



FLAWLESS POKER GUIDE SERIES

8-Handed No-Limit Hold'em Sit-and-Go: In-Depth Guide

8-player SNGs: 65/35, 50/30/20, and winner-take-all · ICM, push/fold by position, stage strategy, and variance, with the numbers computed

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Flawless Poker · 8-Handed No-Limit Hold'em Sit-and-Go: In-Depth 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 unless stated. 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 in **big blinds (bb)**; "effective stack" = the smaller stack involved. Grids: pairs on the diagonal, **suited top right, offsuit bottom left**, X = in range.
- 8-handed seats: **UTG → UTG+1 → MP → HJ → CO → BTN → SB → BB**.

I. Payout formats and ICM

1a. Formats [Approx.]

Format	Paid	Prize split	Bubble	Feel
Top 2	2 of 8	65% / 35%	3 players left	Long, tight 3-handed bubble
Top 3	3 of 8	50% / 30% / 20%	4 players left	The classic SNG bubble; strongest ICM effects
Winner-take-all	1 of 8	100%	None	Chip EV; highest variance

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

Prize equity (% of the prize pool) vs chip share:

Stacks	Situation	Payout	Chip shares	Prize equity
4000/4000/4000/4000	4 left, equal	WTA	25.0% / 25.0% / 25.0% / 25.0%	25.0% / 25.0% / 25.0% / 25.0%
7000/4000/3000/2000	4 left (bubble for 50/30/20)	WTA	43.8% / 25.0% / 18.8% / 12.5%	43.8% / 25.0% / 18.8% / 12.5%
7000/4000/3000/2000	4 left (bubble for 50/30/20)	65/35	43.8% / 25.0% / 18.8% / 12.5%	39.3% / 26.3% / 20.4% / 14.0%
7000/4000/3000/2000	4 left (bubble for 50/30/20)	50/30/20	43.8% / 25.0% / 18.8% / 12.5%	34.8% / 26.7% / 22.3% / 16.2%
8000/5000/2000/1000	4 left, big leader	WTA	50.0% / 31.2% / 12.5% / 6.2%	50.0% / 31.2% / 12.5% / 6.2%
8000/5000/2000/1000	4 left, big leader	65/35	50.0% / 31.2% / 12.5% / 6.2%	44.1% / 33.5% / 14.8% / 7.6%
8000/5000/2000/1000	4 left, big leader	50/30/20	50.0% / 31.2% / 12.5% / 6.2%	37.8% / 31.7% / 19.9% / 10.6%
6000/5000/5000	3 left	WTA	37.5% / 31.2% / 31.2%	37.5% / 31.2% / 31.2%
6000/5000/5000	3 left	65/35	37.5% / 31.2% / 31.2%	36.3% / 31.8% / 31.8%
6000/5000/5000	3 left	50/30/20	37.5% / 31.2% / 31.2%	34.7% / 32.7% / 32.7%
9000/4500/2500	3 left (bubble for 65/35)	WTA	56.2% / 28.1% / 15.6%	56.2% / 28.1% / 15.6%



Stacks	Situation	Payout	Chip shares	Prize equity
9000/4500/2500	3 left (bubble for 65/35)	65/35	56.2% / 28.1% / 15.6%	47.9% / 32.8% / 19.3%
9000/4500/2500	3 left (bubble for 65/35)	50/30/20	56.2% / 28.1% / 15.6%	40.1% / 32.6% / 27.3%

Payouts that pay more places **compress** the leader's equity and **lift** the short stacks: on a 50/30/20 bubble the 1,000-chip stack (6.2% of chips) holds 10.6% of the prize pool.

1c. Equity needed to call an all-in by stack situation [Computed]

Hero calls an all-in from the named player (no blinds counted; chips change hands by the smaller stack).

Situation	Stacks (hero first)	WTA	65/35	50/30/20
4 left, equal stacks, hero calls a covering shove	4000/4000/4000/4000	50.0%	56.6%	65.2%
Hero medium (4k) vs chip leader (7k), a short 2k stack at the table	4000/7000/3000/2000	50.0%	61.1%	71.9%
Hero short (2k) vs leader (7k)	2000/7000/4000/3000	50.0%	55.6%	64.0%
Hero leader (7k) calls medium (4k)	7000/4000/3000/2000	50.0%	55.6%	58.5%
Hero leader (7k) calls short (2k)	7000/4000/3000/2000	50.0%	52.1%	53.5%
Hero medium (4k) calls medium (3k)	4000/3000/7000/2000	50.0%	53.9%	60.7%

The worst seat on a 50/30/20 bubble is the medium stack facing the chip leader (~72% needed). The chip leader calling the short stack pays the smallest risk premium (~54%).

