

Chapter 1 — Core Laws & Mental Model

Purpose: Establish the non-negotiable thinking framework for profitable online 6-max cash games. This chapter defines how winning players make decisions under uncertainty, reduce catastrophic mistakes, and create repeatable EV without solver dependency.

1.1 The Low-Mistake Poker Philosophy

Your primary edge in online 6-max is not creativity — it is discipline. Most players lose by making a small number of large mistakes rather than many small ones. This system prioritizes stack preservation, position-driven aggression, and clarity of action.

1.2 The Four Laws of Low-Mistake Poker

- Tight ranges → slow down. Wide ranges → apply pressure.
- Never make more than one mistake per hand.
- When unsure between aggression and safety, choose the lower-variance option.
- Protect your stack first; EV compounds when you stay in the game.

1.3 Frequency Simplification (A / S / R)

To eliminate decision fatigue, all actions are categorized into three frequencies only: Always (90–100%), Sometimes (~50%), and Rarely (10–20%). If an action does not clearly qualify, default to the safest line.

1.4 Risk & Stack Protection Filter

Before committing chips, ask one question: “If I am wrong, can this decision cost me a full stack?” If yes, the burden of proof for aggression is high. This filter alone removes the majority of losing lines.

1.5 Position as a Strategic Lens

Position determines your permissible aggression. Early positions demand equity realization and restraint; late positions reward pressure and range advantage. Every decision must be filtered through positional context before hand strength.

1.6 How to Use This Chapter

This chapter should be reread regularly. It is not a one-time lesson. Before sessions, review the Four Laws. After sessions, identify any hand where a law was violated. Long-term profitability comes from obeying these principles consistently.

End of Chapter 1. The next chapter builds on this foundation with the Position Identity System.

Chapter 2 — Position Identity System

Purpose: Define how each seat in 6-max cash games should be played as a role with clear priorities. This chapter eliminates guesswork by assigning each position a strategic identity, common leaks, and execution rules.

2.1 Why Position Is the Primary Edge

Position is the single most powerful advantage in poker. Acting last allows you to realize equity, apply pressure, and control pot size. Most players misunderstand this and play hands as if position does not matter enough — this chapter corrects that mistake.

2.2 Early Position (UTG / HJ) — Discipline & Survival

Early position exists to protect your stack. Ranges are tight, aggression is selective, and the goal is clean equity realization rather than domination. Winning players in early position fold often and lose small when behind.

- Favor hands that play well postflop (suited, connected, strong broadways).
- Avoid dominated offsuit hands.
- Fold marginal spots without regret.
- Do not chase thin edges out of position.

2.3 Middle Position (CO) — Expansion with Control

The cutoff begins the transition from survival to pressure. Ranges widen, but discipline remains. The CO profits by stealing selectively while still respecting players left to act.

- Expand opening range relative to early position.
- Apply pressure to tight blinds.
- Avoid bloating pots with marginal holdings.
- Prepare to fold to significant resistance.

2.4 Button (BTN) — Pressure & Domination

The button is where winrates are made. You act last on every postflop street, allowing wide opens, frequent c-bets, and thin value. BTN aggression compensates for discipline elsewhere.

- Open widest from the button.
- Apply pressure versus blinds relentlessly.
- Value bet thinner than other positions.
- Avoid slow-playing strong hands unnecessarily.

2.5 Small Blind (SB) — Controlled Aggression

The small blind is structurally disadvantaged. Winning players compensate by reducing flatting ranges and favoring 3-bet-or-fold strategies. Discipline here quietly protects bankrolls.

- Avoid calling raises out of position.
- Prefer 3-bet or fold decisions.
- Reduce marginal offsuit holdings.
- Control pot size when flatting.

2.6 Big Blind (BB) — Defense with an Exit Plan

The big blind defends wide due to pot odds, but must exit cleanly postflop. Most leaks occur from refusing to fold later streets after defending preflop.

- Defend with hands that have playability.
- Fold without hesitation on unfavorable runouts.
- Avoid bluffing into strength.
- Protect against emotional over-defense.

2.7 Position Leak Checklist

If you are losing from a position, it is almost always due to one of the following: over-opening early, under-folding blinds, or misusing button aggression. Use this checklist to diagnose position-based leaks.

End of Chapter 2. The next chapter introduces the full Preflop System (RFI ranges and 3-bet strategy).

Chapter 3 — Preflop System (RFI & 3-Bet)

Purpose: Establish a disciplined, repeatable preflop framework that prevents domination, reduces marginal spots, and sets up profitable postflop play. This chapter removes guesswork from opening and 3-betting decisions.

3.1 Why Preflop Is the Highest Leverage Street

Most long-term winrate is decided before the flop. Poor preflop selection leads to dominated hands, difficult postflop decisions, and negative EV lines. A strong preflop system simplifies every street that follows.

3.2 RFI Philosophy by Position

Opening ranges expand with position. Early positions prioritize equity realization; late positions prioritize pressure and fold equity. Hands that look attractive but play poorly postflop should be folded preflop.

- UTG/HJ: Tight, value-oriented ranges with strong postflop playability.
- CO: Controlled expansion; respect players behind.
- BTN: Wide opens; pressure blinds aggressively.
- SB: Highly selective; favor 3-bet or fold strategies.

3.3 Value 3-Bet Strategy

Value 3-bets are hands that are happy stacking off against a reasonable response range. These hands gain EV from isolation and initiative rather than deception.

- Premium pairs and strong broadways.
- Hands that dominate calling ranges.
- Hands that benefit from denying equity.

3.4 Bluff 3-Bet Strategy

Bluff 3-bets exist to apply pressure and deny equity, not to force heroics. These hands should have blockers or postflop playability.

- Suited connectors and suited Ax with blockers.
- Hands that fold comfortably to 4-bets.
- Hands that play well in position.

3.5 Common Preflop Leaks to Eliminate

Most preflop leaks come from ego rather than logic. Use this checklist to identify and remove losing habits.

- Over-opening early position.
- Flat-calling too often in the small blind.
- Failing to 3-bet profitable spots.
- Defending dominated offsuit hands.

End of Chapter 3. The next chapter covers Blind Defense and Play vs 3-Bets.

Chapter 4 — Blind Defense & vs 3-Bet Play

Purpose: Define disciplined blind defense and clear responses versus 3-bets. This chapter eliminates the most common hidden leaks in online 6-max games: over-defending, emotional calling, and poor out-of-position planning.

4.1 Why Blinds Are the Most Dangerous Seats

The blinds are structurally disadvantaged. Acting first postflop reduces your ability to realize equity and control pot size. Profitable players accept this disadvantage and focus on minimizing damage rather than forcing heroics.

4.2 Big Blind Defense Philosophy

Defending the big blind is mandatory due to pot odds, but defense must be selective. Hands chosen should have playability and clear postflop exit plans.

- Defend hands with equity and connectivity.
- Avoid dominated offsuit holdings.
- Fold confidently on unfavorable textures.
- Do not turn defense into ego battles.

4.3 Small Blind Strategy

The small blind should reduce flat calls and favor a 3-bet-or-fold approach. Flatting creates bloated pots out of position with capped ranges.

- Minimize flat calls.
- Use linear 3-bet ranges versus early opens.
- Use polarized 3-bets versus late opens.
- Protect stack first when flatted.

4.4 Playing Versus 3-Bets

Responding to 3-bets correctly prevents major EV loss. Calling without a plan or over-4-betting are common mistakes.

- Continue only with hands that realize equity.
- Prefer position when calling.
- 4-bet value hands willing to stack off.
- Fold hands that perform poorly postflop.

4.5 Short-Stack Adjustments (40–60 BB)

Shorter stacks reduce maneuverability and increase preflop commitment. Ranges tighten and speculative calls lose value.

- Favor high-card strength.
- Reduce suited connector calls.
- Simplify decisions preflop.
- Avoid marginal postflop spots.

4.6 Blind Defense Leak Checklist

If blinds are losing heavily, it is usually due to emotional defense or lack of postflop planning. Use this checklist to correct blind-related leaks.

- Calling raises too wide.
- Failing to fold turns and rivers.
- Over-bluffing out of position.
- Ignoring stack depth.

End of Chapter 4. The next chapter introduces Flop Decision Trees and Board Families.

Chapter 5 — Flop Decision Trees & Board Families

Purpose: Create a simple, repeatable framework for flop decisions that eliminates guesswork. This chapter categorizes flops into families and assigns default actions based on position, range advantage, and texture.

5.1 Why Flop Simplicity Wins

Most players lose money on the flop by over-complicating decisions. Winning players simplify: identify the board family, assess range advantage, and execute a clear default.

5.2 Board Families Overview

- Dry, high-card boards (Axx, Kxx rainbow).
- Paired boards (xxY, xYY).
- Low connected boards (987, 765).
- Monotone boards (three of the same suit).
- Wet, high-connectivity boards (JT9, QJ8).

5.3 In-Position Flop Strategy

In position, your goal is to apply pressure with range advantage while controlling pot size with marginal holdings.

- C-bet frequently on dry and paired boards.
- Use small sizing to deny equity.
- Check back marginal hands for pot control.
- Avoid bloating pots on unfavorable textures.

5.4 Out-of-Position Flop Strategy

Out of position, information is limited. Your strategy should protect your checking range and avoid building large pots without strong equity.

- Check frequently.
- Favor check-calls over check-raises with marginal hands.
- Check-raise selectively on boards that favor your range.
- Avoid bluffing without equity.

5.5 Common Flop Mistakes to Eliminate

- Auto-c-betting every flop.
- Over-bluffing wet boards.
- Failing to protect checking ranges.
- Ignoring position.

End of Chapter 5. The next chapter covers Turn & River Play and Barreling Discipline.

