



FLAWLESS POKER GUIDE SERIES

6-Max Cash Volume 3: GTO Concepts, Pool Exploits & Advanced Preflop

Volume 3 of the 6-Max Cash series · 100bb NLHE · online micro/low stakes: theory,
population exploits, 3-bet/4-bet/blind-vs-blind play

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Flawless Poker · 6-Max Cash Volume 3: GTO Concepts, Pool Exploits & Advanced Preflop · 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. Read it before and after sessions, then play from what you remember.

Labels used in this volume. **[Computed]** = calculated by our Python scripts (Monte Carlo equity, exact combo counts, or closed-form indifference/EV formulas). **[Approx.]** = simplified guideline. **These are not solver outputs**; any frequency tagged [Approx.] is an illustrative estimate in the spirit of solver results, not taken from a solver. **[Consensus]** = general poker-community estimates of player-pool tendencies, not measured data.

How to use Volume 3

- Volumes 1 and 2 cover the numbers and the baseline postflop plan. Volume 3 explains **why** baselines look the way they do (GTO concepts), **how to deviate** against real micro-stakes pools, and **how to play the high-leverage preflop spots**: 3-bet, 4-bet, squeeze, and blind vs blind.
- Throughout: blinds 0.5/1bb, 100bb stacks, opens 2.5bb (SB 3bb).

Part A: Solver-style GTO concepts

A1. Mixed frequencies and indifference

A GTO strategy makes the opponent **indifferent** between options with their marginal hands. If the opponent's options all have equal EV, they can't exploit you. Two consequences:

- Mixed strategies**: you sometimes bet and sometimes check the same hand. The mix doesn't matter to your EV on its own; it keeps your ranges balanced.
- Marginal hands are break-even** by construction. In real micro-stakes games, opponents aren't balanced, so marginal hands become clear calls or clear folds (Part B).

A2. The river indifference calculator **[Computed]**

Toy model: river, pot = 1, bettor's range is **polar** (nuts or air), caller holds a pure bluff-catcher. With bet size s (as a fraction of pot):

- Bluff share that makes the caller indifferent: $\alpha_{\text{bluff}} = s \div (1 + 2s)$
- Caller defends (MDF) $1 \div (1 + s)$ so bluffs are break-even: bluffs win the pot $s \div (1 + s)$ of the time when the caller folds otherwise.
- Bettor's EV with value hands rises as s grows, which is why **the more polarized your range, the bigger you bet**.

Bet size	Bluffs in betting range	Value : bluff	Caller's MDF	Caller's call EV with a bluff-catcher (vs balanced range)	Value-hand EV (pot = 1, caller defends at MDF)
25%	16.7%	5.00 : 1	80.0%	0 (indifferent)	1.20 pots
33%	19.9%	4.03 : 1	75.2%	0 (indifferent)	1.25 pots
50%	25.0%	3.00 : 1	66.7%	0 (indifferent)	1.33 pots
75%	30.0%	2.33 : 1	57.1%	0 (indifferent)	1.43 pots
100%	33.3%	2.00 : 1	50.0%	0 (indifferent)	1.50 pots
150%	37.5%	1.67 : 1	40.0%	0 (indifferent)	1.60 pots
200%	40.0%	1.50 : 1	33.3%	0 (indifferent)	1.67 pots
300%	42.9%	1.33 : 1	25.0%	0 (indifferent)	1.75 pots



Read-out: with a perfectly polar range, a 2x-pot overbet earns a value hand 1.67 pots vs 1.20 for a 25% bet. But big sizes need **real nut advantage**; if your betting range isn't polar (it contains medium hands), the caller's bluff-catchers beat your medium hands and big sizes backfire.

