB defends ~60-70% and 3-bet jams ~12-18% at 15-20bb.
- **≤12bb:** push/fold using the SB-shove and BB-call columns in Section 4.
- Postflop at low SPR: c-bet small (~33%) often, get stacks in with any pair + draw, top pair, or strong draws.

Key heads-up all-in matchups [Computed, exact]

Matchup	Hand 1 equity
A2o vs K9o	58.5%
K7o vs Q8s	55.1%
22 vs A8o	52.9%
55 vs AK	55.0%
J9s vs A4o	47.6%
Q3o vs 76s	51.6%
A5o vs A9o	33.0%
KTo vs KQo	26.7%

Being the **dominated** hand (A5 vs A9, KT vs KQ) is the big loser (~27-33%). Two live cards vs a pair or an ace is ~45-55%, a coin flip.

7. Postflop at shallow SPR [Approx. + Computed examples]

SPR	Stack off with	Fold
< 1	Any pair, any draw, often A-high	Pure air
1-3	Top pair, middle pair + draw, flush draws (~35% with 2 cards), OESDs	Weak bottom pairs vs tight players
3-6	Top pair good kicker+, combo draws	Middle pair vs big action

- **HU 20bb, SB min-raise, flop K-8-3, hero 86s (middle pair + backdoor):** 8h 6h on Kc 8d 3h has **61.2%** vs the stated range [Computed].
- **3-handed 18bb limped pot, A-high flop with A3o:** Ah 3d on As 9c 4d has **85.3%** vs the stated range [Computed].
- **HU 12bb, flop flush draw vs top-pair range:** Qh 7h on Kh 8h 2c has **37.9%** vs the stated range [Computed].

8. Outs and pot odds quick sheet [Computed]

Outs	Draw	Flop→river	Turn→river	Call needed for pot-size bet
4	Gutshot	16.5%	8.7%	33.3%
8	OESD	31.5%	17.4%	33.3%
9	Flush draw	35.0%	19.6%	33.3%
12	FD + overcard	45.0%	26.1%	33.3%



Outs	Draw	Flop→river	Turn→river	Call needed for pot-size bet
15	FD + OESD	54.1%	32.6%	33.3%

When you're **all-in on the flop**, use the flop→river column. Facing a jam of size B into pot P, call if equity $\geq B \div (P + 2B)$.

9. Blind-level and hyper-turbo adjustments [Approx.]

- In hypers (2-3 minute levels), stacks fall to $\leq 12\text{bb}$ within a few levels: **learn the push/fold charts before anything else.**
- Watch the next level:** if blinds double next hand and you're at 8bb, you'll be at 4bb effectively. Shove a bit wider now.
- Antes** (if present) widen all shove and call ranges by roughly a few percent per 10% ante.
- Early levels (25bb): small-ball, min-raise, avoid stacking off light; most edge comes later when opponents mis-push or mis-call.

10. Exploits vs common players [Consensus + Approx.]

Player type	Recognize	Exploit
Over-folder (nit)	Rarely calls shoves, limps/folds a lot	Shove wider than the chart; steal every orbit
Over-caller (station)	Calls shoves light (K-x, Q-x, any ace)	Shove tighter , toward value; call their shoves per chart
Hyper-aggressive jammer	Shoves 70%+ at 10-15bb	Call wider with A-x, K-x, pairs (e.g. A7o, K9o, 55 at 12bb)
Limper (recreational)	Limps SB/BTN often	Iso-jam $\leq 12\text{bb}$ or raise 3-4bb; value bet postflop
Min-raise-/ fold player	Min-raises then folds to jams	3-bet jam wide over their min-raises (any Ax, pairs, K9+)

II. Bankroll and variance

11a. Winner-take-all variance example [Computed]

Assume a \$10 three-player WTA with a \$29.10 prize ($\approx 3\%$ rake), **no jackpot multipliers**. Break-even win rate = $10 \div 29.10 \approx 34.4\%$.