Chapter 6 — Turn & River Play (Barreling & Shutdown Rules)

Purpose: Define disciplined turn and river strategies that maximize value, prevent spew, and protect stacks. This chapter focuses on when to continue aggression and when to shut down.

6.1 Why Turn & River Discipline Determines Winrate

Most large pots are decided on the turn and river. Mistakes on these streets are expensive and often irreversible. Winning players know when pressure prints EV and when restraint saves stacks.

6.2 Turn Barreling Framework

Turn bets should be driven by equity, fold equity, and range advantage. Blind aggression without these elements leads to negative EV.

- Barrel when you gain equity or improve range advantage.
- Slow down on cards that favor the opponent.
- Use sizing to pressure capped ranges.
- Check back marginal hands for pot control.

6.3 River Value Betting

River bets should be primarily value-driven. Thin value bets often outperform bluffs at typical online stakes.

- Value bet hands that beat the opponent's calling range.
- Size for what worse hands can call.
- Avoid checking strong hands out of fear.
- Respect sudden aggression.

6.4 River Bluffing Discipline

River bluffs should be rare and well-chosen. Most players under-bluff rivers, making folds more profitable than hero calls.

- Bluff only when credible.
- Block strong value hands.
- Target capped ranges.
- Avoid multi-street bluff commitments without equity.

6.5 Shutdown Rules

Knowing when to stop betting is as important as knowing when to continue. Shutdown rules prevent spew and emotional decisions.

- Opponent shows strength on favorable runouts.
- Board shifts heavily against your range.
- Your hand lacks equity and blockers.
- Stack risk outweighs potential reward.

6.6 Turn & River Leak Checklist

- Over-barreling without equity.
- Hero calling rivers.
- Failing to value bet thinly.
- Ignoring stack-to-pot ratios.

End of Chapter 6. The next chapter introduces the Exploit Lab.

Chapter 7 — Exploit Lab (Printing vs Online Pools)

Purpose: Teach controlled exploitation of real online player pools without abandoning a solid baseline strategy. This chapter focuses on population tendencies, player types, and street-by-street adjustments that add EV while protecting against spew.

7.1 Exploit vs Balance — The Real Priority

At low and mid online stakes, exploitation outperforms perfect balance. Most opponents are not adjusting correctly, creating repeatable profit opportunities. The goal is not maximum deviation, but controlled, evidence-based adjustments.

7.2 Core Population Tendencies

- Over-folding to small continuation bets.
- Under-bluffing rivers.
- Over-calling with weak top pair.
- Failing to protect checking ranges.

7.3 Player-Type Exploit Matrix

Categorizing opponents allows immediate EV extraction. Use these default exploits until evidence suggests otherwise.

- Nits: Steal relentlessly, fold to aggression.
- Calling Stations: Size up value bets, remove bluffs.
- Aggressive Regs: Trap selectively, avoid ego battles.
- Recreational Players: Play straightforward, value heavy.

7.4 Street-by-Street Exploits

- Preflop: Attack sizing leaks and over-folders.
- Flop: Small bets print versus wide ranges.
- Turn: Barrel scare cards cautiously.
- River: Value bet thinly; bluff rarely.

7.5 Exploit Safety Net

- Require sample size before major deviations.
- Revert to baseline when unsure.
- Track one exploit per opponent.
- Never stack off on a weak assumption.

7.6 Quick-Reference Exploit Sheet

Use a one-page mental checklist during sessions: Who over-folds? Who never bluffs? Who over-calls? Exploit simply, then reassess.

End of Chapter 7. The next chapter covers the Study System & Improvement Loop.

Chapter 8 — Study System & Improvement Loop

Purpose: Provide a structured, sustainable study system that converts play into improvement. This chapter ensures that learning compounds over time without burnout or information overload.

8.1 Why Most Poker Study Fails

Many players study randomly, chase advanced theory too early, or overload themselves with information. Effective improvement comes from focused repetition, feedback loops, and simplicity.

8.2 The Weekly Study Loop

- Play focused sessions with clear intent.
- Mark hands that felt confusing or high-impact.
- Review hands off-table using your system.
- Extract one actionable lesson per session.

8.3 Hand Review Framework

Hand reviews should focus on decision quality, not outcomes. Ask what ranges looked like, what alternatives existed, and whether risk was justified.

- Review big pots first.
- Identify range vs range dynamics.
- Check for position-based mistakes.
- Log only the biggest recurring leaks.

8.4 Study-to-Play Ratio

For most players, a 70/30 play-to-study ratio is optimal. Over-studying without application stalls growth.

- Increase study when losing.
- Increase play when winning.
- Never study exhausted.
- Short, frequent study beats long marathons.

8.5 Tracking Progress Without Obsession

Track improvement trends, not daily results. Focus on execution quality rather than short-term variance.

- Log sessions weekly.
- Review leaks monthly.
- Ignore daily bankroll swings.
- Reward process discipline.

8.6 Long-Term Improvement Mindset

Poker mastery is built through patience and consistency. Trust the system, execute cleanly, and allow EV to compound.

End of Chapter 8. This completes the core 6-Max Online Cash Game Mastery Binder.

Chapter 9 — Bankroll Management

The unglamorous foundation that determines whether skill ever compounds into profit. Without this, everything else is irrelevant.

Why Bankroll Management Matters More Than Skill

A technically skilled player with poor bankroll management will go broke. A less skilled player with disciplined bankroll management will survive long enough to improve and profit. Variance is real, inevitable, and will test every rule you have. The only defense is having enough buy-ins to absorb the inevitable downswings without going bust or moving down in stakes.

The core truth: Even with a significant edge, you can lose 10, 15, or 20 buy-ins in a row. It's not a bad beat story — it's math. Your bankroll rules exist specifically for those stretches. Following them only when things are going well is not following them.

Minimum Buy-In Requirements by Stakes

These are minimums for a tight-aggressive, disciplined player. If you have significant leaks (and you do — everyone does while developing), add 20–30% more cushion.

Stakes | Min Buy-ins | Min Bankroll | Notes |

NL2 (\$0.01/\$0.02) | 30 | \$60 | Learning stake — variance is low but leaks are expensive |

NL5 (\$0.02/\$0.05) | 30 | \$150 | First real stake — treat it seriously |

NL10 (\$0.05/\$0.10) | 30 | \$300 | Population quality increases — budget for adjustment |

NL25 (\$0.10/\$0.25) | 40 | \$1,000 | Regs become more capable — need more cushion |

NL50 (\$0.25/\$0.50) | 40 | \$2,000 | First mid-stakes — variance increases with skill increase |

NL100 (\$0.50/\$1.00) | 50 | \$5,000 | Serious stake — serious bankroll required |

NL200+ | 50+ | \$10,000+ | Consult actual winrate data before moving up |

Move-Up Rules

Only move up stakes when ALL of these are true:

- You have the full minimum buy-in requirement for the next stake
- You are a proven winner at your current stake over a meaningful sample
- Your winrate is positive over at least 50,000 hands (or 100+ hours live)
- Moving up does not drop you below 30 buy-ins at the current stake
- You are not chasing losses or running hot from a short session

What "proven winner" means: Not just a positive result — a positive winrate measured in bb/100 (big blinds per 100 hands) over a statistically significant sample. At 6-max cash, 50,000 hands begins to smooth out variance. Short samples lie. A 5,000-hand heater is not proof of anything.

Move-Down Rules (Non-Negotiable)

Move down immediately when your bankroll drops below 20 buy-ins at your current stake.

This is not optional and not a suggestion. If you are playing NL25 and your bankroll drops below \$500 ($20 \times \25), you move to NL10 immediately — same session if necessary.

Most players resist this rule because it feels like failure. It is not failure. It is the rule that keeps you in the game long enough to recover and move back up correctly.

Winrate Benchmarks

Understanding what a realistic winrate looks like prevents both overconfidence and unnecessary doubt.

Winrate (bb/100) | Assessment | Action |

Below 0 | Losing player | Study before volume. Plug leaks first. |

0–2 bb/100 | Marginal winner | Breakeven after rake. Study + play simultaneously. |

2–5 bb/100 | Solid winner | Focus on volume and moving up gradually. |

5–10 bb/100 | Strong winner | Consider aggressive stake climbing. |

10+ bb/100 | Exceptional | Likely a short-sample result — stay humble. |

Note on rake: Online rake at micro/small stakes is significant — often 1–3 bb/100 in effective cost. A player running at 3 bb/100 before rake is roughly breakeven. Always account for rake when evaluating winrate.

Session Stop-Loss Rules

Stop-losses prevent a bad session from becoming a bankroll crisis. Set these before you sit down — not when you're already stuck and tilting.

Hard stop-loss: 2 buy-ins per session. If you lose 2 full buy-ins in a session, you close the tables and walk away. No exceptions. No "just one more buy-in." Done.

Soft warning: 1 buy-in. After losing 1 buy-in, take a 10-minute break. Assess whether you're playing well or tilting. If tilting — end the session now, not after another buy-in confirms it.

Tilt & Bankroll Protection

Tilt is a bankroll management problem, not just a mental game problem.

When you tilt, you play a larger range (breaking Law 1), make multiple mistakes per hand (breaking Law 2), choose aggression over safety when unsure (breaking Law 3), and stop protecting your stack

(breaking Law 4).

Every law in this system is violated simultaneously when you're tilting. The 2 buy-in stop-loss is your structural defense against tilt destroying your bankroll.

The Compounding Equation

$\text{Bankroll} \times \text{Winrate} \times \text{Volume} = \text{Long-term profit}$

You control all three variables. A disciplined bankroll lets you play volume without fear. Volume at a positive winrate compounds. The players who get rich at poker aren't the most talented — they're the ones who stayed in the game long enough for the math to work. Protect the bankroll. The math does the rest.

Bankroll Growth Simulator

Enter your starting bankroll, winrate, and hands per week to project your growth curve over time. Variance bands show the realistic range of outcomes — not just the expected value line.