A3. A small toy game: the clairvoyant river [Computed]

Bettor has the nuts 50% of the time and air 50%; caller has a bluff-catcher. Pot = 1. If the bettor bets size s and bluffs optimally (bluff share $s/(1+2s)$ of the betting range, so bets all nuts plus some air):

Bet size	Air hands bluffed (as % of the bettor's air)	Bettor's total EV (pot = 1)	Caller's EV	Bettor EV if he never bluffs (caller always folds to bets)
33%	24.8%	0.624	0.376	0.500
50%	33.3%	0.667	0.333	0.500
100%	50.0%	0.750	0.250	0.500
200%	66.7%	0.833	0.167	0.500

Bluffing correctly turns the nut-holder's share from 0.50 pots (caller folds everything to a never-bluffer) into up to 0.83 pots at 2x pot. **Lesson: your bluffs are what get your value hands paid.** Against micro-stakes stations, who call too much regardless, you skip the bluffs and just bet bigger for value.

A4. Range shapes: polarized, linear, condensed [Approx.]

Shape	Contains	Typical spot	Sizing
Polarized	Very strong + bluffs, no medium	River bets, OOP 3-bets vs loose openers, overbets	Large (75%-2x)
Linear (merged)	Best X% of hands, top-down	IP 3-bets vs callers, value-heavy c-bets vs stations	Medium
Condensed (capped)	Mostly medium, few nuts	Flat-call ranges (BB call, cold-call), check-back ranges	Check / bluff-catch / small bets

Bet-size theory, short version [Approx.]: small bets (25-33%) work when you have a **range advantage across many hands** (A-high dry); large bets when you have a **nut advantage** and your range is polar; middle sizes on dynamic boards to charge draws. Capped ranges should rarely bet big.

A5. Node-by-node example trees [Approx., not solver output]

These trees show **illustrative** frequencies consistent with the ideas above. They are not exported from a solver.

Tree 1: BTN vs BB, single-raised, flop A♠7♦2♣ (pot 5.5bb)

```

BB checks (100%)
├─ BTN: bet 33% (~80%) | check (~20%)
│   └─ vs bet: BB fold ~35% | call ~58% | raise 3x ~7%
│       └─ vs raise: BTN fold ~45% | call ~45% | jam ~10%
│   └─ vs check: BB turn: bet 50% ~40% | check ~60%

```

Tree 2: CO vs BTN 3-bet pot, flop 8♥7♥5♣ (pot 16.5bb, SPR 5.6)

```

CO checks (~95%)
├─ BTN (3-bettor): check ~55% | bet 33% ~30% | bet 75% ~15%
│   └─ vs 33%: CO fold ~30% | call ~55% | raise ~15%
│   └─ vs 75%: CO fold ~40% | call ~40% | raise-jam ~20%

```

Tree 3: SB vs BB limped pot, flop K♣9♦4♥ (pot 2bb)



SB (limper) checks ~70% | bets 50% ~30%
 ↳ after SB check: BB bets 50% ~55% | checks ~45%
 ↳ vs BB bet: SB fold ~40% | call ~45% | raise ~15%

Tree 4: River, BTN polar overbet 1.5x on 9-8-4-2-K with three hearts [indifference Computed]

Pot 30bb, BTN bets 45bb
 ↳ Bluff share for balance: $1.5/4 = 37.5\%$ of the betting range
 ↳ BB MDF: $1/2.5 = 40\%$ → call with the best ~40% of bluff-catchers

A6. Blocker and combo math, worked [Computed]

Situation	Combos
AK combos, no blockers	16
AK combos, you hold As	12
AK combos, you hold As Kd	9
Sets 77/22/99 on 9-7-2 board	9
Sets on 9-7-2, you hold 9s	7
Nut flush (Ax hearts) on 3-heart board	9
Nut flush combos if you hold Ah	0
QQ+ and AK (4-bet value) total	34
QQ+,AK when you hold an A	27
QQ+,AK when you hold A and K	21

Worked example 1, the A-blocker 4-bet bluff: villain's 5-bet range QQ+, AK = 34 combos. Holding an ace (e.g. A5s) cuts it to **27** (−21%), so villain jams less often and your bluff works more. Holding AK cuts it to 21.

Worked example 2, river bluff with the A♥ on K-6-2-8 three hearts: you remove all 9 villain nut-flush combos. Your bluff runs into fewer slowplayed nut flushes, and villain's strongest calls are second-nut flushes and sets.