Win rate	EV per game	ROI	Std. dev. per game	P(losing over 100 / 500 / 1,000 games)	Median / 95th-percentile max drawdown in 1,000 games (buy-ins)
33.3%	\$-0.31	-3.1%	\$13.71	58.9% / 69.3% / 76.2%	65 / 115
36.0%	\$+0.48	+4.8%	\$13.97	36.7% / 22.3% / 14.1%	35 / 67
38.0%	\$+1.06	+10.6%	\$14.12	22.7% / 4.7% / 0.9%	26 / 45
40.0%	\$+1.64	+16.4%	\$14.26	12.5% / 0.5% / 0.0%	22 / 36

Even a strong 38% winner has a **$\sim 23\%$** chance to be losing after 100 games and a 1-in-20 chance of a **45-buy-in** downswing within 1,000 games (2,000-run simulation).

11b. Bankroll guidance [Approx.]

- WTA without multipliers: **100+ buy-ins**. Spin & Go with jackpot multipliers: **200-300+ buy-ins** [Consensus]; most of the prize money is concentrated in rare big multipliers, so variance is much higher.



- Move down after losing ~30% of your roll; move up only with the full roll for the next stake.

12. Walkthroughs [Computed equities vs model ranges]

1. BTN 10bb shove with K7o

Hero **Kh 7d** vs *SB calling range at 10bb*: **33.0%** equity.

At 10bb the chart shoves K7o from the BTN. When SB calls (top ~19%), K7o has **33%** (it's dominated often), but SB and BB fold ~70%+ combined, so the shove is +EV in the model.

2. SB 8bb shove HU-style with Q5o vs BB

Hero **Qh 5d** vs *BB calling range at 8bb*: **36.3%** equity.

Q5o is in the 8bb SB shove range. Vs BB's 44% calling range it has **36%**; the folds make it profitable.

3. BB 12bb facing SB shove with A7o

Hero **Ah 7d** vs *SB shoving range at 12bb*: **52.8%** equity.

A7o vs a 12bb SB shoving range (~52%): **53%**. Need $(S-1)/(2S) = 11/24 = 45.8\% \rightarrow$ call.

4. HU SB 15bb shove J8s

Hero **Jh 8h** vs *BB calling range at 15bb*: **38.4%** equity.

J8s HU at 15bb is in the shove range (~46%). Called by the top ~27%, J8s has **38%**: fine due to fold equity.

5. BB 6bb facing BTN shove with T6s

Hero **Th 6h** vs *BTN shoving range at 6bb*: **38.3%** equity.

BB with T6s vs a 6bb BTN shove range: **38%**. Need $(6-1)/(12.5) = 40\%$ (BTN model) $\rightarrow$ fold-ish/marginal, but call if the BTN shoves wider than chart.

6. SB 5bb facing BTN shove with K2o

Hero **Kh 2d** vs *BTN range at 5bb*: **37.5%** equity.

SB K2o vs a 5bb BTN shove (~40%): **37.5%**. Need $(5-0.5)/11 = 40.9\% \rightarrow$ fold.

7. HU BB 20bb vs min-raise, call with 86s then flop pair+draw

Hero **8h 6h** vs *SB min-raise range (~80%)*: **39.9%** equity.

BB calls a min-raise with 86s at 20bb: **40%** preflop vs an ~80% min-raise range; you're getting 3:1 (need 25%) $\rightarrow$ call.

8. BTN 25bb raise-folds? A4o vs SB 3-bet jam range

Hero **Ah 4d** vs *SB 3-bet jam*: **29.3%** equity.

BTN A4o at 25bb min-raises and faces an SB 3-bet jam (88+, ATs+, KQs, AJo+): **29%**. Calling 23bb into ~27.5bb needs ~45% $\rightarrow$ **fold** (raise-fold hand).

9. HU 3bb BB calls with any two: 92o

Hero **9h 2d** vs *SB 3bb push range*: **34.3%** equity.

HU 3bb: BB with 92o vs an ~80% SB push range has **34%**; need $(3-1)/6 = 33.3\% \rightarrow$ **call**. Almost any two calls at 3bb.