Starting Bankroll (\$)

Winrate (bb/100)

Stake (NL?)

NL2 (\$0.01/0.02)

NL5 (\$0.02/0.05)

NL10 (\$0.05/0.10)

NL25 (\$0.10/0.25)

NL50 (\$0.25/0.50)

Hands Per Week

► RUN SIMULATION

—

Weeks to 20 BI

—

Expected @ 1yr

—

Ruin Risk

Projected Bankroll — 52 Weeks (with variance bands)

Expected Value (EV line)

±1 Std Dev Band

30-BI Move-Up Threshold

Chapter 10 — Mental Game

Technical skill means nothing if your mental state undermines execution. This is where most developing players silently bleed money.

Why Mental Game Is a Skill, Not an Excuse

"I was tilting" is often used as an excuse after a bad session. It shouldn't be. Tilt is a predictable, manageable condition — not bad luck and not a personality flaw. The players who master the mental game don't stop tilting — they recognize the onset earlier and have systems to respond.

The core reframe: Your mental game IS your edge. Two players with identical technical skill — the one with better mental game makes more money. Every time. Because they execute their system more consistently over more hands without self-destructing.

The Tilt Spectrum

Tilt isn't binary — it's a spectrum. Most players only recognize the extreme end (screaming, shoving every hand). The dangerous leaks happen in the early and middle stages when you think you're playing fine.

Stage | What It Looks Like | What It Costs You |

Stage 1 — Friction | Slight irritation after a bad beat. Still playing normally but "feeling" each decision more. | Minor — slightly faster decisions, occasional impatience |

Stage 2 — Subtle Leak | Calling slightly wider. Skipping fold. "I deserve to win this pot." Justifying marginal spots. | Significant — range creep, loose calls, missed folds |

Stage 3 — Active Tilt | Playing to "get even." Over-bluffing. Calling down with nothing. Ego-driven decisions. | Severe — multiple violations of all Four Laws simultaneously |

Stage 4 — Full Tilt | Results don't matter. Just want action. Stack management abandoned. | Catastrophic — full buy-ins gone in minutes |

The stop-loss exists for Stage 3 and 4. You need to catch Stage 2. By the time you're at Stage 3, your decision-making is already too compromised to make the rational choice to stop. Build the habit of identifying Stage 2 — that's where self-awareness saves money.

Variance — What It Actually Means

Most players intellectually understand variance but emotionally treat every downswing as evidence of a leak or bad luck. Understanding the math of variance is the antidote.

At 5 bb/100 winrate with typical variance, you can expect:

→ A 10 buy-in downswing once every ~50,000 hands

→ A 5 buy-in downswing multiple times per 50,000 hands

→ Breakeven stretches of 20,000+ hands even while being a winner

This is not bad luck. This is math. It will happen to you. The question is whether your bankroll and mental game are built to survive it — or whether you go broke and quit before the variance evens out.

The practical implication for your \$500 bankroll at NL10: You will have sessions where you lose 2–3 buy-ins running correctly. You will have weeks where nothing goes right despite playing your best poker. This is built into the distribution. Your job is to keep the sample size growing, keep executing the system, and let the math do the work.

Bad Beat Response Protocol

A bad beat — getting your money in good and losing — is not a bad outcome. It is the correct outcome of correct play. The goal of poker is to make correct decisions, not to win every pot you deserve to win.

Immediately after a bad beat, run this check:

1. "Did I get my money in as a favorite?" — If yes, that was correct play. The result is irrelevant.
2. "Did I make any mistakes in the hand?" — If no mistakes, there is nothing to fix.
3. "Am I feeling friction from this?" — If yes, note it. Watch for Stage 2 tilt in the next 10 hands.

The worst response to a bad beat is to immediately play the next hand before completing this check.

The Entitlement Trap

"I deserve to win this pot" is one of the most expensive thoughts in poker.

Entitlement tilt happens when you feel owed a result — "I've been card dead for an hour," "This guy keeps sucking out on me," "I should be up 3 buy-ins right now." The feeling of being owed causes you to take marginal spots you shouldn't, call down with weak holdings, and force action.

The poker table owes you nothing. Every hand is independent. The only currency that matters is correct decisions over time.

Session Management Rules

MENTAL GAME SESSION RULES

- Pre-session check: Am I tired, hungry, stressed, or already tilted from something outside poker? If yes — do not play.
- Set a time limit in addition to a stop-loss. Fatigue degrades decision quality even when you feel fine.
- After a bad beat: Pause 30 seconds before the next hand. Run the bad beat check. Do not auto-post.
- Stage 2 signal: If you catch yourself justifying a call you know is marginal — stop the session immediately.

- Win-stop consideration: If you're up significantly and feel invincible — that's also a mental state that causes leaks. Consider stopping.
- No make-up sessions: Never play specifically to get even from a previous session. Each session is independent.

Building Your Baseline — The MA iGaming Context

You have a genuine advantage that most players don't: time to prepare before regulated play is available. Use the sweepstakes period (WPT Global, Global Poker) as a mental game training ground, not just a technical one.

Specifically: Play at stakes where the money doesn't sting enough to tilt you. That's the right calibration for learning. NL5–NL10 on a sweepstakes platform with your current bankroll keeps the stakes meaningful enough to care, low enough to execute your system without emotional interference. When MA goes live and you step into real regulated play, your mental game will already be trained — that's a significant edge over players playing real money for the first time.

On Bots — The Realistic Picture

Your concern about bots is valid and worth taking seriously, but it's also worth calibrating correctly so it doesn't become paranoia that affects your play.

Where bot risk is HIGH: Unregulated crypto sites (Coins Poker and similar). No KYC, anonymous accounts, no consequences for operators. Avoid these as a primary learning environment — you genuinely cannot tell if you're losing to leaks or bots, which breaks the feedback loop.

Where bot risk is LOW: Licensed sweepstakes sites (WPT Global, Global Poker), and especially regulated US state platforms when MA goes live. These sites have KYC requirements, active bot detection, and real financial/legal consequences for operators who allow it. Not zero, but low enough that it shouldn't affect your game plan.

How to spot suspicious play: Perfect timing consistency on every action, playing 6+ tables simultaneously with identical timing patterns, unusual raise sizing patterns that never deviate, playing 24 hours straight. Report and move on — don't tilt over it.

Tilt State Meter

Identify your current mental state before and during sessions. Tap the state that describes you right now — each one has a specific protocol.



LOCKED IN

Clear head, full focus, decisions feel easy



SLIGHTLY OFF

Minor distraction or mild frustration present

□

WARMING UP

Annoyed at results, questioning decisions

□

TILTING

Playing faster, calling wider, punting chips

□

FULL TILT

Emotional override — logic is offline

PROTOCOL: LOCKED IN — Optimal State

You are in the best mental state for poker. Play your A-game — this is when edge is extracted.**

→ Trust your reads. Execute your ranges without second-guessing.

→ This is when thin value bets and well-timed bluffs are profitable.

→ Note what you did before this session — replicate it.

PROTOCOL: SLIGHTLY OFF — Monitor

Minor variance or distraction. Manageable, but requires awareness.

→ Tighten ranges by ~5%.** Skip the most marginal spots.

→ Avoid big bluffs until you feel re-settled.

→ Take a 5-minute break between sessions. Do not rush back.

→ If it worsens, move to the next protocol immediately.

PROTOCOL: WARMING UP — Reduce Scope

Frustration is affecting judgment. This is where stacks start leaking.

→ Drop to your tightest possible range — UTG standards at every position.**

→ No bluffs. No thin calls. No marginal spots.

→ Play only the hands you would play if everything were on the line.

→ Set a hard 20-minute timer. If it doesn't clear — stop.

PROTOCOL: TILTING — Stop and Reset

Logic is compromised. Every hand you play costs more than it returns.

→ Close the table now.** Not after this hand. Now.

→ Do not rebuy. Do not open a new table. Do not play "one more."

- Step away for at minimum 30 minutes. No poker content.
- Check: have you hit your stop-loss? If yes — the session is over.

PROTOCOL: FULL TILT — Session Over

You are not playing poker right now. You are gambling emotionally.

- Close everything. Log off. Walk away from the screen entirely.**
- The money you lose here is not bad luck — it's a direct cost of this state.
- Do not return today. Minimum: sleep, then reassess tomorrow.
- Review what triggered this. Log it. Build a prevention plan.

Chapter 11 — Session Checklist & Move-Up Readiness

Before, during, and after. Consistency here builds the discipline that makes everything else work.

BEFORE EVERY SESSION

- Reread the Four Laws
- Set one specific focus (e.g., "UTG range discipline tonight")
- Set a stop-loss (2–3 buy-ins maximum)
- Am I rested, focused, and not tilted? If no — do not play
- Review any lesson from the last session

DURING EVERY SESSION

- Before every hand from UTG/HJ: "Is this hand on my chart?"
- Before every call to a 3-bet: "Is this hand on my response chart?"
- Before every c-bet: "What board family is this? Do I have range advantage?"
- Before every river call: "Does villain's line make sense as a bluff?"
- Flag any hand that felt confusing or high-impact
- If tilt begins — end the session. No exceptions.

AFTER EVERY SESSION

- Review flagged hands — focus on decision quality, not outcome
- Identify which of the Four Laws was violated (if any)
- Extract one actionable lesson
- Log session results and execution quality (1–10)
- Identify the one recurring leak most present this session

The compounding principle: One well-executed session teaches more than ten randomly-played sessions. Process discipline compounds. Results follow.