2. Positions and hand strength at 8-handed

Seat	Players behind	Role [Approx.]
UTG / UTG+1	7 / 6	Tightest opens; most hands are folds
MP / HJ	5 / 4	Moderate
CO / BTN	3 / 2	Steal seats; widest opens
SB / BB	1 / 0	Pay blinds; play OOP postflop

Equity vs 1-7 random hands [Computed, Monte Carlo 12,000 trials each]

Hand	vs 1	vs 2	vs 3	vs 4	vs 5	vs 6	vs 7
AA	84.9	72.8	63.9	55.4	49.0	42.9	39.3
KK	82.4	68.7	58.0	49.4	43.0	36.9	32.5
JJ	77.2	60.6	49.0	40.2	33.5	28.0	24.8
88	69.6	49.7	38.2	30.0	24.7	20.0	18.3
44	57.7	37.3	26.5	20.6	16.5	14.4	13.7
AKo	64.5	47.7	39.1	32.8	28.0	24.7	22.0
AQs	65.7	49.7	39.9	33.6	29.7	25.6	23.2
ATo	62.6	43.9	33.6	27.6	23.0	19.7	17.1
A5s	59.7	41.0	31.2	26.1	22.4	20.0	17.1
KQo	61.1	44.8	35.6	29.2	24.8	21.2	19.6
KTs	61.5	44.5	35.5	30.3	25.6	22.7	20.5
QJo	57.9	40.7	31.8	27.1	23.2	18.7	17.2



Hand	vs 1	vs 2	vs 3	vs 4	vs 5	vs 6	vs 7
T9s	54.2	38.9	30.7	25.6	22.4	19.5	18.0
76s	45.4	32.4	25.0	20.5	18.0	15.1	14.2
K5o	53.4	34.0	24.2	19.0	16.0	12.2	11.3
72o	34.4	20.5	14.2	10.2	9.0	7.5	6.1

Fair share = $100 \div (\text{opponents} + 1)$: 50, 33, 25, 20, 16.7, 14.3, 12.5%. **Pairs and suited big cards hold up multiway; offsuit hands like K5o fall below fair share by 3 opponents.** That is why early-position ranges at a full table are tight.

3. Opening ranges by position (deep stacks, 25bb+) [Approx.; % computed from the grids]

Open 2–2.5bb (2bb from ~25bb down; 3bb from the SB). Tighten early in the tournament when players call too much.

UTG (12.8%)

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

UTG+1 (17.0%)

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

MP (20.4%)

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

HJ (25.8%)

	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	.	.	.	.	.
Q	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	.	.	.	.	.
8	.	.	.	.	.	.	X	X	X	.	.	.	.
7	.	.	.	.	.	.	.	X	X	.	.	.	.
6	.	.	.	.	.	.	.	.	X	.	.	.	.
5	.	.	.	.	.	.	.	.	.	X	.	.	.
4	.	.	.	.	.	.	.	.	.	.	X	.	.
3	.	.	.	.	.	.	.	.	.	.	.	X	.
2	.	.	.	.	.	.	.	.	.	.	.	.	X

CO (34.8%)

	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	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	X	.	.	.	.	.
9	X	X	X	X	X	X	X	X	.	.	.	.	.
8	X	.	.	.	.	.	X	X	X	.	.	.	.
7	X	.	.	.	.	.	.	X	X	X	.	.	.
6	.	.	.	.	.	.	.	.	X	X	.	.	.
5	X	.	.	.	.	.	.	.	.	X	X	.	.
4	.	.	.	.	.	.	.	.	.	.	X	.	.
3	.	.	.	.	.	.	.	.	.	.	.	X	.
2	.	.	.	.	.	.	.	.	.	.	.	.	X

BTN (40.9%)

