

## **18 Lesson PLO Coaching Package – Hand Analysis**

- **1, Pre-Flop Decisions: Single Raised → Hand Analysis (84 hands)**
  - **Unopened/Limped (30 hands)**
    - UTG (6 hands)
    - MP (6 hands)
    - CO (6 hands)
    - BN (6 hands)
    - SB (4 hands)
    - BB (2 hand)
  - **Facing a Raise (30 hands)**
    - MP (4 hands)
    - CO (6 hands)
    - BN (8 hands)
    - SB (6 hands)
    - BB (6 hands)
  - **Facing a Raise with Caller(s) (24 hands)**
    - CO (4 hands)
    - BN (4 hands)
    - SB (6 hands)
    - BB (6 hands)
  
- **2, Pre-Flop Decisions: 3-bet/4-bet → Hand Analysis (72 hands)**
  - **Facing a 3-bet OOP (18 hands)**
    - UTG (4 hands)
    - MP (6 hands)
    - CO (8 hands)
  - **Facing a 3-bet IP (18 hands)**
    - MP (4 hands)
    - CO (6 hands)
    - BN (8 hands)
  - **Facing a 4-bet OOP (18 hands)**
    - SB (6 hands)
    - BB (6 hands)
    - UTG (2 hands)
    - MP (2 hands)
    - CO (2 hands)
  - **Facing a 4-bet IP (18 hands)**
    - MP (4 hands)
    - CO (6 hands)
    - BN (8 hands)
  
- **3. Flop Decisions: HU Single-Raised Pots → Hand Analysis (64 hands)**
  - OOP as PFR (16 hands)
  - IP as PFR (16 hands)
  - OOP as PF Caller (16 hands)
  - IP as PF Caller (16 hands)
  
- **4. Flop Decisions: MW Single-Raised Pots → Hand Analysis (64 hands)**
  - OOP as PFR (16 hands)
  - IP as PFR (16 hands)
  - OOP as PF Caller (16 hands)

- IP as PF Caller (16 hands)
- **5. Flop Decisions: 3-bet/4-bet Pots → Hand Analysis (64 hands)**
  - **3-bet Pots**
    - OOP as 3-bettor (8 hands)
    - IP as 3-bettor (8 hands)
    - OOP as 3-bettor (8 hands)
    - IP as 3-bettor (8 hands)
  - **4-bet Pots**
    - OOP as 4-bettor (8 hands)
    - IP as 4-bettor (8 hands)
    - OOP as 4-bettor (8 hands)
    - IP as 4-bettor (8 hands)
- **6. Turn Decisions Single-Raised HU Pots → Hand Analysis (52 hands)**
  - **Single Raised HU Pot, Flop Bet-Call (15 hands)**
    - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (3 hands)
    - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (3 hands)
    - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (3 hands)
    - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (3 hands)
    - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (3 hands)
  - **Single Raised HU Pot, Flop Bet-Call (11 hands)**
    - Texture Shift #3a: Unpaired Very Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #3b: Unpaired Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #4a: Unpaired Very Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4b: Unpaired Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4c: Unpaired Static → Paired Medium Dry (1 hand)
    - Texture Shift #4d: Unpaired Dynamic → Paired Dry (1 hand)
    - Texture Shift #4e: Unpaired Static → Paired Dry (1 hand)
    - Texture Shift #5a: Unpaired Monotone → Unpaired Possible Flush (1 hand)
    - Texture Shift #6a: Paired Medium Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6b: Paired Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6c: Paired Dry → Paired Dry (1 hand)
  - **Single Raised HU Pot, Flop Check-Check (15 hands)**
    - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (3 hands)
    - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (3 hands)
    - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (3 hands)
    - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (3 hands)
    - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (3 hands)
  - **Single Raised HU Pot, Flop Check-Check (11 hand)**
    - Texture Shift #3a: Unpaired Very Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #3b: Unpaired Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #4a: Unpaired Very Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4b: Unpaired Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4c: Unpaired Static → Paired Medium Dry (1 hand)
    - Texture Shift #4d: Unpaired Dynamic → Paired Dry (1 hand)
    - Texture Shift #4e: Unpaired Static → Paired Dry (1 hand)
    - Texture Shift #5a: Unpaired Monotone → Unpaired Possible Flush (1 hand)
    - Texture Shift #6a: Paired Medium Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6b: Paired Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6c: Paired Dry → Paired Dry (1 hand)
- **7. Turn Decisions Single-Raised MW Pots → Hand Analysis (63 hands)**
  - **Single Raised MW Pot, Flop Bet-Call-Fold (10 hands)**
    - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
    - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)

- Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
    - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
    - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)
  - **Single Raised MW Pot, Flop Bet-Call-Fold (11 hands)**
    - Texture Shift #3a: Unpaired Very Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #3b: Unpaired Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #4a: Unpaired Very Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4b: Unpaired Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4c: Unpaired Static → Paired Medium Dry (1 hand)
    - Texture Shift #4d: Unpaired Dynamic → Paired Dry (1 hand)
    - Texture Shift #4e: Unpaired Static → Paired Dry (1 hand)
    - Texture Shift #5a: Unpaired Monotone → Unpaired Possible Flush (1 hand)
    - Texture Shift #6a: Paired Medium Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6b: Paired Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6c: Paired Dry → Paired Dry (1 hand)
  - **Single Raised MW Pot, Flop Bet-Call-Call (10 hands)**
    - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
    - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)
    - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
    - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
    - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)
  - **Single Raised MW Pot, Flop Bet-Call-Call (11 hands)**
    - Texture Shift #3a: Unpaired Very Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #3b: Unpaired Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #4a: Unpaired Very Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4b: Unpaired Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4c: Unpaired Static → Paired Medium Dry (1 hand)
    - Texture Shift #4d: Unpaired Dynamic → Paired Dry (1 hand)
    - Texture Shift #4e: Unpaired Static → Paired Dry (1 hand)
    - Texture Shift #5a: Unpaired Monotone → Unpaired Possible Flush (1 hand)
    - Texture Shift #6a: Paired Medium Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6b: Paired Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6c: Paired Dry → Paired Dry (1 hand)
  - **Single Raised MW Pot, Flop Check-Check-Check (10 hands)**
    - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
    - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)
    - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
    - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
    - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)
  - **Single Raised MW Pot, Flop Check-Check-Check (11 hands)**
    - Texture Shift #3a: Unpaired Very Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #3b: Unpaired Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #4a: Unpaired Very Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4b: Unpaired Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4c: Unpaired Static → Paired Medium Dry (1 hand)
    - Texture Shift #4d: Unpaired Dynamic → Paired Dry (1 hand)
    - Texture Shift #4e: Unpaired Static → Paired Dry (1 hand)
    - Texture Shift #5a: Unpaired Monotone → Unpaired Possible Flush (1 hand)
    - Texture Shift #6a: Paired Medium Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6b: Paired Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6c: Paired Dry → Paired Dry (1 hand)
- **8. Turn Decisions 3-bet Pots → Hand Analysis (63 hands)**
  - **3-bet HU Pot, Flop Bet-Call (20 hands)**
    - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (4 hands)
    - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (4 hands)
    - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (4 hands)

- Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (4 hands)
    - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (4 hands)
  - **3-bet HU Pot, Flop Bet-Call (22 hands)**
    - Texture Shift #3a: Unpaired Very Dynamic → Unpaired Possible Flush (2 hands )
    - Texture Shift #3b: Unpaired Dynamic → Unpaired Possible Flush (2 hands )
    - Texture Shift #4a: Unpaired Very Dynamic → Paired Medium Dry (2 hands )
    - Texture Shift #4b: Unpaired Dynamic → Paired Medium Dry (2 hands )
    - Texture Shift #4c: Unpaired Static → Paired Medium Dry (2 hands )
    - Texture Shift #4d: Unpaired Dynamic → Paired Dry (2 hands )
    - Texture Shift #4e: Unpaired Static → Paired Dry (2 hands )
    - Texture Shift #5a: Unpaired Monotone → Unpaired Possible Flush (2 hands )
    - Texture Shift #6a: Paired Medium Dry → Paired Medium Dry (2 hands )
    - Texture Shift #6b: Paired Dry → Paired Medium Dry (2 hands )
    - Texture Shift #6c: Paired Dry → Paired Dry (2 hands )
  - **3-bet HU Pot, Flop Check-Check (10 hands)**
    - Texture Shift #1a: Unpaired Very Dynamic → Unpaired Dynamic (2 hands)
    - Texture Shift #1b: Unpaired Dynamic → Unpaired Dynamic (2 hands)
    - Texture Shift #1c: Unpaired Static → Unpaired Dynamic (2 hands)
    - Texture Shift #2a: Unpaired Dynamic → Unpaired Semi-Dynamic (2 hands)
    - Texture Shift #2b: Unpaired Static → Unpaired Semi-Dynamic (2 hands)
  - **3-bet HU Pot, Flop Check-Check (11 hands)**
    - Texture Shift #3a: Unpaired Very Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #3b: Unpaired Dynamic → Unpaired Possible Flush (1 hand)
    - Texture Shift #4a: Unpaired Very Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4b: Unpaired Dynamic → Paired Medium Dry (1 hand)
    - Texture Shift #4c: Unpaired Static → Paired Medium Dry (1 hand)
    - Texture Shift #4d: Unpaired Dynamic → Paired Dry (1 hand)
    - Texture Shift #4e: Unpaired Static → Paired Dry (1 hand)
    - Texture Shift #5a: Unpaired Monotone → Unpaired Possible Flush (1 hand)
    - Texture Shift #6a: Paired Medium Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6b: Paired Dry → Paired Medium Dry (1 hand)
    - Texture Shift #6c: Paired Dry → Paired Dry (1 hand)
- **9. River Decision #1 (6 hands)**
  - **River Decision Process (6 hands)**
    - Analyze the Texture
    - Analyze the Action
    - Analyze the Ranges
    - Narrow the Focus (What Hands Matter?)
    - (Re-)Evaluate the Opponent
    - Choose Bet Sizing/Evaluate Opponent's Bet Sizing
- **10. River Decision #2 (6 hands)**
  - **River Decision Process (6 hands)**
    - Analyze the Texture
    - Analyze the Action
    - Analyze the Ranges
    - Narrow the Focus (What Hands Matter?)
    - (Re-)Evaluate the Opponent
    - Choose Bet Sizing/Evaluate Opponent's Bet Sizing
- **11. River Decision #1 (6 hands)**
  - **River Decision Process (6 hands)**
    - Analyze the Texture

- Analyze the Action
  - Analyze the Ranges
  - Narrow the Focus (What Hands Matter?)
  - (Re-)Evaluate the Opponent
  - Choose Bet Sizing/Evaluate Opponent's Bet Sizing
- **12. River Decision #2 (6 hands)**
  - **River Decision Process (6 hands)**
    - Analyze the Texture
    - Analyze the Action
    - Analyze the Ranges
    - Narrow the Focus (What Hands Matter?)
    - (Re-)Evaluate the Opponent
    - Choose Bet Sizing/Evaluate Opponent's Bet Sizing
- **13. Single Hand Deep Dive #1 (1 hand)**
  - Pre-Flop Decision
  - Flop Decision
  - Turn Decision
  - River Decision
  - Alternative Options
  - Flop Options EV Analysis
  - Turn Options EV Analysis
  - River Options EV Analysis
- **14. Single Hand Deep Dive #2 (1 hand)**
  - Pre-Flop Decision
  - Flop Decision
  - Turn Decision
  - River Decision
  - Alternative Options
  - Flop Options EV Analysis
  - Turn Options EV Analysis
  - River Options EV Analysis
- **15. Single Hand Deep Dive #2 (1 hand)**
  - Pre-Flop Decision
  - Flop Decision
  - Turn Decision
  - River Decision
  - Alternative Options
  - Flop Options EV Analysis
  - Turn Options EV Analysis
  - River Options EV Analysis
- **16. Single Hand Deep Dive #1 (1 hand)**
  - Pre-Flop Decision
  - Flop Decision
  - Turn Decision
  - River Decision
  - Alternative Options
  - Flop Options EV Analysis
  - Turn Options EV Analysis
  - River Options EV Analysis

- **17. Single Hand Deep Dive #2 (1 hand)**

- Pre-Flop Decision
- Flop Decision
- Turn Decision
- River Decision
- Alternative Options
- Flop Options EV Analysis
- Turn Options EV Analysis
- River Options EV Analysis

- **18. Single Hand Deep Dive #2 (1 hand)**

- Pre-Flop Decision
- Flop Decision
- Turn Decision
- River Decision
- Alternative Options
- Flop Options EV Analysis
- Turn Options EV Analysis
- River Options EV Analysis