Pre-Session Checklist

Mentally fresh — not tired or emotionally compromised

Hard time limit set before opening a table

Reviewed one concept from this guide

Stop-loss confirmed: 2 buy-ins maximum

No distractions — focused environment

During Session

Not multitasking or distracted

Tilt check at –1.5 buy-ins

Flagging confusing hands for review

Post-Session Checklist

Logged result below (hands + P&L)

Identified one primary leak this session

Reviewed 5+ flagged hands off-table

Stop-loss was never violated

Extracted one actionable lesson

0%

Part 2 — Move-Up Readiness Test

Before moving to the next stake, every box must be checked. Not most of them — every one.

The Standard

Moving up stakes before you're ready is one of the most reliably expensive decisions in poker. This test exists to make "ready" concrete rather than a feeling. If you hesitate on any item, you're not ready — and that's the system working correctly.

SECTION 1 — BANKROLL REQUIREMENTS

- I have at least 30 buy-ins for the new stake (50 buy-ins preferred)
- Moving up will not put my current stake bankroll below 20 buy-ins
- I am treating this as a shot — if I lose 3 buy-ins at the new stake, I move back down immediately
- I have not moved money from non-poker funds to make this move

SECTION 2 — SAMPLE SIZE AND WINRATE

- I have played at least 50,000 hands at the current stake
- My winrate over that sample is positive (2+ bb/100 preferred)
- I have not been running significantly above EV (use a variance calculator if unsure)
- My winrate in the last 20,000 hands is consistent with my overall winrate

SECTION 3 — PREFLOP EXECUTION

- I know my RFI range for all 5 positions without checking the charts
- My VPIP is consistently 22–28% over my last 10,000 hands
- I can identify my 3-bet range (value and bluff) for BB vs BTN without hesitation
- I have eliminated limping from my preflop game entirely
- I am not flat-calling from the SB — I 3-bet or fold in that spot

SECTION 4 — POSTFLOP EXECUTION

- I can identify all 8 board families on sight and know the default c-bet frequency for each
- I calculate SPR before acting on the flop in every significant pot
- I can name the hand strength required to stack off at SPR 3, SPR 7, and SPR 13
- I am not auto-c-betting every flop — I check back more than I used to
- I have shutdown rules I follow — I do not barrel three streets without equity

SECTION 5 — MENTAL GAME

- I have not violated my session stop-loss (2 buy-ins) in the last 30 sessions
- I can identify Stage 2 tilt in myself before it becomes Stage 3
- I have never played a "make-up" session to recover losses from a previous day
- I review at least 3 hands per week in a structured off-table session
- I track results weekly and can describe my current leak without guessing

SECTION 6 — KNOWLEDGE CHECK

- I have scored 85%+ on the quiz for Chapter 1, Chapter 3, and the SPR section
- I understand why bluffing is less profitable multiway than heads-up
- I can explain what fold equity is and give an example of when it applies
- I know the difference between a value 3-bet and a bluff 3-bet, and why each exists
- I understand what the Four Laws are and can recite them without looking

The honest version of this test: Print this page. Read each item out loud. If you pause, hedge, or feel a slight internal resistance — that item is not checked. The purpose is not to find reasons to move up. It's to make sure when you do move up, you have a legitimate edge at the new level rather than just surviving variance at the current one.

Chapter 12 — Platform Playbook: Sweeps-Site Operations

Purpose: Where to grind, on what terms, and how to manage money on platforms that exist in a legal gray zone. Facts verified August 2026 — this chapter has a shelf life; re-verify quarterly (see Chapter 16 watch list).

12.1 The Massachusetts Situation

- Sweepstakes poker is unregulated but not illegal in MA. No ban, no AG action against sweeps poker sites (2025 cease-and-desists hit offshore casinos, not sweeps).
- The proposed sweeps ban (bundled into iGaming bill H.4431) was sent to study 11-0 in March 2026 — dead for this session. Sweeps play is effectively safe in MA through at least 2026.
- The national trend is hostile to sweeps casinos and more forgiving of peer-to-peer poker — but platforms can exit states abruptly (VGW left California Jan 1, 2026). Platform risk is real; Section 12.5 is the answer.

12.2 The Four MA-Legal Rooms

	Global Poker	WPT Gold (ClubWPT Gold)	Clubs Poker	Stake.us
Peak traffic	~4,000–6,000 (biggest)	~1,500–2,500	Small	Small
Cash games	NLHE/PLO/O8, 100+ SC tables at peak	NLHE only, 8-max, 9 levels	Best variety, tiny pool	Up to huge stakes, crypto-only
Micro stakes	from ~SC 0.02/0.04	from 0.02/0.05 Chips	from SC 0.05/0.10	—
Rake	5% capped	flat 4%	—	—
MTTs	SC 0.11–218 buy-ins, Sunday Scrimmage SC 50K gtd, 3 annual series	Gold Million 1M-chip mystery bounty, big series, soft promo fields	Small guarantees	Modest
Redemption	1 SC = \$1 · min SC 50 bank / SC 10 gift card · 3–7 days	1 Chip = \$1 · min \$20 · ~72h review + ~5 days	—	Crypto only

12.3 The Assignment

- Primary cash grind: Global Poker. Biggest micro cash-game pool = real table selection, softer lineups, and enough tables to run the multi-tabling ladder (13.4). PLO/O8 exist but stay in the NLHE lane — the binder is an NLHE system.

- MTT lane + secondary cash: WPT Gold. The soft, promo-heavy tournament fields are the value; cash is thinner and NLHE-only. Budget per the MTT side-lane rules (13.8).
- Ignore for now: Clubs Poker (pool too small for volume), Stake.us (crypto rail adds friction and its stakes culture is a degenerate trap, not a grind).

12.4 Platform Facts That Change Your Play

- No HUDs, no trackers, on either site. No hand-history files exist to import, and assistance software violates ToS (ban + balance confiscation risk). Everyone else is equally blind — your Chapter 14 manual system is the edge nobody else bothers building.
- Sharkscope covers Global Poker MTT results — useful for a reality check on your own tournament ROI. Coverage of WPT Gold: unconfirmed, assume no.
- WPT Gold's "Reveal Hands" feature (pay ~2BB+ to see everyone's hole cards after a hand) exists. Two implications: (1) never buy it in-session — it's a tilt tax; (2) opponents who use it are getting information on YOUR play — one more reason showdown discipline matters there.
- WPT Gold's purchase model is now "Hand Analysis Credits" (a training product) with Chips included free. Functionally the same wallet; keep calling it what it is in your log: deposits.
- Anonymized, casual pools mean population reads (Chapter 7) matter more than individual reads. Default exploits hold longer here than on regulated sites.

12.5 Money Rules on Gray-Zone Platforms

The bankroll lives with you, not with them:

1. Working float only. Keep at most 4–6 weeks of buy-ins on any one site. Everything above the float gets redeemed on schedule.
2. Redemption cadence. Global: redeem whenever the surplus clears SC 50 (the bank minimum). WPT Gold: whenever surplus clears \$20-ish thresholds in practice — but batch to reduce review-delay drag.
3. Two-site split doubles as platform-risk insurance: if one site exits MA or freezes, the business keeps operating on the other.
4. Redeemed money goes to the poker account (the 13.6 firewall), not to checking, not to a sportsbook.
5. Screenshot balances weekly into the log folder. Gray-zone sites have no regulator to appeal to; your records are your records.
6. Deposit purchases are scheduled business expenses (month boundaries, per 13.7) — never mid-session reloads.

12.6 Integrity Notes

- Bot concern is legitimate on all sweeps sites. Signals: instant identical timing on every decision, impossible session lengths, identical bet-size patterns across tables. Seeing it = note the username, avoid the table, report in-client. Don't try to out-level a suspected bot — leave.

- Collusion risk is highest at MTT final tables and HU. If two stacks are obviously soft-playing each other, tighten up, take notes, report after.
- The practical defense is the same as the strategic one: table selection. You are never obligated to sit anywhere.

Chapter 13 — The Grind Operating System (Poker as a Job)

Purpose: Convert poker from a leisure activity into a structured part-time business. This chapter is the operations manual: schedule, volume targets, multi-tabling progression, session rules, and the discipline firewall that keeps a gambler's instincts out of a grinder's bankroll.

13.1 The Job Mindset

You are the only employee of a one-person poker business. The binder is the standard operating procedure; this chapter is the employee handbook.

- A job has scheduled hours. You play when the schedule says, not when the itch says.
- A job has output metrics. You measure hands played and execution quality, not "did I win tonight."
- A job has a boss. The boss is the weekly review (14.4). It decides promotions (moving up), demotions (moving down), and discipline (missed stop-losses).
- A job pays you last. Every dollar stays in the business until the bankroll hits its milestone (13.7).

The test of "am I treating this like a job": you can show a written log of every session this month. No log = hobby.

13.2 The Weekly Schedule

Baseline template — roughly 10–12 hours per week, sustainable next to real life:

Block	When	Length	What
Play block 1	Weeknight	90 min	Scheduled stakes, scheduled table count
Play block 2	Weeknight	90 min	Same — no "bonus" tables
Play block 3	Weekend	2 × 90 min	Longest volume day, break between blocks
Play block 4	Weekend	90 min	Optional — only if rested and Stage 0 tilt
Study block	2 × per week	30–45 min	Chart drills, one binder chapter, flagged hands
Weekly review	Sunday	30–45 min	Section 14.4 — logs, KPIs, leak of the week

Rules that make the schedule real:

- Sessions are 90 minutes max. Multi-tabling concentration decays hard after that. Break, then decide fresh.

- The schedule is written down before the week starts. Adding an unscheduled session requires being at Stage 0 tilt, fully rested, and current on AARs — all three.
- A skipped session is skipped. It does not get "made up" by doubling the next one. Chasing volume is chasing.

13.3 KPIs — What Gets Measured

Track these weekly. Results (money) are the trailing indicator; process is the leading one.

