

The Game Plan

How Casual Players Become Threats in No Limit Hold 'em Tournaments

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Post Flop (Medium and Deep-Stacked)

- General Concepts
 - Most often we will go to the flop with the initiative
 - Very often we will continue to bet flops
 - We will start checking less strong hands on the turn
 - If our opponent has not raised we will bet the river with strong hands and occasional bluffs
 - If we lose the initiative we will call with our strongest hands and not get into a raising war
 - We will bet, bet, bet with initiative and call down with strong hands

Post Flop (Medium and Deep-Stacked)

- Rule 14 (Bet Sizing): *When making a bet post-flop, always bet a little more than half the pot.*
 - Key Concepts
 - i. When we choose to bet we will bet a little more than $\frac{1}{2}$ pot
 - ii. This is sometimes slightly too large or too small, but never a big mistake
 - iii. Eliminates potential sizing tells
- Rule 15 (Continuation Bet, or C-Bet): *If you get to the flop with the initiative (ie., If you were the last raiser preflop), and the action checks to you, always bet when heads up.*
 - Key Concepts
 - i. You don't have to be perfect
 - ii. A little loose or a little tight won't matter much

Post Flop (Medium and Deep-Stacked)

- Rule 16 (Multi-way C-Bet): *If you get to the flop with Initiative (i.e., if you were the last raiser preflop) against more than one opponent, and the action checks to you, bet with your Good Hands and Draws, Check everything else.*
- Rule 16a (No Initiative C-Bet): *If you're in a situation where no one has the initiative (e.g., if you are the big blind and no one raised preflop), bet your Good Hands and Draws, and check everything else. This applies even heads up.*
 - Key Concepts
 - i. Multi-way we check our weaker hands
 - ii. We bet fewer hands on the turn
 - iii. We bet fewer hands still on the river

Post Flop (Medium and Deep-Stacked)

- Rule 17 (Turn Bet): *If you have the initiative on the turn, bet with your Good Hands and your Draws. Check your other hands.*
- Rule 18 (River Bet): *If you have the initiative on the river, bet with your Good Hands, and with the single worse hand you think you could have at that point (usually a missed Draw).*
 - Key Concepts
 - i. It takes a stronger hand to bet the river than the turn and stronger hand to bet the turn than the flop
 - ii.

Naming and Valuing Hands

- Naming Hands:
 - Top Pair
 - Kicker
 - Top Pair-Top Kicker
 - Second Pair
 - Overpair
 - Outs
 - Open-ended straight draw
 - Gutshot straight draw
 - Set

Naming and Valuing Hands

- Draw

- Four cards to a flush, using both hole cards
- Four cards to the nut flush, using both hole cards
- Open-ended straight draw, using both hole cards, with no possible flush on board
- Open-ended straight draw to the high-end of a straight (It's okay to use only one hole card) with no possible flush on board
- Gutshot straight draw to the nuts, using both hole cards
- Set on a board with four to a straight or four to a flush

- Good Draw

- Four cards to the nut flush on an unpaired board
- Open-ended straight draw using both hole cards on an unpaired board with no flush possible
- A hand with both a straight draw and flush draw on an unpaired board
- Top set or second set on an unpaired board Very Scary Board (TBD)

Naming and Valuing Hands

- Scary Board
 - Three to a flush
 - Three to a straight
 - A pair
- Very Scary Board
 - Four to a flush
 - Possible straight using one hole card
 - Two or more features that define a scary board

Minimum Good Hands

Board Type	Flop	Turn	River
Non Scary	Second Pair	Top Pair	Overpair (or top pair top kicker on an ace high board)
Scary	Top Pair	Overpair (or top pair top kicker on an ace high board)	That what scares you*
Very Scary w/3 or more to a straight and possible flush (no pair)	Straight	Flush	Second-nut Flush
Very Scary w/4 to a flush (no pair)	N/A	Second-nut Flush	Nut Flush

Minimum Good Hands

Board Type	Flop	Turn	River
Very Scary w/a possible straight using one hole card, no pair, and no possible flush	N/A	Straight (or the nut straight on a board of TJQK)	Best straight using one hole card
Very Scary w/possible straight using one hole card, and one pair	N/A	Nut Straight	Full House
Very Scary w/possible flush and one pair	N/A	Nut Flush	Full House
Very Scary w/two pair	N/A	Full House	Best Full House using one hole card

Bluffcatchers

- Bluffcatcher - A hand not good enough to bet yourself, but good enough to call in certain situations.

Minimum Good Hand	Minimum Bluffcatcher
Top Pair	Second Pair
Overpair	Top Pair
Flush or Straight	Overpair (or top pair top kicker on ace high)
Best straight possible using only one hole card	Straight

Minimum Good Hand	Minimum Bluffcatcher
Nut flush (when four to a flush VSB)	Flush
Full house on one pair board	Trips
Best full house possible using one hole card on two pair board	Full House

Post Flop (Medium and Deep-Stacked)

- Value Bet
 - A bet that hopes to get called by a worse hand
- Bluff
 - A bet that hopes to get a better hand to fold
- Two basic strategies
 - We'll call with enough bluffcatchers so that we're not being bluffed too often
 - We'll fold bluffcatchers to multiple bets, but usually call the first bet