	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	.	.	.	.	.
T	X	X	X	X	X	X	X	X	.	.	.	.	.
9	X	X	X	X	X	X	X	X	.	.	.	.	.
8	X	.	.	.	.	.	X	X	X	.	.	.	.
7	X	.	.	.	.	.	.	X	X	X	.	.	.
6	X	.	.	.	.	.	.	.	X	X	X	.	.
5	X	.	.	.	.	.	.	.	.	X	X	.	.
4	X	.	.	.	.	.	.	.	.	.	X	.	.
3	X	.	.	.	.	.	.	.	.	.	.	X	.
2	X	.	.	.	.	.	.	.	.	.	.	.	X

**SB (vs BB) (50.8%)**

	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	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	X	X	X
8	X	X	X	X	X	X	X	X	X	X	X	X	X
7	X	X	X	X	X	X	X	X	X	X	X	X	X
6	X	X	X	X	X	X	X	X	X	X	X	X	X
5	X	X	X	X	X	X	X	X	X	X	X	X	X
4	X	X	X	X	X	X	X	X	X	X	X	X	X
3	X	X	X	X	X	X	X	X	X	X	X	X	X
2	X	X	X	X	X	X	X	X	X	X	X	X	X

4. Stage strategy [Approx.]

Stage	Stacks / players	Strategy
Early (levels 1-3)	50-75bb, 8-7 players	Tight-aggressive. Open the Section 3 ranges, set-mine pairs (15-20x rule), value-bet hard vs callers, avoid big pots with one pair. Don't bluff recreational players.
Middle	15-30bb, 6-5 players	Steal from CO/BTN/SB; re-shove 3-bet jams with ~15-25bb over late opens; fold marginal hands to early raises.
Bubble (65/35: 3 left; 50/30/20: 4 left)	Often 5-15bb	ICM rules: big stacks shove wide, medium stacks fold, short stacks shove for survival . Calls tighten dramatically (Section 6).
In the money	3-2 left	Pay jumps still matter (except heads-up). Re-open push ranges toward chip EV as the field shrinks.
Heads-up	2 left	Pure chip EV. Use the 3-max guide's HU charts: SB shoves ~59% / BB calls ~38% at 10bb.

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

Model: equal stacks, blinds 0.5/1bb, **no antes**, chip EV, a single caller (first caller only, multiway all-ins ignored), 169x169 equity matrix (no card removal). Solved by fictitious play. Real games with antes or 8-Bomb straddles play **looser** than this.

Stack	UTG	UTG+1	MP	HJ	CO	BTN	SB	BB call vs CO	BB call vs BTN	BB call vs SB
3bb	36.7%	36.7%	37.0%	41.2%	46.0%	53.5%	78.6%	94.6%	95.5%	91.9%
4bb	20.7%	22.8%	26.4%	30.3%	34.5%	43.0%	74.7%	54.8%	61.4%	73.2%
5bb	15.2%	17.9%	21.0%	26.1%	33.0%	40.6%	71.0%	38.2%	43.6%	62.0%
6bb	14.0%	16.1%	19.5%	24.3%	31.8%	38.2%	68.3%	30.3%	35.7%	54.4%
7bb	11.8%	15.5%	17.9%	21.6%	28.5%	36.0%	65.9%	24.6%	31.2%	48.7%
8bb	10.7%	13.4%	16.7%	20.4%	26.4%	34.5%	61.7%	21.6%	27.9%	44.2%
10bb	9.0%	11.0%	14.6%	17.9%	22.5%	31.8%	58.7%	15.4%	23.1%	37.3%
12bb	7.4%	9.4%	11.8%	14.9%	19.2%	29.7%	51.7%	11.9%	17.8%	32.7%
15bb	5.0%	6.9%	9.8%	12.4%	17.0%	25.2%	45.7%	8.7%	14.6%	27.0%

**10bb grids****UTG shove 10bb (9.0%)**

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

CO shove 10bb (22.5%)

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

BTN shove 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	.	.	.	.	.	.
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 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

6bb grids**UTG shove 6bb (14.0%)**

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

CO shove 6bb (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	X	.	.	.	.	.
J	X	X	X	X	X	X	X	.	.	.	.	.	.
T	X	X	X	X	X	X	X	.	.	.	.	.	.
9	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