Worked example 3, set combos: on 9-7-2 villain has 9 set combos; holding a 9 cuts it to 7. Against a passive player's check-raise (range = sets + two pair), top pair with a 9 kicker is slightly more likely to be facing two pair/bluffs.

Part B: Deep exploits vs micro-stakes pools

B1. Typical population tendencies [Consensus estimates, not measured data]

Tendency	Typical micro pool	Balanced baseline	Exploit
Fold to 3-bet	55-65%	~45-50%	3-bet bluff more IP (suited aces, suited broadways)
Fold to c-bet (flop)	40-50%, higher on dry A/K boards	~40-45%	C-bet small and often on dry high boards
Fold to turn barrel	45-55%	~40%	Barrel good turn cards with equity
River bluffing frequency	Far below balanced, especially on big bets	Bluffs = $s/(1+2s)$	Fold bluff-catchers to big river bets
Check-raise frequency	Low; mostly value	Mixed	Fold one-pair to check-raises from unknowns
Calling small river bets	Very high	MDF	Thin value with small sizes



Tendency	Typical micro pool	Balanced baseline	Exploit
Limp/call preflop (recreationals)	20-40% VPIP gap	—	Iso-raise bigger; value-bet relentlessly

B2. HUD stat interpretation table [Approx. thresholds]

Stat	Low	Normal (reg)	High	What to do when high
VPIP	<15	20-27	>35	Isolate; value-bet; don't bluff
PFR	<10	16-22	>28	Widen 3-bet value, call down lighter
3-bet	<4	6-9	>11	4-bet light (A5s), call 3-bets IP wider
Fold to 3-bet	<40	45-55	>60	3-bet bluff more
C-bet flop	<45	50-65	>75	Float IP, check-raise more
Fold to c-bet	<35	40-50	>55	C-bet any two small
WTSD	<22	25-30	>32	Value bet thin, stop bluffing
W\$SD	<45	50-55	>58	Their showdowns are strong: fold more
AF (postflop)	<1.5	2-3.5	>4	Bluff-catch more
Steal (CO/BTN/SB)	<25	35-45	>50	Re-steal (3-bet) wider from the blinds

B3. Leak-by-leak counter-strategies

Leak	Spot it by	Counter
Over-folds to 3-bets	Fold to 3-bet > 60%	3-bet light IP with A2s-A5s, K9s+, suited connectors
Calls too wide preflop	VPIP – PFR > 15	Raise bigger (3.5-4bb iso), value-bet 3 streets
Never bluffs rivers	Low river AF, low W\$WSF	Fold bluff-catchers to big river bets
Over-c-bets	C-bet > 75%	Float IP; check-raise draws OOP
Gives up on turns	Turn c-bet < 35%	Float flop, bet when checked to
Slowplays big hands	Check-call flop/turn, then raise river	Respect check-raises late; bet smaller when they check-call twice
Overcalls multiway	Cold-call % high	Bet bigger for value in multiway pots; bluff less

B4. Sizing tells [Consensus]

- **Min-bets / tiny bets** from recreationals = weak made hands or draws looking for a cheap showdown. Raise them for value or as a bluff.
- **Overbets from unknowns at micros** = very strong (rarely bluffs). Fold medium hands.
- **Pot-size bets on draw-completing turns** from passive players = made the draw.
- **Instant small c-bets** from regs = automatic range bets; call wider.
- **Big flop bet, then check turn** = often a one-pair hand giving up or a draw that missed.

B5. Adjusting by stat thresholds [Approx.]