10. 3-handed 15bb BB calls BTN shove with 99

Hero **9h 9d** vs *BTN shove at 15bb*: **59.5%** equity.

3-handed 15bb: BB with 99 vs a 25% BTN shove has **60%** → snap call (need ~48%).

11. HU 10bb SB with 33

Hero **3h 3d** vs *BB call range at 10bb*: **48.4%** equity.

HU 10bb SB with 33: vs the BB's 38% calling range it has **48%**: a clear shove.

12. HU 20bb: middle pair + backdoor in a min-raised pot

86s on K-8-3 vs the SB's whole min-raise range: **61.2%**. Check-call one bet; get it in if you pick up a draw on the turn.

13. HU 12bb: flush draw vs a betting range

Q7 of hearts on K♥8♥2♣ vs a top-pair-heavy range: **37.9%**. SPR ≈ 2 → jam over a c-bet; fold equity plus 38% equity is plenty.

13. Drills: 30 spots

1. WTA, 3 players. Is your prize equity your chip share?
2. Top-2 65/35, stacks 1100/250/150, you're the leader. Your prize equity?
3. Same stacks, 50/30/20. Shortest stack's equity?
4. 65/35, equal stacks, call a covering shove: equity needed?
5. Same with a short third player?
6. WTA call needs?
7. HU 10bb SB shove %?
8. HU 10bb BB call %?
9. 3-handed 10bb BTN shove %?
10. 15bb BB calls vs BTN shove %?
11. BB call threshold vs SB shove at S bb (chip EV)?
12. HU 3bb, 92o in the BB vs a push. Call?
13. A4o min-raised at 25bb faces a 3-bet jam from a tight SB.
14. 99 BB vs 15bb BTN shove?
15. K2o SB vs 5bb BTN shove?
16. What do 2 random opponents do to 22's equity?
17. Which hand gains more HU: K9o or 65s?
18. A5o vs A9o all-in. Equity?
19. 55 vs AK?
20. Flush draw, all-in on flop, chance to hit?
21. Nit folds to shoves too much. Adjust?
22. Station calls shoves with any K. Adjust?
23. Opponent min-raises 15bb and folds to jams. Adjust?
24. 8bb now, blinds double next hand. Adjust?
25. Bankroll for WTA without multipliers?
26. 38% winner: chance of losing after 100 games?
27. Break-even win rate with \$29.10 prize on \$10?
28. Why min-raise AA at 10bb sometimes?



29. SPR 0.8 with bottom pair on the flop?

30. SB 15-25bb: simple strategy?

Answers

1. **Yes** (chips = money).
2. **55.7%** (vs 73.3% chips).
3. **25.9%** (vs 10% chips).
4. **~60.6%**.
5. **~65.8%**: fold almost everything.
6. **50%** (ignoring posted blinds).
7. **~58.7%**.
8. **~37.6%**.
9. **~31.8%**.
0. **~14.6%**.
1. $(S - 1) \div (2S)$: **45.8% at 12bb**.
2. **Yes**: 34.3% vs 33.3% needed.
3. **Fold** (29%).
4. **Call** (60%).
5. **Fold** (37.5% vs 40.9%).
6. **50% → 31%**.
7. **K9o** (57.8% vs 43.4% vs one random).
8. **33%**.
9. **55%**.
0. **35.0%**.
1. Shove **wider**.
2. Shove **tighter**; value-heavy.
3. **3-bet jam** wide.
4. Shove **slightly wider** now.
5. **100+ buy-ins**.
6. **~23%**.
7. $10 \div 29.10 =$ **34.4%**.
8. To **induce** shoves.
9. **Get it in** vs most ranges.
0. **Raise-or-fold**, or a limp-heavy strategy if experienced.

Push/fold charts are chip-EV approximations from a simplified model, not solver output.

[Computed] values come from our scripts, [Approx.] values are guidelines, and [Consensus] values are community estimates. This guide is for study away from the table, not for real-time use during play.



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