

If you're getting too many badges, increase the required sample size. I've set all badges to the minimum sample and at a frequency that is pushing the edge. If you're getting more information than you can effectively use, increasing the sample size will increase the probability that the badge is accurate and give you less information to process.

In NoteCaddy, select the color definition (listed on lower right) you want to adjust. Select the NoteCaddy Notes tab, find the definition and change the minimum sample. Save change.

If you are still struggling consider deactivating badges that you don't seem to use much. The preflop and flop badges are the most useful and should be kept if possible. Deactivate any badges that overlap with HUD stats such as Fold_BBvs BtStl and Bet_Fold_Flop_SRP.

To deactivate right click the definition and select 'Make Inactive'. If you want to add them back click the 'Inactive' tab, right click and select 'Make Active'.

Badges are set to appear in order by street. If you make new badges and you want to insert them in the middle of the order I've left gaps for you to add in new badges.

The priority settings are found in the color definition on the lower left. Numbers go in reverse order. 1 shows up last.

If you make a new definition you must clear all notes (Reset notes in File) and then rerun your entire database (click Start tab) and select create notes. You can just run the new definitions but in my experience you get better results rerunning the entire database.

You're not limited to just what we've activated in this package. There's some inactive definitions (I felt like they lacked sample size and wasn't worth taking up space in the HUD), plus you can create your own. Any definition can easily be turned into a badge.

There are a special class of stats called vsReg stats. In the popups they are identified by a red background. These stats show how a player plays against a full stacked Reg defined player.

Badges:

The ranges that activate a badge are customizable. The badges themselves are also customizable. Watch the accompanying video to see how to customize. I suggest that after you create the notes

that you replay tables and get a feel for how frequently the badges will show up. If you're getting too much information increase the minimum sample or tighten up the frequency range.

Fold_BBvsBtStl

Yellow BB. This badge is for the smaller HUDs where we lack room for folding vs steal stats. This badge will appear when a player is folding greater than 72% when in the BB and facing a BB steal. When both players in the blind have this badge you can open up widely, I suggest a 2.5x open and at a minimum anything suited or semi-connected.

When opening in the SB this badge is a decent indicator that the BB will fold frequently vs a steal, but that is not universal. I suggest checking the Steal popup which will have their fold vs SB steal frequency. In the bigger HUDs the fold BB vs SB Steal is part of the HUD.

When using the fold BB vs SB Steal I open to 3.5x vs any player below 60 and open the top 24% of hands. Above 60 I open to 3x and increase my range as that number climbs. At 70% I feel comfortable stealing with anything suited or semi-connected.

For those playing with a larger HUD that contains the Fold BB vs Btn Steal I suggest disabling this badge. Disable by going to the color definition section in NoteCaddy (listed on the lower right of the main page), select the badge you want to disable by double clicking and change the badge to None. Save. You can also right click and select 'deactivate'.

High_BtnvsCO_Fold

Pink Bt. This shows up for any player that is folding Btn vs CO (and the CO is defined as a REG) greater than 85%. You can open up additional hands when this badge shows. I use this badge to determine if I open up A2-8o, mid suited connectors.

Foldvs3BIsoLimper

Pink v3. Isolates a limper then folds vs a 3B greater than 59%. This is a particularly interesting spot as a competent opponent will likely not feel like he has the odds to defend by calling widely, nor will he feel like he has room to comfortably 4B bluff/fold (this is with 100BB stacks, be cautious deeper).

FvsCold4B_BtSB

Pink v4. Fold vs a cold 4B. This badge appears when a player folds greater than 60%. A cold 4B feels very strong to most players and this badge identifies those who are most likely to give you credit for a monster.

Foldvs5B

Pink v5. This badge appears when a player is folded greater than 55% vs a 5 bet when in the CO, Btn, and SB. Helps alert you to players who have a polarized 4B range. When this badge appears I check the popup to see which position they fold in and 3B small pocket pairs and AQ intending to 5B jam.

CC_FOLDvsSQ

Pink Qc. This badge appears when a player cold calls the open and folds verses a squeeze more than 60%.

PFO_FOLDvsSQ

Pink Qp. This badge appears when a player opens and then folds verses a squeeze more than 60%. When both players have their badges squeeze frequently.