If villain's...	...is above	Do this
Fold to c-bet	55%	C-bet 25-33% with all hands on all dry boards
Fold to 3-bet	60%	3-bet ~12-15% vs their opens
WTSD	32%	Remove river bluffs entirely; size up value bets to 75-100%
3-bet	11%	4-bet value range widens to JJ+, AQs+; 4-bet bluff A5s-A4s
C-bet	75%	Float IP with backdoors; check-raise 2x as often OOP



If villain's...	...is above	Do this
AF	4	Check to them; call down with medium pairs

Part C: Advanced 3-bet, 4-bet, and blind vs blind

C1. SB vs BB: raise vs limp

Equity of SB hands [Computed] vs a random hand and vs a typical BB defend range against a 3bb raise (22+, A2s+, K2s+, Q2s+, J4s+, T6s+, ..., A2o+, K5o+, Q8o+, J8o+, T8o+, 97o+, 87o, 76o):

SB hand	vs random	vs BB defend range
K7o	54.7%	46.6%
Q8s	56.8%	47.5%
J6s	51.0%	42.2%
97o	46.5%	38.7%
54s	41.7%	39.3%
A4o	56.9%	49.9%
T5s	47.6%	39.8%
83o	38.1%	32.0%
22	51.0%	47.6%

Raise-or-fold (simple, recommended at micros) [Approx.]: raise 3bb with ~40-45% of hands.

Limp strategy (advanced): limp ~50-60% of hands including some strong ones (to protect limps), raise 3-3.5bb with a polar range. Limping wins small pots with medium offsuit hands like K7o or 97o that are around 39-47% vs a defend range, so playing them in a 3bb-raised pot out of position realizes little equity.

Rule of thumb: vs passive/folding BBs, **raise** wider; vs aggressive BBs who raise limps, raise-or-fold.

C2. BB vs SB defense [Approx.]

- Vs 3bb open: you call 2bb to win a 6bb total → need **25.0%** equity (before rake/realization). Defend ~55-65%. 3-bet ~15-18% (value 99+, ATs+, KJs+, AJo+; bluffs A5s-A2s, K9s-K6s, suited connectors).
- Vs a **limp**: raise 3.5-4bb with your top ~30-40% and check the rest; you're IP for the whole hand.
- Postflop as the BB vs SB: you're **in position**, so float and stab more; SB c-bets less often than BTN.

C3. 3-bet pot plans by texture [Approx.]

Texture	3-bettor IP (e.g. BTN vs CO)	3-bettor OOP (SB/BB vs BTN)
A-high / K-high dry	C-bet 25-33% ~75%; barrel A/K/Q turns	C-bet 25-33% ~65%; check some overpairs to protect check range
Broadway two-card (Q-J-x, K-T-x)	C-bet ~60%, 33-50%	C-bet ~45%, mostly value + strong draws
Middling connected (9-8-6, 8-7-5)	Check ~50%+; bet big (66-75%) with overpairs + draws	Check most; check-call overpairs; check-raise sets/combo draws



Texture	3-bettor IP (e.g. BTN vs CO)	3-bettor OOP (SB/BB vs BTN)
Low (6-4-3, 5-3-2)	Bet ~50% with overpairs; check bluffs with no equity	Bet smaller, ~33%, with overpairs only
Paired (K-K-x, 7-7-x)	Bet 25% range	Bet 25% often; caller rarely has trips
Monotone	Bet 25-33% ~45%	Check most; bet flushes + A-x of the suit

C4. 4-bet and 5-bet jam math with fold equity [Computed]

Equity of jamming hands vs **calling** ranges (Monte Carlo):

Spot	Equity when called
A5s 4-bet jam vs 3-bettor calling QQ+,AK	29.9%
AKo jam vs calling QQ+,AK	38.9%
QQ jam vs calling KK+,AK	40.2%
JJ jam vs calling QQ+,AK	36.4%
AQs jam vs calling JJ+,AK	32.2%
KQs 5-bet jam vs calling QQ+,AK	24.9%
TT jam vs wide 4-bettor calling TT+,AQ+	40.2%
A5s squeeze-jam (25bb) vs caller TT+,AK	31.1%

Break-even fold equity for a 100bb 4-bet jam over a 3-bet: you opened 2.5bb, villain 3-bet to 9bb (blinds folded: dead 1.5bb). Pot before your jam = $2.5 + 9 + 1.5 = 13\text{bb}$; you risk **97.5bb** more; if called the final pot is **201.5bb**.

$EV(\text{jam}) = f \times 13 + (1 - f) \times (eq \times 201.5 - 97.5)$.