- Hands per week — the volume metric. Estimate: soft-pool sites run roughly 60–90 hands per table per hour. Two tables $\times$ 6 hours $\approx$ 800–1,000 hands/week to start.
- Execution score — self-graded 1–10 per session (from the AAR). Weekly average ≥ 7 is the bar. This is the most important number in the whole system.
- Stop-loss adherence — sessions ended at or before stop-loss, as a percentage. Target: 100%. This number IS the degen-recovery metric.
- AAR completion rate — AARs filed per session played. Target: 100%. No AAR, no next session.
- bb/100 — only meaningful past ~20,000 hands. Log it, watch the trend, do not react to weekly swings.

13.4 Multi-Tabling Progression Ladder

Volume is how a small edge becomes real money — but only at full execution quality. Earn tables; never default to them.

Stage	Tables	Promotion requirement
1	1 table	5,000 hands or 2 weeks with average execution ≥ 8
2	2 tables	10,000 more hands, execution ≥ 7.5 , no stop-loss violations
3	3 tables	15,000 more hands, execution ≥ 7.5 , winrate non-negative
4 (cap)	4 tables	Learning-phase ceiling. Revisit only after a full move-up test passes

- Drop one table immediately when: you time out on decisions, you stop hand-reading and start auto-piloting, or tilt reaches Stage 2.
- Never add a table mid-session to "catch up" after losses. That is Stage 3 tilt wearing a productivity costume.
- Tournaments running? They count double toward table load — an MTT in the late stages occupies more brain than a cash table.

13.5 Session Rules (Non-Negotiable)

1. Stop-loss: 2 buy-ins per session at your main stake. Hit it, session over, AAR filed, walk away.
2. Hard time cap set before the first hand is dealt.
3. Tilt check at -1 buy-in: name your tilt stage out loud (Chapter 10 spectrum). Stage 2 = finish the orbit, quit.
4. No "get even" sessions. Ever. The bankroll does not know what day it lost the money.
5. After any -4 buy-in day: mandatory 24-hour cooldown before the next session. Use it for the AAR and a chart drill instead.

13.6 The Degen Firewall

Written for a self-aware gambler. These rules exist because the same wiring that makes a \$5 parlay fun will torch a poker bankroll.

- Separate money, physically. The poker bankroll lives in its own account/wallet. It is not the sports betting money. It is not entertainment money. Transfers INTO the poker roll are scheduled; transfers OUT follow 13.7 only.
- The poker roll plays poker only. No casino games, no slots-style sweeps games on the same sites (they will be one tab away — that tab is off-limits), no props, no staking anyone.
- Sports betting stays in its own lane with its own small entertainment budget. The moment a lost parlay makes you open a poker table — or a lost poker session makes you open a sportsbook — stop both for 24 hours. Cross-tilt is the leak that empties everything at once.
- No shot-taking outside the schedule. Playing above your scheduled stake "just to feel it" is a firewall breach even if you win.
- The firewall metric: stop-loss adherence (13.3). Three violations in a month = drop one stake level for two weeks. That's the deal you're making with yourself, in writing, today.

13.7 Paycheck Rules — Building the Roll

The mission is a bankroll that funds the next stage of the progression (sweeps grind → Encore live shots → regulated online when Massachusetts finally acts).

- Phase 1 (now → 60 buy-ins at current stake): zero redemptions/withdrawals. Everything compounds.
- Phase 2 (60+ buy-ins): move up per the Move-Up Readiness Test (Chapter 11) OR begin skimming 25% of monthly profit toward the Encore live fund.
- Phase 3 (Encore-funded): \$1,500+ set aside = three shots at 1/3 live with the binder's live-play adjustments (Chapter 15).
- A downswing never triggers a deposit from outside money mid-month. Rebuilds happen at month boundaries, deliberately, from the weekly review — not from the wound.

13.8 The MTT Side Lane (Optional)

If tournament fields on your platform are soft enough to be worth a lane:

- Budget: at most 10% of the bankroll in tournament buy-ins per week.
- Bankroll math is different: swings of 50–100 buy-ins are normal in MTTs. Never judge a tournament experiment on a month of results.
- Late-stage MTTs demand full attention — cut cash tables as a tournament approaches the money.
- Log MTTs separately in the session log. Mixed logs hide leaks in both formats.

13.9 The Monthly Business Review

Last Sunday of the month, 45 minutes, replaces the weekly review:

1. P&L, total hands, bb/100 trend, and all four process KPIs.
2. Top three leaks with evidence from AARs — carried into next month's study blocks.
3. Move-Up Readiness Test (Chapter 11) — full pass, honestly scored.
4. Firewall audit: any breaches, any cross-tilt incidents, adherence percentage.
5. One sentence, written: "Next month the business improves by _____."

Chapter 14 — Tracking & After-Action Reports

Purpose: A complete tracking system that works even where HUDs and auto-import trackers don't. Every session produces a log row and an After-Action Report. The logs feed the weekly review; the weekly review feeds the study plan; the study plan fixes the leaks the AARs found. That loop is the entire improvement engine.

14.1 Why Manual Tracking

Sweepstakes platforms generally do not hand out hand histories or allow HUD overlays the way regulated sites do — assume your tracker software cannot see your games, and verify per platform (Chapter 12). That removes the crutch, not the requirement. Manual tracking is slower but forces the one thing HUD users skip: actually thinking about what happened.

When regulated online poker arrives, the same log schema imports cleanly into PokerTracker-style workflows. Nothing built here is throwaway.

14.2 The Session Log

One row per session, no exceptions. Use the CSV template (Templates/Session_Log_2026.csv) in Numbers or Google Sheets.

Field	What goes in it
Date / Site / Format	e.g. 2026-09-02 · WPT Gold · 6-max cash
Stakes	In SC blinds (e.g. SC 0.05/0.10)
Tables / Minutes	Table count and actual played time
Hands (est.)	Tables × minutes ÷ 60 × hands-per-hour (use 75/table/hr until you've measured your sites' real pace)
Buy-in / Cash-out	Total in, total out, net
bb/100 (est.)	Net in big blinds ÷ hands × 100
Execution score	1–10, from the AAR — grade decisions, not results
Max tilt stage	0–4 per the Chapter 10 spectrum
Focus goal + met?	The one thing this session was practicing
Stop-loss respected?	Y/N — the firewall metric

Estimating hands feels imprecise. It's fine. Consistent estimates trend correctly, and the trend is what matters.

14.3 The After-Action Report

Ten minutes, immediately after the session while it's hot. Template: Templates/AAR_Template.md — duplicate it, fill it, file it in AARs/ by date.

The five blocks:

1. Planned vs Actual — scheduled stakes/tables/time vs what actually happened. Any drift is finding #1.
2. What happened — three bullets max. Not a bad-beat story; the session's shape.
3. Sustain / Improve — three things executed well (keep doing), three things that leaked (fix). Pull from the Four Laws and the session's focus goal.
4. Flagged hands — 3–5 hands logged during play (see 14.6): position, board family, the decision, what the chart says, what you did, verdict.
5. One lesson, one focus — a single sentence lesson, and the focus goal it sets for the next session.

An AAR that says "played fine, ran bad" is a skipped AAR. There is always a Sustain/Improve list; execution is never 10/10.

14.4 The Weekly Review (30–45 min, Sundays)

1. Total the week's log rows: hands, net, bb/100, execution average, adherence percentages.
2. Read the week's AARs in one sitting. The leak that appears twice is the Leak of the Week.
3. Assign next week's study blocks to that leak: the matching binder chapter + a chart drill + (optional) GTO Wizard drill on that exact spot.
4. Set next week's schedule and table-count stage (13.4 ladder — promote, hold, or demote).
5. Update the bankroll milestone tracker (13.7 phases).

14.5 The Monthly Leak Audit

Roll the four weekly reviews into the Monthly Business Review (13.9). The audit question: what are the three most expensive recurring mistakes, and what is the evidence? Every leak claim must cite AAR entries. "I think I'm bad at river calls" is a feeling; "seven AARs flagged big-pair-can't-fold on paired boards" is a study plan.

14.6 Flagging Hands Without Hand Histories

The workflow that replaces a tracker's hand replayer:

- Keep a flag pad (paper or a notes file) beside the tables. During play, one shorthand line per confusing/high-impact hand: BTN vs BB 3bet, K76tt, called down 2 streets, ?
- Screenshot big pots at showdown when the site allows it — the screenshot is your hand history.
- At AAR time, reconstruct only the flagged hands. Check them against the binder charts first, then (study block, not session time) run the close ones through Equilab/GTO Wizard.
- Cap: 5 flags per session. Flagging everything reviews nothing.

14.7 Tool Stack — Reality Check

The October software bundle (GTO Wizard, PokerTracker 4, Equilab, Flopzilla Pro, OBS) sorted by when it actually earns its cost:

- Now (sweeps grind): spreadsheet session log (free), AAR templates (free), Equilab (free) for equity checks, GTO Wizard free tier for preflop drills. OBS only if you want session video review — powerful, but only after the AAR habit is solid.
- Later (worth paying for once volume is real): GTO Wizard paid tier for postflop drilling on your actual leak spots.
- Regulated era: PokerTracker 4 / Hold'em Manager — buy when a site actually provides hand histories. Buying it for sweeps play is paying for a HUD with no game to watch.
- Skip: anything promising live win-rate overlays on sweeps sites — ToS risk on the account you're building a bankroll on (verify current platform rules in Chapter 12).

Chapter 15 — Live Poker at Encore Boston Harbor

Chapter 9 — The 1/3 Game: What's Different, What's the Same, and How to Beat It

Purpose: Prepare you to transition from online or sweepstakes play to live 1/3 NL at Encore Boston Harbor in Everett, MA. This chapter covers the structural realities of the room, the player pool, the adjustments required, and the mindset needed to profit despite the highest rake of any major poker room in New England.