SQ_FOLD

Pink Qf. This badge appears when a player squeeze folds more than 51%. Even at 100bb there is room to smallish 4B/fold when this badge shows.

FvsCB_B_PFC3B

Green Bt. Call 3B on the Btn and fold vs cbet greater than 45%. A common wide defense spot and an even more common spot for them to frequently fold to a flop cbet. Target these players widely preflop with the intention of continuing on the flop. Having a suited hand is more important than similar in-position spots as a suited hands will give you more opportunities to fire flop and turn with equity, and help you overcome your positional disadvantage.

Conversely, if they don't have this badge and you miss, I would advise caution when considering cbetting, especially on middle and low flops.

CfoldCOSBasPFC3Boop

Green CO. Call 3B oop in CO or SB then c/fold flop greater than 45%. This is a common leak, where players correctly assume that their opponents are 3B'ing them widely but underestimate their positional disadvantage and end up giving up too often verses the flop cbet. When you see this badge feel free to 3B additional hands preflop intending to continue on most flops.

Conversely, if they don't have this badge and your AK misses, I would advise caution when cbetting.

CfoldEPasPFC3Boop

Green E. Call 3B oop in EP/MP then c/fold flop greater than 45%. This badge identifies players who likely perceive your range as tight and believe calling to hit big is +EV. It also identifies

monkeys who generally don't fold as a matter of principle, but play fit or fold on the flop. 3B with the intention of following up with a cbet.

Conversely, if they don't have this badge and you miss, I would advise caution when cbetting.

FCB-3BP-EPip

Green Ei. Call 3B ip in EP/MP then fold flop greater than 45%. This badge identifies players who likely perceive your range as tight and believe calling to hit big is +EV. It also identifies monkeys who generally don't fold as a matter of principle, but play fit or fold on the flop. 3B with the intention of following up with a cbet.

Conversely, if they don't have this badge and you miss, I would advise caution when cbetting.

A note on these types of badges. In rare cases we can get false positives primarily where a player is tight and defends a lot versus a 3B by 4B'ing, primarily in EP/MP. Granted, when they defend by calling they are folding at an exploitable level, the problem is we're not seeing enough flops to turn the -EV preflop 3B into an overall +EV play through betting the flop. We experimented with adding a 4B condition but that killed sample size and we missed many +EV opportunities. I choose to deal with this by being a bit more careful versus tighter players with higher 4B frequencies. I believe this issue to be a minor one and having the badge appearing without other restrictions is more valuable than preventing the very occasional false positive.

3B_OneAndDone

Yellow 1d. This badge helps establish an opponent's flop cbet range blinds vs Bt after 3B'ing preflop. Badge appears when a player gives up in this spot greater than 57%. They could fold to a flop raise, check fold the turn or river, or give up turn and river and show down a weak hand. 57% may seem arbitrary, but it's the result of my extensive testing. I initially thought 50% or even a bit lower would be correct, but it returned too many badges and I frequently found myself in some tough spots. I tried a range of numbers and settled on 57%. That seems to be about right when it comes to highlighting a weak range and it won't likely put you in bad spots if you decide to bluff raise or float.

When deciding between bluff raising and floating I consider my opponent's fold cbet vs raise (their fold vs raise in 3B pots is in your FvR popups) and their turn barrel (turn barrel in 3B pots is in your popups). Against opponents with high barrel frequencies I prefer to bluff raise if they've shown a decent ability to fold (50% over all, 45% in 3B pots).

BBvsSB_FOLDvsFLOP_CBET

Green vSB. Players tend to over defend vs a cbet blind vs blind so it's not really worth going to the popup every time to find the minority of regs who fold at an exploitable level. This badge appears when the fold more than 45% and you can bluff. Otherwise I give my air hands unless I'm intending on firing multiple barrels.

Bet_Fold_FlopCbet_SRP

Purple vR. This stat is one is for the smaller HUDs or if you have trouble recognizing players who are exploitable. This badge appears when a player Cbets the flop (single raised pot preflop) and folds greater than 55% vs a flop raise. When you see this badge call wider preflop with the best of your suited folding range. When facing a flop cbet and you can profitable bluff raise on many board textures.