Hand (equity when called)	EV when called	Break-even fold %	EV if villain folds 50%
A5s (29.9%)	-37.3bb	74.1%	-12.1bb
KQs (24.9%)	-47.3bb	78.5%	-17.2bb
JJ (36.4%)	-24.2bb	65.0%	-5.6bb
AKo (38.9%)	-19.1bb	59.5%	-3.1bb
QQ (vs KK+,AK) (40.2%)	-16.5bb	55.9%	-1.7bb
AQs (vs JJ+,AK) (32.2%)	-32.6bb	71.5%	-9.8bb

Read-out: a 4-bet **jam** as a bluff needs villain to fold about 70-80% of the time (65% for JJ, 60% for AKo when they are used as bluffs). Pool fold-to-4-bet at micros is often around that [Consensus], so it's marginal; a **small 4-bet (22bb)** risks less and needs only $22 \div (22 + 13) \approx 62.9\%$ folds before counting equity, which is why 4-bet bluffs are usually sized small, not jammed. Value hands (AK, QQ+) are never folded; JJ vs a QQ+/AK range is a fold to a 5-bet.

C5. Squeeze play [Computed math, Approx. ranges]

UTG opens 2.5bb, CO calls, you squeeze from BTN to **11bb**. Dead money before your raise = $2.5 + 2.5 + 1.5 = 6.5\text{bb}$.

- Pure-bluff break-even (fold to any 4-bet, give up when called): need **62.9%** of the time for both players to fold.
- With A5s, when a squeeze-jam (25bb effective) gets called by TT+/AK you have **31.1%** equity.
- Squeeze value: QQ+, AK, AQs (+JJ vs loose openers). Bluffs: A5s-A2s, KQs/KJs, suited connectors **only vs loose openers who fold to 3-bets often**. Size: **4x the open + 1 open per caller** IP; add 1bb more OOP.



Walkthroughs (12 hands, equity computed at every street)

1. SB limps K7o, BB checks: K-9-4

Hero: Kh 7d

Street	Board	Villain range assumed	Hero equity
Pre	—	BB random (checks option)	54.5%
Flop	Ks 9c 4d	BB range (checked)	83.7%
Turn	Ks 9c 4d 2h	BB check-calls flop	74.0%

- SB limp: K7o is ~55% vs a random BB hand but only ~47% vs a 3bb defend range, so limping is reasonable.
- Flop top pair vs BB's checked (wide) range: ~84%. Bet 50% for value.
- Turn 2 vs a check-calling range: ~74%. Bet again ~66%.

2. BB defends Q6o vs SB and flops middle pair

Hero: Qd 6c

Street	Board	Villain range assumed	Hero equity
Pre	—	SB open	37.8%
Flop	6h 4s 2d	SB c-bets 33%	67.7%
Turn	6h 4s 2d Kc	SB barrels	47.3%

- Defend: need ~25% vs a 3bb open; Q6o has ~38%.
- Flop 6-4-2 vs SB's c-bet range: ~68%. Call; raise vs aggressive SBs.
- Turn K, SB barrels: ~47%. Call a 50% bet (need 25%), but be ready to fold the river vs a big bet from a passive player.

3. CO 4-bets AKo, BTN calls: low flop

Hero: Ac Kh

Street	Board	Villain range assumed	Hero equity
Pre	—	BTN calls 4-bet	50.3%
Flop	8d 6c 3s	BTN range	44.6%

- 4-bet AKo to 22bb; called by QQ+/JJ/TT/AQs/KQs/AKs/AQo: ~50% (cooler-heavy range).
- Flop 8-6-3: ~45%. SPR ≈ 1.2: one c-bet commits; jamming with overs + backdoor is fine vs that wide calling range.

4. BTN squeezes A5s and gets called

Hero: As 5s

Street	Board	Villain range assumed	Hero equity
Pre	—	if called	30.0%

- Squeeze to 11bb. When the squeeze-jam is called by QQ+/AK, A5s has ~30%: so the squeeze must win mostly through folds. Need ~63% folds as a pure bluff (Section C5).

