

Live Full Ring PLO Module #1: Major Concepts 26577 words, 33 pages

- I. Introduction **7144 words**
 - a. Introduction **759 words**
 - b. Game Types **2351 words**
 - c. The Seven Parameters of Post-Flop Play **4034 words**

- II. Opponent Types **6724 words**
 - a. Rigid TAG Grinder **463 words**
 - b. Flexible TAG Grinder **489 words**
 - c. Nit **193 words**
 - d. Short stack **1041 words**
 - e. Smart LAG **670 words**
 - f. Deep Stack Expert **1682 words**
 - g. Player reader **310 words**
 - h. BSD **310 words**
 - i. Aggressive Gambler, wants big pots **389 words**
 - j. Loose Passive Gambler/along for the ride **362 words**
 - k. Loose Passive Weak **232 words**
 - l. Tilter/Mega Tilter **581 words**

- III. Impact of Straddles, Deep Stacked Play **4305 words**
 - a. Introduction **332 words**
 - b. UTG Straddles **705 words**
 - c. Button Straddles and Deep Stacked Play **3268 words**

- IV. Board Texture **2697 words**
 - a. Introduction **168 words**
 - b. Flop Texture **274 words**
 - c. Turn Texture **1074 words**
 - d. River Texture **1181 words**

- V. Multi-Way SPR Distributions **5707 words**
 - a. Introduction **1047 words**
 - b. Example 1 **1462 words**
 - i. Introduction **121 words**
 - ii. Example 1 Case 1 **167 words**
 - iii. Example 1 Case 2 **284 words**
 - iv. Example 1 Case 3 **890 words**
 - c. Example 2 **3198 words**
 - i. Example 2 Introduction **137 words**
 - ii. Example 2 Case 1 **909 words**
 - iii. Example 2 Case 2 **1294 words**
 - iv. Example 2 Case 3 **858 words**

Live Full Ring PLO Module #2: Pre-Flop Play and Flop Play 22113 words, 27 pages

- I. **Starting Hands by Position 10313 words**
 - a. Intro **1357 words**
 - b. UTG, UTG+1 **1360 words**
 - c. MP1, MP2 **1133 words**
 - d. HJ, CO **2227 words**
 - e. BN **2961 words**
 - f. SB, BB **1275 words**

- II. **Post-flop Strategy Introduction 779 words**

- III. **Flop Play 11021 words**
 - a. Introduction **1705 words**
 - i. Introduction **226 words**
 - ii. Deep Stacks **597 words**
 - iii. Bet Sizing **882 words**
 - b. Very Dynamic Boards **1624 words**
 - i. Introduction **231 words**
 - ii. Scenario 1 **663 words**
 - iii. Scenario 2 **446 words**
 - iv. Scenario 3 **284 words**
 - c. Dynamic Boards **2722 words**
 - i. Introduction **417 words**
 - ii. Scenario 1 **613 words**
 - iii. Scenario 2 **830 words**
 - iv. Scenario 3 **862 words**
 - d. Static Boards **2407 words**
 - i. Introduction **360 words**
 - ii. Scenario 1 **507 words**
 - iii. Scenario 2 **1028 words**
 - iv. Scenario 3 **512 words**
 - e. Very Static Boards **2563 words**
 - i. Introduction **638 words**
 - ii. Scenario 1 **528 words**
 - iii. Scenario 2 **758 words**
 - iv. Scenario 3 **639 words**