BTN shove 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 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	.	.
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	X	.	.	.	.	.
8	X	X	.	.	.	.	X	.	.	.	.	.	.
7	X	X	.	.	.	.	.	X	.	.	.	.	.
6	X	.	.	.	.	.	.	.	X	.	.	.	.
5	X	.	.	.	.	.	.	.	.	X	.	.	.
4	X	.	.	.	.	.	.	.	.	.	X	.	.
3	X	.	.	.	.	.	.	.	.	.	.	X	.
2	X	.	.	.	.	.	.	.	.	.	.	.	X



6. How ICM tightens calls on the bubble [Computed]

BB facing a **CO 10bb shove** from the chip-EV range (22.5% of hands). Hands are kept if their equity vs that range meets the threshold:

Model	Equity needed	Calling range (% of hands)
Chip EV	43.9%	14.5%
ICM 65/35: 4 left, equal stacks, hero calls a covering shove	56.6%	5.1%
ICM 50/30/20: 4 left, equal stacks, hero calls a covering shove	65.2%	1.8%
ICM 65/35: Hero medium (4k) vs chip leader (7k), a short 2k stack at the table	61.1%	2.6%
ICM 50/30/20: Hero medium (4k) vs chip leader (7k), a short 2k stack at the table	71.9%	0.9%
ICM 65/35: Hero short (2k) vs leader (7k)	55.6%	5.9%
ICM 50/30/20: Hero short (2k) vs leader (7k)	64.0%	1.8%

Chip EV says call ~15% of hands; on a 50/30/20 bubble with equal stacks, only ~**2%** (top pairs) remain, and as a medium stack facing the leader **under 1%** (AA-KK class). This is the single most important number in SNG play.

7. Stack-size roles on the bubble [Approx., with Section ic numbers]

Role	Goal	Do	Don't
Chip leader	Pressure the others	Shove/raise very wide into medium stacks (they need 60–72% to call); call shorts lightly (~54% needed)	Tangle with the other big stack without a strong hand
Medium stack	Reach the money	Fold to leader shoves except premiums; steal from short stacks' blinds	Call the leader light; open-shove into the leader's big blind
Short stack	Survive, then double	Shove first-in wide (fold equity); pick spots before the BB	Wait until 1–2bb (no fold equity left)

8. Key all-in matchups [Computed, exact]

Matchup	Hand 1 equity
AA vs KK	81.3%
QQ vs AKo (classic flip)	57.2%
QQ vs AKs	53.8%
22 vs AKo	53.0%
TT vs 98s	81.1%
AK vs AQ (dominated)	74.0%
AK vs KQ (dominated)	74.2%
AJ vs AT (kicker)	72.5%
KQ vs JT (two overs)	64.1%
A2o vs KQo	57.7%
JTo vs 22	51.2%



Matchup	Hand 1 equity
87s vs AKo	41.9%
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%

9. Outs and pot odds [Computed]

Outs	Draw	Flop→river	Turn→river
2	Pair to set	8.4%	4.3%
4	Gutshot	16.5%	8.7%
6	Two overcards	24.1%	13.0%
8	OESD	31.5%	17.4%
9	Flush draw	35.0%	19.6%
12	FD + overcard	45.0%	26.1%
15	FD + OESD	54.1%	32.6%

Call needs bet ÷ (pot + 2 × bet): 25% vs half pot, 28.6% vs two-thirds, 33.3% vs pot. In SNGs, **add the ICM premium** on top near the bubble.

10. Postflop at medium and shallow SPR [Approx.]

SPR	When	Plan
6-12	Early levels, single-raised pots	Two streets of value with top pair; stack off with two pair+, sets, nut draws
3-6	Middle, 20-30bb	Top pair good kicker is a stack-off hand; c-bet ~33-50% and shove the turn
1-3	Late, 3-bet pots, short stacks	Any top pair, overpair, or 8+ out draw gets it in; c-bet = commit
< 1	Very short	Shove the flop with any piece

Near the bubble, avoid marginal **postflop** stack-offs as a medium stack: the ICM premium applies to every all-in, not only preflop.

11. Turbo and hyper adjustments [Approx.]

- Faster blinds mean less time: start stealing earlier (middle stage begins at ~25bb).
- Learn the push charts first; in hypers most decisions are shove/fold by level 4-5.
- Antes (if used) widen shove ranges significantly; re-steal (3-bet jam) more over late openers.