5. BB 3-bets KJs vs SB and turns a straight draw

Hero: Ks Js



Street	Board	Villain range assumed	Hero equity
Pre	—	SB calls 3-bet	48.1%
Flop	Qd Tc 3h	SB checks	46.7%
Turn	Qd Tc 3h 7s	SB check-calls	24.0%

- BB 3-bets KJs vs SB, SB calls: ~48% preflop.
- Flop Q-T-3 (gutshot + overcard): ~47% vs SB's range. C-bet 33% IP.
- Turn 7 vs a check-call range: ~24% (draw only). Check back and take a free card, or bet only vs high fold-to-turn stats.

6. SB 3-bets QQ vs BTN: A-high flop OOP

Hero: Qs Qc

Street	Board	Villain range assumed	Hero equity
Pre	—	BTN calls	75.2%
Flop	Ah 8d 3c	BTN range	59.1%
Turn	Ah 8d 3c 5s	BTN calls a small c-bet	30.0%

- SB 3-bets QQ, BTN calls: ~75%.
- Flop A-8-3: ~59% vs BTN's full range. Bet 25–33% or check-call.
- Turn 5 after BTN calls a small c-bet: ~30%. Check-call one bet at most; fold to big bets.

7. HJ calls a BTN 3-bet with JJ: Q-high flop

Hero: Jh Jd

Street	Board	Villain range assumed	Hero equity
Pre	—	BTN 3-bet	57.5%
Flop	Qc 7d 2s	BTN c-bet range	57.0%

- Call 3-bet OOP with JJ: ~58% vs BTN's 3-bet range (better to 4-bet vs loose 3-bettors).
- Flop Q-7-2: ~57% vs BTN's c-bet range. Call one c-bet; don't build a huge pot OOP.

8. BTN 88 bluff-catching a river overbet

Hero: 8s 8d

Street	Board	Villain range assumed	Hero equity
River	9h 8h 4c 2d Kh	Villain overbets: flushes, sets, straights + missed draws	41.4%

- River 9-8-4-2-K (three hearts): 88 is a set but only ~41% vs a polar overbetting range of flushes, straights, better sets and missed draws.
- Facing 1.5x pot you need $1.5/4 = 37.5\%$: **thin call** vs balanced players, **fold** vs micro unknowns (they under-bluff overbets) [Consensus].

9. CO 4-bet bluffs A4s and gets called

Hero: Ah 4h

Street	Board	Villain range assumed	Hero equity
Pre	—	BTN calls/5-bets	30.6%
Flop	Kd 9h 3h	BTN range	39.1%

- 4-bet bluff A4s; called by QQ+/AK/JJ: ~31%.
- Flop K-9-3 with two hearts (NFD): ~39%. SPR < 2: jam on the flop.

**10. BB check-raises 98s on T-7-2****Hero: 9c 8c**

Street	Board	Villain range assumed	Hero equity
Pre	—	BTN open	43.0%
Flop	Tc 7d 2c	BTN c-bet range	62.7%
Turn	Tc 7d 2c 3s	BTN calls x/r	36.4%

- Pre: 98s vs BTN ~43%.
- Flop T-7-2 with two clubs (OESD-ish gutshot + flush draw): ~63% vs BTN's c-bet range. Check-raise 3x.
- Turn 3 vs BTN's call range: ~36%. Barrel again with fold equity, or check-call depending on stats.

11. SB raises A9o vs BB: top pair to the river**Hero: Ah 9d**

Street	Board	Villain range assumed	Hero equity
Pre	—	BB defends 3bb	57.0%
Flop	As Td 5c	BB range	81.2%
River	As Td 5c 8h 2s	BB called twice	42.7%

- SB raises A9o, BB defends: ~57%.
- Flop A-T-5: ~81% vs the BB's whole range. Bet 33%.
- River vs a range that called twice: ~43%. **Check** and bluff-catch small bets; thin value isn't there.

12. BTN AKs vs CO's 3-bet range (cold 4-bet spot)**Hero: Ad Kd**

Street	Board	Villain range assumed	Hero equity
Pre	—	CO 3-bet range	45.6%

- BTN AKs vs CO's 3-bet range (QQ+, JJ, AKs, AKo, AQs): ~46%. Cold 4-bet to ~25bb for value/blockers; fold to a 5-bet vs nits, call/jam vs wider players.