Modules #3 and #4 in final stages of writing and editing, will be completed asap

Live Full Ring PLO Module #3: Turn Play, River Play

- I. **Turn Play**
 - a. **Introduction**
 - i. Introduction
 - ii. Dynamic Turns
 - iii. Static Turns
 - b. **Texture Shift Group #1: Unpaired Dynamic Turns**
 - i. Introduction
 - ii. Texture Shift 1a: Unpaired – Very Dynamic → Unpaired Dynamic
 - iii. Texture Shift 1b: Unpaired – Dynamic → Unpaired Dynamic
 - iv. Texture Shift 1c: Unpaired – Static → Unpaired Dynamic
 - c. **Texture Shift Group #2: Unpaired Semi-Dynamic Turns**
 - i. Introduction
 - ii. Texture Shift 2a: Unpaired – Dynamic → Unpaired Semi-Dynamic
 - iii. Texture Shift 2b: Static → Unpaired Semi-Dynamic
 - d. **Texture Shift Group #3: Unpaired Possible Flush Turns (Suited Flop)**
 - i. Texture Shift 3a: Unpaired – Very Dynamic → Flush
 - ii. Texture Shift 3b: Unpaired – Dynamic → Flush
 - e. **Texture Shift Group #4: Paired Turns (Unpaired Flop)**
 - i. Introduction
 - ii. Texture Shift 4a: Unpaired – Very Dynamic → Paired – Medium-Dry
 - iii. Texture Shift 4b: Unpaired – Dynamic → Paired – Medium-Dry.
 - iv. Texture Shift 4c: Unpaired – Static → Paired – Medium-Dry.
 - v. Texture Shift 4d: Unpaired – Dynamic → Paired – Dry.
 - vi. Texture Shift 4e: Unpaired – Static → Paired – Dry.
 - f. **Texture Shift Group #5: Unpaired Possible Flush Turns (Monotone Flop)**
 - i. Introduction
 - ii. Texture Shift 5a: Flush → Flush.
 - g. **Texture Shift Group #6: Paired Turns (Paired Flop)**
 - i. Introduction
 - ii. Texture Shift 6a: Unpaired – Paired – Medium-Dry → Paired – Medium-Dry.
 - iii. Texture Shift 6b: Unpaired – Paired - Dry → Paired – Medium-Dry.
 - iv. Texture Shift 6c: Unpaired – Paired - Dry → Paired - Dry.
- II. **River Play**
 - a. **Introduction**
 - i. Introduction
 - ii. The Value of a Polarized Range
 - iii. The Value of Position
 - iv. Card Removal
 - b. **Flop-Turn-River Nuts Shifts**
 - i. Introduction
 - ii. Full House River Nuts (49.3%)
 - 1. Full House → Full House → Full House (17.2% probability)
 - 2. Set → Full House → Full House (11.1% probability)
 - 3. Set → Set → Full House (5.3% probability)
 - 4. Set → Straight → Full House (5.1% probability)
 - 5. Straight → Full House → Full House (3.2% probability)
 - 6. Straight → Straight → Full House (3.0% probability)
 - 7. Set → Flush → Full House (1.8% probability)
 - 8. Flush → Flush → Full House (1.1% probability)
 - 9. Flush → Full House → Full House (1.0% probability)
 - 10. Straight → Flush → Full House (0.5% probability)
 - iii. Straight River Nuts (27.9% probability)
 - 1. Set → Straight → Straight (11.3% probability)

2. Set → Set → Straight (9.9% probability)
 3. Straight → Straight → Straight (6.6% probability)
 - iv. Flush River Nuts (21.0% probability)
 1. Set → Flush → Flush (5.5% probability)
 2. Set → Set → Flush (4.2% probability)
 3. Set → Straight → Flush (4.1% probability)
 4. Flush → Flush → Flush (3.2% probability)
 5. Straight → Straight → Flush (2.4% probability)
 6. Straight → Flush → Flush (1.6% probability)
 - v. Set River Nuts (1.8%)
 1. Set → Set → Set (1.8% probability)
- c. The River Decision Process**
- i. Introduction
 - ii. Analyze the Texture
 - iii. Analyze the Action
 - iv. Analyze the Ranges
 - v. Narrow the Focus (What Hands Matter?)
 - vi. Re-evaluate the Opponent
 - vii. Choose Bet Sizing/Evaluate an Opponent's Bet Size
- d. River Decision Examples**
- i. Example 1
 - ii. Example 2
 - iii. Example 3

Live Full Ring PLO Module #4: Hand Examples

- I. Hand Examples**
- a. Hand 1: Very Dynamic Board with Good Draw
 - b. Hand 2: 3-way Deep 4-bet Pot
 - c. Hand 3: Multi-Way Non-Nut Draw
 - d. Hand 4: Multi-Way Good Aces Flop Big
 - e. Hand 5: Three-Pair and Backdoors on Straight Flop
 - f. Hand 6: Set Plus Nut Blocker on Monotone Board
 - g. Hand 7: Bottom Two Plus Open-Enders OOP on Dry Flop
 - h. Hand 8: Trips Makes Weak Full House
 - i. Hand 9: Bad Aces With Short Stack Involved
 - j. Hand 10: Awkward Pre-Flop and Flop with Good Kings
 - k. Hand 11: Flopped Draws Whiff, River Bluff Decision
 - l. Hand 12: Tripped Board with KQQ*
 - m. Hand 13: Eight-Way Limped Pot, Flop Good Non-Nut Combo Hand
 - n. Hand 14: Deep Six-Way Raised Pot, Top Set on Dynamic Flop
 - o. Hand 15: Pre-Flop Short Stack Isolation Decision
 - p. Hand 16: Vulnerable Top Two in HU 3-Bet Pot
 - q. Hand 17: Huge Draw OOP 5-Ways, Wide Stack-Size Range
 - r. Hand 18: Vulnerable Nut Full House
 - s. Hand 19: Flopped Second Nut Straight 4-Ways
 - t. Hand 20: Nut Wrap on Flush Draw Board
 - u. Hand 21: Light Semi-Bluff Improves on Turn
 - v. Hand 22: Bottom Set on Dry Board
 - w. Hand 23: Very Deep Semi-Bluff Flop Raise
 - x. Hand 24: Check-Raise Monster Backdoor Draw
 - y. Hand 25: Flop Very Vulnerable Nut Straight