12. Special 8-player formats [hedged: verify in the lobby]

- On some sites, 8-player tables mostly appear in special formats such as **8-Bomb** (8 players, **mandatory preflop straddles**). Formats and rules change, so **click the SNG in the lobby to check the prize split, starting stack, and blind levels** before you register.



- A mandatory straddle adds dead money to every pot. Expect **wider opens and wider shoves** than the no-ante charts in Section 5, and treat effective stacks in **straddle units**, not just bb.
- Many sites' rules describe SNGs running until one player holds all chips; same-hand busts are ranked by chip count at the start of the hand.

13. Exploits [Consensus + Approx.]

Opponent	Sign	Exploit
Bubble nit	Folds everything at 3-4 left	Shove into them relentlessly (they need 60%+ anyway)
Loose caller	Calls shoves with any ace / K-x	Shove tighter (value-heavy); call their shoves per chart
Over-shover	Jams 10-15bb very wide	Call wider in chip-EV spots (heads-up, WTA, chip leader vs short)
Early-level spewer	Builds big pots light	Value-bet thinly and bigger, rarely bluff
Limper	Limps early positions	Iso-raise 4-5bb deep or iso-jam ≤ 12 bb

14. Variance and bankroll [Computed simulation + Approx.]

8-player SNG, \$11 buy-in, \$80 prize pool. Placements below are assumed finish rates; 1,500 simulated runs of 1,000 games each.

Format / player	P(1st, 2nd, 3rd)	EV/game	ROI	SD/game	P(down after 100 / 500 / 1,000)	Median / 95th % max drawdown (buy-ins)
50/30/20, average player	12.5% / 12.5% / 12.5%	\$-1.00	-9.1%	\$14.28	75.8% / 94.1% / 98.7%	106 / 168
50/30/20, solid winner	15.0% / 15.0% / 14.5%	\$+0.92	+8.4%	\$14.88	26.8% / 8.3% / 2.5%	27 / 51
65/35, solid winner	16.0% / 15.5%	\$+1.66	+15.1%	\$19.85	20.1% / 3.1% / 0.4%	31 / 54
Winner-take-all, solid winner	15.0%	\$+1.00	+9.1%	\$28.57	36.3% / 21.7% / 13.4%	64 / 120

Bankroll [Approx.]: 50/30/20 and 65/35 at **50-100 buy-ins** for a solid winner; winner-take-all and 8-Bomb variants **100+**. Move down after a 30-40% loss.

15. Walkthroughs [Computed equities vs model ranges]

1. BB with A9o vs a CO 10bb shove (chip EV)

Hero **Ah 9d** vs CO 10bb shove range: **47.1%**.

Chip EV needs $(10-1)/(20.5) = 43.9\%$: **call** (47.1%). On a 50/30/20 bubble with equal stacks (65.2% needed) this becomes a **fold**.

2. BB with KJo vs a UTG 8bb shove

Hero **Kh Jd** vs UTG 8bb shove range: **38.4%**.

Need $(8-1) \div 16.5 = 42.4\%$; KJo has 38.4% vs a tight UTG range → **fold**.



3. SB with 66 vs a BTN 12bb shove

Hero **6h 6d** vs *BTN 12bb shove range*: **51.8%**.

SB vs BTN 12bb: need $(12-0.5)/(25) = 46\%$. 66 has 51.8% → **call** in chip EV; fold on a bubble as a medium stack.

4. BB with Q9s vs SB 15bb shove

Hero **Qh 9h** vs *SB 15bb shove range*: **47.2%**.

Need $(15-1)/30 = 46.7\%$. Q9s has 47.2% → marginal **call** in chip EV.

5. BB with A4o vs BTN 6bb shove

Hero **Ah 4d** vs *BTN 6bb shove range*: **46.6%**.

Need $(6-1)/12.5 = 40\%$. A4o has 46.6% → **call**.

6. Bubble: medium stack BB with AJo vs leader's CO 10bb shove

Hero **Ah Jd** vs *CO shove range*: **54.5%**.

AJo has 54.5% vs the CO range, but as a medium stack vs the leader on a 50/30/20 bubble you need ~71.9% → **fold**. Chip EV would call.

7. BB 77 vs HJ 10bb shove

Hero **7h 7d** vs *HJ shove range*: **51.1%**.

77 has 51.1% vs a 10bb HJ range; chip EV needs 43.9% → call; on a 65/35 bubble with equal stacks (56.6% needed) → **fold**.