Drills: 30 practice spots

1. Polar river bettor uses 75% pot. What % bluffs is balanced?
2. Same at 2x pot?
3. Caller's MDF vs 1.5x pot?
4. Why bet small on A-7-2 rainbow as BTN?
5. What range shape is a BB flat-call vs BTN?
6. Villain's QQ+,AK combos when you hold an ace?
7. Villain's AK combos when you hold A and K?
8. Nut-flush combos on a 3-heart board when you hold the A♥?
9. Pool folds 62% to 3-bets. Your BTN vs CO 3-bet range?
10. Villain WTSD 35%. River bluff?
11. Unknown micro player overbets the river. You have top pair.
12. Villain c-bets 80%, you're IP with backdoors.



13. SB with 97o vs passive BB: raise or limp?
14. BB vs SB 3bb open. Equity needed to call?
15. BB vs SB limp with KTo.
16. 4-bet jam bluff with A5s vs QQ+/AK calling range: break-even folds?
17. Small 4-bet bluff to 22bb vs a 3-bet to 9: break-even folds (ignoring equity)?
18. JJ facing a 5-bet jam from a nit (QQ+,AK).
19. AK facing a 5-bet jam from a nit (QQ+,AK)?
20. Squeeze bluff to 11bb over a 2.5 open + call. Break-even?
21. Who squeezes better: vs a tight UTG opener or a loose CO opener?
22. 3-bet pot OOP, flop 8-7-5. Default with QQ?
23. 3-bet pot IP, flop K-7-2 rainbow. C-bet size?
24. 4-bet pot, SPR 1.2, you have AK on 8-6-3. Fold to a jam?
25. Bettor's EV with value at 2x pot vs 25% in the toy game?
26. HUD: fold to c-bet 60%. Plan?
27. HUD: AF 5, you hold a medium pair on the river facing a bet.
28. Sizing tell: min-bet from a recreational on the turn.
29. Rule for 4-bet sizing IP vs a 9bb 3-bet?
30. BB 3-bet bluff candidates vs SB?

Answers

1. $0.75/2.5 = 30\%$.
2. $2/5 = 40\%$.
3. $1/2.5 = 40\%$.
4. Broad range advantage, little nut advantage: **small bet, high frequency**.
5. **Condensed/capped**.
6. **27** (from 34).
7. **9**.
8. **0**.
9. **Widen** with suited aces/broadways/connectors (~12-15%).
0. **No**; value bet bigger instead.
1. **Fold** (under-bluffed sizing [Consensus]).
2. **Float**, bet when checked to on the turn.
3. Raise-or-fold strategy: **fold** (or limp in a limp strategy). Not a raise vs a defending BB.
4. $2/8 = 25\%$.
5. **Raise to ~3.5-4bb** (top of range, IP).
6. **~74%** (Section C4).
7. $22/35 \approx 63\%$.
8. **Fold**: 36.4% equity vs ~38.7% needed (call 78bb into a 201.5bb final pot).
9. **Marginal call**: 38.9% equity vs 38.7% needed (call 78bb, final pot 201.5bb); a clear call vs anyone looser than QQ+/AK.
0. $11/17.5 = 63\%$ folds.
1. **Loose CO**: more folds.
2. **Check** (call), don't bloat the pot.
3. **25-33%**, high frequency.
4. Usually **call** vs wide 4-bet callers (~45%+).



5. 1.67 vs 1.20 pots (polar range only).
6. C-bet **any two, small**.
7. **Call** more often (aggressive players bluff).
8. Usually weak: **raise** for value/bluff.
9. ~**22-24bb** (2.4-2.7x).
0. **A5s-A2s, K9s-K6s, suited connectors**.

[Computed] numbers are from our scripts; [Approx.] items are guidelines, and nothing here is solver output; [Consensus] items are community estimates. This guide is for study away from the table, not for real-time use during play.



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