9.1 Know What You're Walking Into

Encore Boston Harbor runs a 24-hour poker room on the Mezzanine Level (The Loft, second floor). It has 24 tables, shufflers on every table, USB charging at every seat, and complimentary drinks while playing. The room is well-run physically and staffed with experienced dealers. It is also one of the most aggressively raked poker rooms in the country.

The rake structure at 1/3 NL is 10% up to \$10 per pot, plus an additional \$2 promotional drop (bad beat jackpot + high hand promos) taken from every raked pot. That is \$12 taken from a single pot before you've won a dollar. For context: most major online sites rake 4–5% up to \$3. Encore charges more than double the rake cap of PokerStars on every single hand that goes to showdown.

The Real Cost of Rake at 1/3 Encore

At approximately 25–30 hands per hour in a live game, with \$12 extracted from most contested pots, the rake roughly costs each player at a 9-handed table about \$13–15 per hour just to sit. That is before a single bad decision. You need a significant edge over the player pool to overcome this structural tax and show profit. The good news: you can have that edge. The player pool at 1/3 Encore is soft enough that winning players do beat the game consistently. But you must respect the rake — it changes optimal strategy in ways this chapter addresses.

9.2 The Buy-In Structure and Stack Dynamics

The 1/3 NL game at Encore has a \$500 maximum buy-in. This is unusual for 1/3 anywhere — most rooms cap it at \$200–\$300. The result is that the effective stacks at Encore play much deeper relative to the blinds than a typical 1/3 game. Pots get large fast. Preflop raises of \$15–\$25 are common. Seeing a flop for under \$15 on weekends is rare.

What this means for you:

- Always buy in for the maximum (\$500). Short-stacking at 1/3 kills your implied odds and makes you exploitable.
- With 165 BB effective stacks (two \$500 players), the game has legitimate deep-stack dynamics. SPR awareness matters more than in a typical 100 BB game.

- Opponents who open to \$15–\$20 preflop are not maniacs — that is the adjusted sizing for a \$500 max buy-in table. Calibrate accordingly.
- Recreational players will routinely overbet. They are not polarized — they are just gambling. Do not hero call assuming they are bluffing.

9.3 The Player Pool — What You Will Actually See

Encore's 1/3 game draws a mix of Boston-area recreational players, casino tourists, and a layer of regulars who play multiple sessions per week. On weekends, the recreational pool deepens significantly. The player archetypes from Chapter 7 apply directly here, but with live-specific flavors:

Player Type | How to Spot Them Live | Primary Exploit |

Weekend Recreational | Drinks in hand, talking to neighbors, not tracking action | Value bet mercilessly. Never bluff. Size up for value. |

Loose-Passive Caller | Calls every preflop raise, checks most flops, calls two streets | Max thin value. Eliminate bluffs entirely. Three-street value is available. |

Aggro Reg | Three-bets frequently, barrels multiple streets, talks strategy | Trap with strong hands. Do not bluff-catch light. Let them bluff into you. |

Nit Reg | Sits for hours, plays very few hands, folds to most c-bets | Steal blinds, attack their limps, fold to their aggression. |

Tilted Whale | Rebought multiple times, muttering, playing fast | Tighten up and wait for a strong hand. Let them donate. Do not gamble with them. |

9.4 The Biggest Structural Difference: Pace and Information

Online, you play 60–80 hands per hour. At Encore's 1/3 tables, you play 25–30 hands per hour. This is not a minor difference — it completely changes what patience means. Online, folding for 20 minutes is normal. Live, folding for 20 minutes means you have played 8–10 hands and seen very little. This creates a psychological pressure to play more hands than you should. Resist it.

The slower pace also gives you something online cannot: physical information. Live tells are real, especially at recreational stakes. They are not as reliable as hand-reading, but they add weight to decisions at the margins:

- Shaking hands: At low stakes, shaking hands almost always means a strong hand — excitement, not fear. Do not call a big bet into shaking hands without the nuts or near-nuts.
- Immediate calls: A call made without hesitation on a wet board usually indicates a draw or marginal made hand — not a monster. Monsters pause to think about raises.
- Sudden stillness: A player who was animated and goes quiet after a flop is often strong. Stillness is a common attempt to avoid giving away a big hand.
- Bet timing: Instant bets on the river often represent strong hands or pure air — rarely medium-strength. Medium-strength players usually pause.

- Glancing at chips: After seeing a flop or turn card, a quick glance at their own chips often signals a player who wants to bet — they likely connected or improved.

Do not over-rely on tells. Tells are supplemental, not foundational. A solid read on someone's range based on betting patterns beats a gut feeling about their posture every time. Use physical information to break ties and confirm reads — not to override logic.

9.5 Live-Specific Preflop Adjustments

Your online RFI ranges are a solid foundation, but live 1/3 at Encore requires specific calibrations:

Limping exists and you must account for it. Online, limping is rare at competent tables. Live, limping is constant. Entire tables will limp around. This changes the math on isolation raises and squeeze plays significantly.

- Isolation raises over limpers: Raise to \$15–\$20 over 1–2 limpers with your standard opening hands. Raise to \$20–\$25 over 3+ limpers. You want to thin the field, not invite a multiway pot.
- Do not limp yourself. Even in spots where online players might complete from the SB, live limping with a weak range in a game where half the table calls destroys your ability to play postflop profitably. Open or fold.
- Tighten slightly in early position. With \$500 stacks and multiple callers common, speculative hands in early position face difficult multiway spots. Stick close to your online UTG/HJ ranges.
- 3-betting live: Live players are more likely to give 3-bets credit than online players. Your 3-bet bluffs work at a higher frequency. However, when they do call or 4-bet, they usually have it — tighten your 4-bet calling range.
- Straddles: Encore allows straddles (\$6 under the gun). When there is a straddle, pot odds shift and effective stack depth decreases. Tighten your calling range. Do not defend wide from the blinds against a straddle as you would against a standard raise.

9.6 Live Postflop: The Three Adjustments That Matter Most

1. Value bet thicker and more often. The single biggest leak you will observe at live 1/3 is players failing to extract value. Recreational players call too much and fold too little on the river. If you have top pair with a decent kicker on a dry board, bet three streets at sizes villain can call. The calling station exploit from Chapter 7 is the primary live strategy — not balance, not bluffing frequency, not GTO. Find the weakest player at the table and extract value from them on every hand you play against them.

2. Bluff far less than online. Online micro-stakes pools fold too much. Live 1/3 pools call too much. This is one of the most important adjustments you can make. The bluff frequency that prints online will light money on fire at Encore. River bluffs should be rare and targeted only at players you have specifically identified as capable of folding. Against most recreational players, do not bluff the river — period.

3. Multiway pots are the norm, not the exception. Online 6-max, most pots go heads-up or three-way at most. Live 1/3 at Encore regularly produces 4–6 way pots. Your Chapter 9 multiway adjustments

are not theoretical here — they are the baseline. Check more, bluff less, and only build big pots when you have strong equity.

9.7 Bet Sizing at Live 1/3

Online sizing conventions translate reasonably well, with one major difference: bigger sizing works better live. Recreational players are not responding to small bets by calling and folding to big bets — they call based on hand strength, not pot odds. This means:

- Value bet 60–75% pot rather than 33% on dry boards. They will call either way. Take more chips.
- On wet boards where you want protection, bet 66–100% pot. Charging draws full price matters more live because opponents do not understand implied odds calculations.
- River value bets can go large — 75–100% pot — against calling stations. They will not fold weak top pair regardless of sizing. You are leaving money behind by betting small.
- Do not min-bet or limp-check your way through strong hands hoping to induce. Live players do not bluff into you enough to make that profitable.

9.8 The High Hand Promotion — Use It, Don't Chase It

Encore runs high hand promotions throughout the day — typically \$300 every 20 minutes during lower-traffic hours and \$500 every 30 minutes during peak hours. These are real EV additions to the game if you happen to hit a qualifying hand. They are not a reason to deviate from fundamental strategy.

High Hand Reality Check: The promotion pays out roughly every 20–30 minutes, split across all running tables. Your probability of hitting any given high hand in a given window is low. Never slow-play a strong hand hoping to win the promo — you will lose more in EV from giving free cards than the promo is worth. Play your strong hands to extract maximum value. If you win the high hand while doing that, great.

9.9 Beating the Rake — The Strategic Imperative

The rake at Encore is a real obstacle. At \$12 per pot, you need a genuine, significant edge over the player pool to profit. The grinders who complain loudest about the rake are usually the ones trying to grind edges against other regs. That is the wrong approach. The path through the rake is exploiting the recreational players hard enough that the rake becomes a manageable tax rather than a barrier.

Concrete rake-beating adjustments:

- Avoid small pots. A \$30 pot that gets raked \$3 is 10% of the pot gone before you win. Play for larger pots where the rake cap (\$10) represents a smaller percentage of your win.
- Win large pots, not many pots. Your winrate at Encore is built on stacking recreational players occasionally, not grinding small edges in marginal spots. One \$400 pot beats ten \$30 pots after rake is factored.

- Do not battle regs for thin edges. Reg vs. reg pots are rake-intensive and edge-thin. Let the regs fight each other. Focus on the money moving from recreational players to you.
- Table selection matters enormously. The best strategic decision you can make at Encore is choosing the right table. If you see a table with multiple recreational players buying in short or rebounding, get on that list. If your current table has tightened to five regs, ask for a table change.

9.10 Bankroll Requirements for Live 1/3

Live 1/3 variance is higher than online NL10 despite the softer player pool. The larger SPR, multiway pots, and \$500 max buy-in create bigger swings. Plan accordingly.

