Turn Strategy Recommendations

This section provides analysis of the range versus range dynamic in play on the major texture shifts. For each texture shift, we want to cover playing with and without the initiative, in and out of position, with SPRs ~3, ~4, and ~5. In theory this gives us twelve different subcases (e.g. OOP as flop check-caller, SPR = 3); in practice these sections will not exhaustively address each of the subcases. Rather, the main goal is to make observations about how ranges shift with a given kind of turn card and then draw appropriate conclusions for as many subcases as possible. The primary focus will be on SPR ~ 4, with some adjustments for higher and lower SPRs discussed as well.

The material is split into six major sections based on the turn texture, which each section including the shifts that get us to that texture. Group 1 includes the three cases where the turn texture is Unpaired-Dynamic. Group 2 includes the two cases where the turn texture is Unpaired – Semi-Dynamic. Group 3 includes the two cases where the flop is unpaired and suited and the turn completes the flush draw. Group 4 includes the five cases where the flop is unpaired and non-monotone and the turn is paired. Group 5 includes one case - the monotone flops where the turn does not pair. Group 6 includes the three cases where the flop (and turn, of course) is paired.

The main logic behind organizing the shifts in this way is that each of the groups can be clearly labeled in terms of the number of ways the nuts can change with the river card, a distinction that has key implications for how the boards play. The distinctions aren't perfect, especially in that there are some unpaired/non-flush boards that do not quite fit, but they are close enough to accurate to be an extremely valuable way of viewing the different textures. Let's define "a way to change the nuts" as a distinct kind of 9+ out draw against the nuts that comes from a particular aspect of the turn texture.

For example, the connectedness of the 87 combination on a K872 board generates a set of wraps (JT9*/T96*/965*/654*), and any river card connected to the 87 completes one or more of those wraps. When there are two separate bits of connectedness, such as on JT54, that provides two different ways to change the nuts – the higher wraps and the lower wraps. Any board with a single flush draw thus provides one additional way to change the nuts, any board with two flush draws provides two ways. Another example is the possibility of a pairing card on an unpaired board where the turn nuts is not a set, as is the possibility of an overcard creating a new nut full house on a paired board.

Nearly all hands that have one kind of draw to beat the nuts have 9-13 **nut** outs –wraps usually come on boards with flush draws and even on rainbow boards the many of the 16+ out wraps are four-card wraps instead of the much more common three-card wraps (essentially all 13-out wraps use three cards).[40]. The number of cards that change the nuts in a certain way can vary from 9 (for example, a flush draw possibility leading to a flush river) to 24 (a rainbow turn with single connectedness combination with six ranks that bring a straight, such as the K872), with the majority falling in the 9-15 range. Overall, this is an imperfect way of translating the nut-changing cards into groups, but as we'll see throughout the section doing so provides a lot of benefits.

On Unpaired - Dynamic turns, there are typically three or more ways the nuts can change – one or two flush draws, one or two straight draws, and the board-pairing possibility. On Unpaired - Semi-Dynamic turns, there are typically two ways to change the nuts – a straight draw or a flush draw and the board-pairing possibility. Sometimes there are two major ways and one minor way, such as a board like A972s, with a single flush draw (9 cards), a set of wraps around the 97 (15 cards),[41] and six cards (offsuit 3s and 4s) that make a wheel the nuts. With 30 cards changing the nuts this board is technically in the Unpaired-Dynamic category. In practice it plays more like a two-way, semi-dynamic board because AA is the effective nuts on the wheel cards, which are very unlikely to complete a straight.[42]

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[40] Some, like the 12/0/0 AJT9 on KQx are "four-card wraps" but they do not use four cards in creating straights, they simply are a variant of three-card wrap(s) (AJT* and JT9*) which self-block. That is, the nine needs to be noted because it changes a 13/0/0 into a 12/0/0, not because it is a useful card.

[41] 20 make a straight but five of those make a flush possible

[42] In other words, AA** always has a profitable value-bet on a three or a four, while that is only sometimes (maybe even rarely) the case on an eight or a flush card. Meanwhile, a player who calls flop/turn with a draw-heavy range and somehow backdoors a wheel is absolutely getting paid by a ton of hands. The rare draws have huge implied odds value and make more money from the combination of value-betting when they get there and bluffing when they don't, but this is precisely because they are so rare that they do not belong as a full "way to beat the nuts"