8. Short stack BTN 5bb shove K8o, called by BB range

Hero **Kh 8d** vs *BB call range vs BTN 5bb*: **44.8%**.

K8o shoves 5bb from the BTN; when called by the BB's range it has 44.8%, but the BB folds most hands, so the shove is +EV in the model.

9. Early deep: CO opens AQo, BTN 3-bets

Hero **Ah Qd** vs *BTN 3-bet (tight early)*: **37.0%**.

Early deep: AQo vs a tight 3-bet range (TT+, AQs+, AKo, KQs, A5s) has only 37.0% → fold or call IP; don't 4-bet.

10. Middle: set-mine 44 vs UTG raise, flop

Hero **4h 4d** vs *UTG open (tight)*: **33.9%**.

44 vs a tight UTG range is 33.9% preflop; it plays for a set (11.8% on the flop). Set-mine only if stacks are 15–20× the call.

11. ITM 3-handed: SB shoves J7s 12bb vs BB

Hero **Jh 7h** vs *BB call range vs SB 12bb*: **37.6%**.

ITM 3-handed: J7s shoves 12bb from SB; when the BB calls it has 37.6%, but fold equity makes it +EV in chip terms. With 3 left in 50/30/20, tighten slightly.

12. Heads-up: BB with T8o vs SB 10bb shove

Hero **Th 8d** vs *SB 10bb shove range*: **41.9%**.

Heads-up (chip EV): T8o vs a 10bb SB shove range has 41.9%; need $(10-1)/20 = 45\%$ → **fold** (close).



16. Drills: 30 spots

1. On a 50/30/20 bubble (7000/4000/3000/2000), the 2,000 stack's prize equity?
2. Same stacks, the 7,000 leader's prize equity?
3. 4 left, equal stacks, 50/30/20: equity to call a covering shove?
4. Same, 65/35?
5. Medium stack vs leader, 50/30/20 bubble?
6. Leader calling the short stack, 50/30/20?
7. In WTA, equity needed to call?
8. BB chip-EV threshold vs a CO 10bb shove?
9. % of hands BB calls vs CO 10bb shove in chip EV?
10. Same on a 50/30/20 bubble, equal stacks?
11. UTG 10bb chip-EV shove %?
12. BTN 10bb shove %?
13. SB 10bb shove % (vs BB)?
14. BTN 6bb shove %?
15. AA equity vs 7 random hands?
16. 44 vs 3 random hands, above fair share (25%)?
17. K5o vs 3 random hands, above fair share?
18. A9o in the BB vs a CO 10bb shove, chip EV?
19. Same hand on a 50/30/20 bubble, equal stacks?
20. KJo BB vs UTG 8bb shove?
21. A4o BB vs BTN 6bb shove?
22. T8o heads-up BB vs 10bb SB shove?
23. Flush draw all-in on the flop: chance to hit?
24. OESD turn→river?
25. QQ vs AKo?
26. 55 vs AK?
27. Which bubble role should fold the most?
28. 8-Bomb mandatory straddle: tighter or looser than the charts?
29. Solid winner in 50/30/20 (ROI from the table): chance of being down after 100 games?
30. Bankroll for WTA / 8-Bomb?

Answers

1. **16.2%** (vs 12.5% chips).
2. **34.8%** (vs 43.8% chips).
3. **65.2%**.
4. **56.6%**.
5. **71.9%**.
6. **53.5%**.
7. **50%** (chip EV, ignoring blinds).
8. $(10-1) \div (20 + 0.5) =$ **43.9%**.
9. **14.5%**.
0. **1.8%**.
1. **9.0%**.
2. **31.8%**.



3. **58.7%.**
4. **38.2%.**
5. **39.3%.**
6. **Yes, 26.5%.**
7. **No, 24.2%.**
8. **Call** (47.1% vs 43.9%).
9. **Fold** (needs 65.2%).
0. **Fold** (38.4% vs 42.4%).
1. **Call** (46.6% vs 40%).
2. **Fold** (41.9% vs 45%).
3. **35.0%.**
4. **17.4%.**
5. **57.2%.**
6. **55.0%.**
7. The **medium stack** facing the leader.
8. **Looser** (more dead money).
9. **26.8%.**
0. **100+ buy-ins.**

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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