Goal | Minimum Bankroll | Notes |

Occasional shot / recreational | \$1,000–\$1,500 | 2–3 buy-ins. Treat it as a recreational expense if you lose it. |

Serious semi-regular play | \$3,000–\$4,000 | 6–8 buy-ins. Enough to survive a downswing without going broke. |

Full grind / building a roll | \$6,000–\$7,500 | 12–15 buy-ins minimum. Live variance is real. Do not underestimate it. |

The 20 buy-in rule from online bankroll management applies to live as well, with the caveat that each buy-in is \$500 rather than \$10. You are not ready to grind live 1/3 seriously with \$2,000 in your pocket. That is four buy-ins — one bad session wipes it. Build the online roll first, let it compound, and make the live shots when the bankroll can absorb variance.

9.11 Live Table Etiquette and Logistics

First time at Encore or any casino poker room, the logistics can feel unfamiliar. Here is what to know before you sit down:

Getting a seat: Encore uses PokerAtlas for remote sign-up. You can add your name to the 1/3 list from your phone before you arrive. When you get there, check in at the podium or use the self check-in kiosks. Wait time on weekends can be 30–90 minutes for 1/3 — plan ahead.

Buying chips: Encore has had issues with the cage location — chips are sometimes bought downstairs rather than in the room. Confirm with the floor when you sit. Rebuys mid-session are handled at the table by a chip runner.

Tipping: Standard tipping is \$1 per pot won, sometimes \$2 on larger pots. This is not optional — it is the dealer's income. Factor tipping into your hourly cost. At 25 hands per hour and \$1 per pot won, you might tip \$8–\$12 per hour depending on how many pots you take down. Budget for it.

Acting in turn: Live poker has strict acting-in-turn rules. Do not announce your action before it is your turn — it gives information to players between you and the action. Wait. Watch. Then act.

Verbal declarations: In live poker, verbal declarations of action are binding. If you say "raise," you must raise. If you say "call," you must call. Be deliberate before speaking.

String bets: A string bet is making a bet in multiple motions without declaring a raise first. It is illegal. Always put your full bet or raise amount into the pot in a single forward motion, or verbally declare "raise to [amount]" before reaching for more chips.

Showing cards: You are not obligated to show your cards when winning uncontested pots. Showing gives away information about your ranges. Default to not showing unless there is a specific reason (high hand promo, building table image intentionally).

9.12 Session Management at a Live Casino

Live sessions at a casino carry risks that online sessions do not. The environment is engineered to keep you there — free drinks, no clocks, comfortable seats, constant action around you. Discipline requires active defense of your session structure.

- Set a hard time limit before you sit. "I'm playing until midnight" is a real plan. "I'll see how I feel" is not. Long sessions cause fatigue-based mistakes that compound quickly.
- Do not drink alcohol and play seriously. Free drinks are a rake subsidy Encore is happy to offer you. Alcohol degrades decision-making. If you are playing with profit intent, drink water.
- The stop-loss rule applies live. Two buy-ins down in a session is the hard stop. If you have lost \$1,000 ($\500×2), you leave. Not one more buy-in "to get even." Leave.
- Walk away a winner when you are up significantly. There is no rule that says a winning session must continue. If you are up \$400 and the game is breaking up, leaving is not weak — it is disciplined.
- Avoid the casino floor on the way out. Table games, slots, and sports betting are designed to take back everything you won at poker. Walk directly to the exit. The parking garage is on the north side of the casino — use the elevator directly to the Mezzanine so you do not have to walk the floor at all.

9.13 The Path: Online to Live

The progression that makes sense for your situation:

Stage | Where | Goal | Signal to Advance |

1 — Now | Sweepstakes (WPT Gold / Clubs) | Build fundamentals, memorize ranges, pass quizzes | Consistent results + Move-Up Test passed |

2 — When Ready | Encore 1/3 shots (\$1,000–\$1,500 bankroll) | Acclimate to live play, apply live adjustments | +EV results over 20+ sessions |

3 — iGaming Launch | MA regulated online (est. 2027+) | NL10 → NL25 grind with HUD and hand history | 50K hand sample, positive winrate |

4 — Long Term | Online NL25–NL50 + Encore 1/3 simultaneously | Two revenue streams, different variance profiles | Bankroll supports both without stress |

The honest bottom line on live 1/3 at Encore: The rake is punishing and the grinders are right that it is too high. But the recreational player pool — especially on weekends — is soft enough that a

disciplined, fundamentals-first player with good table selection and a value-heavy strategy can beat the game. Your edge will not come from fancy plays or GTO balance. It will come from playing straightforward, patient poker against people who are there to gamble, executing your ranges cleanly, and walking away when the session calls for it.

Rake Impact Visualizer

This is what the \$12 per-pot rake at Encore actually costs you — compared to online sites. The bar represents hourly rake cost per player at a 9-handed table, assuming pots are raked every hand.

Hourly Rake Cost Per Player — Comparable Venues

Encore 1/3

~\$13–15/hr

Live 1/2 avg

~\$8–10/hr

PokerStars NL10

~\$1.50–2/hr

GGPoker NL10

~\$1.20–1.80/hr

ACR NL10

~\$1.00–1.50/hr

Encore rake is 7–10× higher than online NL10. Your edge must be proportionally larger to profit.

Minimum Winrate to Beat Rake

At 25–30 hands per hour live, you need a significant skill edge just to break even against the rake. Here is what the math looks like at Encore 1/3 vs online:

ENCORE 1/3 LIVE

Rake/hr

~\$14

Break-even

\$14+ /hr needed

Good winrate

\$25–40/hr

Hands/hr

25–30

ONLINE NL10

Rake/hr

~\$1.80

Break-even

\$1.80/hr

Good winrate

\$4–8/hr

Hands/hr

60–80+

Chapter 16 — Regulated Readiness & Legislative Watch

Purpose: The endgame plan. Everything in this binder points at regulated online poker; this chapter tracks how far away that is, what the landscape will look like on arrival, and what "ready on day one" means. Facts verified August 2026.

16.1 Where Massachusetts Actually Stands

- Three bills existed in the 2025–26 session: S.235 (Feeney) / H.332 (Cahill) (up to 10 skins, 20% tax) and H.4431 (Muradian) (9 online casinos, 15% tax, MGC oversight — plus the sweeps ban).
- All of it died in March 2026: the Joint Committee voted 11-0 to send H.4431 "to study." Nothing can pass before the 2027–28 session; Muradian has said he'll re-file.
- The opposition, named: Treasurer Deborah Goldberg (protecting Lottery revenue — the suspicion about lottery lobbying is documented fact), Wynn/Encore (protecting the Everett casino floor), labor unions, and a growing anti-online-gambling bloc (Sen. Keenan). DraftKings, headquartered in Boston, is the main force pushing for it.
- The wildcard: Mass Lottery Online (iLottery) launched July 27, 2026. Its revenue numbers become the Treasurer's argument — either "we don't need iGaming" or "online works, regulate the rest." Watch those quarterly reports.
- Realistic timeline: 2027 passage is possible but not favored; 2028 is the honest planning number. Launch would follow passage by ~a year.

16.2 What the Regulated Map Looks Like (Aug 2026)

- MSIGA members (6): Nevada, Delaware, New Jersey, West Virginia, Michigan, Pennsylvania (joined April 2025).
- Shared-liquidity networks:
- WSOP Online — the only 4-state pool (NV+NJ+MI+PA); ran a 30-event, \$7M online bracelet series across all four in 2026.
- PokerStars on FanDuel — Flutter merged its US poker into the FanDuel brand; MI+NJ+PA pooled April 1, 2026, with a \$1M-guaranteed Sunday Million.
- BetMGM Poker — NJ+MI+PA tri-state.
- If MA passes: ~7M people, DraftKings' home turf, MGC already runs online sports betting. MA would be the seventh member and second-largest. Precedent (MI ~1 year, PA ~5 years) says expect a lag between legalization and pooled liquidity — shared pools realistically 2028+ even in the good scenario. Note: none of the MA bills explicitly addressed poker compacts; that fight happens in rulemaking.

16.3 The Readiness Checklist

Being ready on day one is a real edge — early regulated pools are at their softest in the first year while the recreational wave is in.

- Game: Move-Up Readiness Test (Chapter 11) passed at current stake; 100k+ logged hands of sweeps volume; leak list current.
- Bankroll: Phase targets from 13.7 hit, with a dedicated deposit fund ready — day-one deposit bonuses will be everywhere and are actually worth clearing at launch.
- Records: The Chapter 14 log archive migrates straight into PokerTracker-era workflows. Buy PT4/HM3 at launch, not before.
- Accounts: KYC will need ID, SSN, proof of address — have clean copies ready. Register early; launch-day queues are real.
- Geography note: regulated play requires being physically in a legal state. NJ (~4 hours) and PA are drivable from Boston — a deliberate "geo-trip" weekend to experience regulated pool speed is a legitimate scouting expense once the bankroll supports it. Not before.

16.4 The Watch List (check quarterly)

1. Bill refile — January 2027, new session opens: did Muradian/Feeney/Cahill re-file, and to which committee?
2. Committee movement — hearings scheduled = signal; another "sent to study" = dead again.
3. iLottery revenue reports — the Treasurer's ammunition, either direction.
4. Sweeps legal climate — any MA AG action or new ban bill touching sweeps poker (this is also the Chapter 12 platform-risk trigger).
5. MSIGA growth — Connecticut and Rhode Island are the next likely members; each addition raises the value of MA eventually joining.
6. DraftKings poker signals — DK has no poker product today; any DK poker acquisition or launch in other states hints at what a MA market would look like.

One-line rule: the strategy doesn't wait for the law. Every month of disciplined sweeps grinding is banked skill and banked bankroll that transfers on day one — the legislation only decides when the payoff window opens.

Phase 1 — RFI Charts (Online 6-Max Authority)

These Raise-First-In (RFI) charts define disciplined opening ranges for online 6-max cash games. They are designed to remove preflop uncertainty, reduce domination, and create clean postflop play. All ranges assume ~100 BB effective stacks.

UTG — RFI Opening Chart

Hand Category	Open Range
Pairs	22+ (selectively)
Broadways	ATs+, KQs, AQo+
Suited Connectors	98s+
Suited Aces	A5s+

HJ — RFI Opening Chart

Hand Category	Open Range
Pairs	22+
Broadways	ATs+, KJs+, AQo+
Suited Connectors	87s+
Suited Aces	A2s+

CO — RFI Opening Chart

Hand Category	Open Range
Pairs	22+
Broadways	A9s+, KTs+, QJs, AJo+
Suited Connectors	65s+
Suited Aces	A2s+

BTN — RFI Opening Chart

Hand Category	Open Range
Pairs	22+
Broadways	A2s+, K9s+, Q9s+, J9s+, ATo+
Suited Connectors	54s+
Suited Aces	All

SB — RFI Opening Chart

Hand Category	Open Range
Pairs	55+
Broadways	ATs+, KQs, AQo+
Suited Connectors	87s+
Suited Aces	A5s+

Phase 1 — RFI Matrix Charts (Online 6-Max)

HJ, CO, BTN, SB — Execution Charts. Blue = OPEN. Blank = FOLD.

HJ — RFI Matrix Chart

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

CO — RFI Matrix Chart

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

BTN — RFI Matrix Chart

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

SB — RFI Matrix Chart

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Phase 2 — 3-Bet Matrix Charts (CO vs Opens)

Blue = VALUE 3-BET. Green = BLUFF 3-BET.

CO vs UTG — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

CO vs UTG — 3-Bet BLUFF

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

CO vs HJ — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

CO vs HJ — 3-Bet BLUFF

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Phase 2 — 3-Bet Matrix Charts (BTN vs Opens)

VALUE 3-Bets only. Blue = 3-BET. Blank = Do not 3-bet.

BTN vs UTG — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

BTN vs HJ — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

BTN vs CO — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Phase 2 — 3-Bet Matrix Charts (SB vs Opens)

Blue = VALUE 3-BET. Green = BLUFF 3-BET. OOP ranges are intentionally tighter.

SB vs UTG — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

SB vs UTG — 3-Bet BLUFF

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

SB vs HJ — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

SB vs HJ — 3-Bet BLUFF

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

SB vs CO — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

SB vs CO — 3-Bet BLUFF

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

SB vs BTN — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

SB vs BTN — 3-Bet BLUFF

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Phase 2 — 3-Bet Matrix Charts (BB vs Opens)

Blue = VALUE 3-BET. Green = BLUFF 3-BET. (BB: closing action; disciplined aggression.)

BB vs UTG — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

BB vs UTG — 3-Bet BLUFF

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

BB vs HJ — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

BB vs HJ — 3-Bet BLUFF

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

BB vs CO — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

BB vs CO — 3-Bet BLUFF

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

BB vs BTN — 3-Bet VALUE

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

BB vs BTN — 3-Bet BLUFF

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Phase 3 — vs 3-Bet Response Matrices

This pack covers responses after YOU open UTG and face a 3-bet. UTG ranges are tightest; responses are value-heavy and disciplined. Anything not highlighted is a FOLD.

Color key: Blue = 4-BET. Green = CALL.

UTG Open vs CO 3-Bet — 4-BET Matrix

Default: CO 3-bets are narrower; stick to top-tier value.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

UTG Open vs CO 3-Bet — CALL Matrix

Default: call only hands with strong equity realization.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

UTG Open vs BTN 3-Bet — 4-BET Matrix

Default: BTN pressure is wider; widen value slightly.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

UTG Open vs BTN 3-Bet — CALL Matrix

Default: defend slightly wider IP but avoid offsuit dominance.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

UTG Open vs SB 3-Bet — 4-BET Matrix

Default: SB polarized; keep 4-bets clean and value-heavy.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

UTG Open vs SB 3-Bet — CALL Matrix

Default: OOP calls require high playability.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

UTG Open vs BB 3-Bet — 4-BET Matrix

Default: BB 3-bets widest; still avoid bloating marginal spots.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

UTG Open vs BB 3-Bet — CALL Matrix

Default: call suited/connectors; fold offsuit junk.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

Phase 3 — vs 3-Bet Response Matrices

This pack covers responses after YOU open in the Hijack and face a 3-bet. Each matchup includes separate matrices for 4-BET and CALL. Anything not highlighted is a FOLD.

Color key: Blue = 4-BET. Green = CALL.

Hj Open vs CO 3-Bet — 4-BET Matrix

Default: CO 3-bets tighter than BTN; value-heavy 4-bets.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

Hj Open vs CO 3-Bet — CALL Matrix

Default: call hands with good playability and equity realization.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

HJ Open vs BTN 3-Bet — 4-BET Matrix

Default: BTN aggression is wider; punish with stronger linear value.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

HJ Open vs BTN 3-Bet — CALL Matrix

Default: wider calls IP; avoid dominated offsuit broadways.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

Hj Open vs SB 3-Bet — 4-BET Matrix

Default: SB polarized ranges; value 4-bet more cleanly.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

Hj Open vs SB 3-Bet — CALL Matrix

Default: OOP calls require stronger playability.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

Hj Open vs BB 3-Bet — 4-BET Matrix

Default: BB wider than SB; tighten marginal 4-bets.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

Hj Open vs BB 3-Bet — CALL Matrix

Default: call suited/connectors; fold offsuit junk.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

Phase 3 — vs 3-Bet Response Matrices

This pack covers responses after YOU open in the Cutoff and face a 3-bet. Each matchup includes separate matrices for 4-BET and CALL. Anything not highlighted is a FOLD.

Color key: Blue = 4-BET. Green = CALL.

CO Open vs BTN 3-Bet — 4-BET Matrix

Default: BTN 3-bets wide; punish with strong value and deny equity.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

CO Open vs BTN 3-Bet — CALL Matrix

Default: call with suited, connected hands that realize equity in position.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

CO Open vs SB 3-Bet — 4-BET Matrix

Default: SB ranges are polarized; value 4-bet more linear.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

CO Open vs SB 3-Bet — CALL Matrix

Default: avoid dominated offsuit hands OOP.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

CO Open vs BB 3-Bet — 4-BET Matrix

Default: BB 3-bets wider than SB; tighten slightly OOP.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

CO Open vs BB 3-Bet — CALL Matrix

Default: call hands that play well postflop; fold marginal offsuit.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

Phase 3 — vs 3-Bet Response Matrices

This pack covers responses after YOU open on the Button and face a 3-bet from the blinds. These are high-frequency spots in online 6-max. Each matchup includes separate matrices for 4-BET and CALL. Anything not highlighted is a FOLD.

Color key (this pack): Blue = 4-BET. Green = CALL.

BTN Open vs SB 3-Bet — 4-BET Matrix

Default: 4-bet the top for value; avoid bloating pots OOP for villain without strong strength.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

BTN Open vs SB 3-Bet — CALL Matrix

Default: call with hands that realize equity well in position; fold dominated offsuit junk.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

BTN Open vs BB 3-Bet — 4-BET Matrix

Default: BB 3-bets can be wider; 4-bet the top and deny equity when appropriate.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: 4-BET = highlighted. Blank = FOLD.

BTN Open vs BB 3-Bet — CALL Matrix

Default: call with suited, connected hands that play well IP; avoid dominated offsuit broadways.

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
K	AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
Q	AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
J	AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
T	ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
9	A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
8	A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
7	A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
6	A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
5	A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
4	A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
3	A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
2	A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Legend: CALL = highlighted. Blank = FOLD.

Phase 4 — Flop Board Families (Core Authority)

This section classifies flops into repeatable board families. Each family dictates range advantage, betting frequency, sizing bias, and default response. Memorize families — not individual flops.

Axx Dry (A♠ 7♦ 2♣)

Range Advantage	Strong preflop raiser advantage. Low connectivity.
Betting Frequency	High frequency small c-bet (25-33%).
Value Hands	Value: Ax+, strong backdoors. Bluffs: backdoor-heavy hands.
Key Notes	Rare raises; continue cautiously without Ax.

Kxx Dry (K♣ 8♦ 3♠)

Range Advantage	Raiser advantage but weaker than Axx.
Betting Frequency	Medium frequency c-bet (30–40%).
Value Hands	Value: Kx+, strong backdoors. Bluffs: wheel backdoors.
Key Notes	More floats IP; fewer barrels without equity.

Low Connected (9♦ 8♠ 7♣)

Range Advantage	Defender range advantage.
Betting Frequency	Low c-bet frequency.
Value Hands	Value: strong made hands + big draws.
Key Notes	Check-heavy; avoid auto-c-betting.

Paired High (Q♠ Q♦ 5♣)

Range Advantage	Raiser advantage.
Betting Frequency	High small-bet frequency.
Value Hands	Value: Qx, overpairs. Bluffs: wheel backdoors.
Key Notes	Fold quickly without equity.

Paired Low (6♣ 6♦ 2♠)

Range Advantage	Neutral advantage.
Betting Frequency	Selective c-bets.
Value Hands	Value: overpairs, trips. Bluffs: backdoors.
Key Notes	Expect more floats.

Monotone (A♣ T♣ 4♣)

Range Advantage	Nut advantage dependent on range.
Betting Frequency	Lower frequency, larger sizing.
Value Hands	Value: nut/near-nut flushes. Bluffs: blockers.
Key Notes	Avoid bloating pots without strong equity.

Two-Tone Broadway (K♦ Q♠ J♦)

Range Advantage	Shared range advantage.
Betting Frequency	Medium frequency, polarized sizing.
Value Hands	Value: strong top pair+, big draws.
Key Notes	High turn aggression.

Disconnected Low (8♠ 4♦ 2♣)

Range Advantage	Preflop raiser advantage.
Betting Frequency	High small-bet frequency.
Value Hands	Value: overpairs. Bluffs: air + backdoors.
Key Notes	Straightforward continuation.