If your HUD contains the Fold vs Raise stat I would disable this badge. Disable by going to the color definition section in NoteCaddy (listed on the lower right of the main page), select the badge you want to disable by double clicking and change the badge to None. Save. You can also right click and select 'deactivate'.

FoldvsDonkSRP_COBtn

Green vDk. This badge shows when a player folds greater than 48% when in CO or Btn HU in a SRP. Freely donk any hand that you can't check raise. I use this stat with air hands on lowish flops and with draws, backdoors and light value when my opponent doesn't fold verses a check raise at an exploitable level.

High-Flop-Stab-3B

Green knife backwards. Calls 3B preflop CO, Btn, BB. Bets verses a missed cbet greater than 45%. Use this badge to identify players who will bet when you check. This badge is especially useful verses players who fold a lot verses the continuation bet, but will stab if you give them the chance.

Do it with both value and draws.

Take range on previous street into consideration by checking their fold vs 3B. An especially tight range negates the value of this badge as they'll have a low bluff range available to bluff.

High-Flop-Stab-SRP

Green knife forward. Calls open preflop CO, Btn, BB. Bets vs a missed flop cbet greater than 70%. I'll often c/r Ax two over type hands (give up turn if they don't fold) and draws (stack off) verses this badge, especially if they fold verses the flop cbet frequently. Checking calling with medium strength hands is a decent line especially if they fold frequently vs a the flop cbet.

Take range on previous street into consideration by checking either their CC frequency or spread between vpi and pfr. An especially tight range negates the value of this badge as they'll have a low bluff range available to bet.

RaiseFoldFlop-ip

Green v3. Raise verses a flop cbet in position SRP and folds to a 3 bet greater than 55%. This badge identifies players who frequently bluff raise the flop. A 3 bet bluff will work well here. Consider just calling with medium strength made hands. I often find these type of players will allow you to check down. You do give away some equity with this line but that is balanced by avoiding stacking off vs the top end of their range.

STAB_FOLD_SRP

Green SF. This badge shows when a player stab/folds in position in a srp more than 56%. Use this badge to skip your flop cbet and check raise air and good draws.

Call-CR-FoldTurn

Green Blue CF. Single raised pot preflop. Bets and calls the raise on the flop then folds to the turn bet greater than 50%. This identifies suspicious type players who call in order to make you 'prove' your hand by betting turn. Oblige them when you see this badge. I like to start w/ some equity such as a flopped gut shot or backdoor flush draw. I would continue without turning equity if this badge is showing.

MISSED_FLOP_STAB_FOLD_TURN

Green Blue XF. This badge shows when a player misses the flop stab hu in srp and folds verses a flop bet more than 50%. Always stab the turn if this badge is showing. This can be especially useful verses players who don't fold much in position verses flop cbets. For some reason these players regularly give more credit to a delayed bet.

3BP-XX-FoldTurn

Blue X3. 3B preflop, check flop heads up in position then folds to a turn bet greater than 40%. This threshold is set fairly low due to the difficulty getting a sample size, but 40% folds still returns a 2bb/100 profit given a half pot bet. We also tested this on AKQ high flop and J and lower flops and found that folds are more frequent on the AKQ high flops. Both of these NC stats are in your popups.

SRP-XX-FoldTurn

Blue X. Same as above, single raised pots preflop. Threshold set at 50%.

High-Turn-Stab-3B

Blue knife backwards. Calls 3B preflop CO, Btn, BB. Calls flop cbet then stabs verses a turn check greater than 45%. This helps identify flop floaters and allows you to go for extra value by c/calling or c/raising instead of barreling. This doesn't differentiate between turn bluff stabs and turn light value protection bets so c/r'ing with air isn't necessarily the correct play, but it is a play you can consider.

Take range on previous street into consideration by checking their fold vs flop cbet in 3B pots. An especially tight range negates the value of this badge as they'll have a low bluff range available to bluff.

High-Turn-Stab-SRP

Blue knife forward. Calls open preflop CO, Btn, BB. Calls flop cbet then stabs verse a turn check greater than 50%. This helps identify flop floaters and allows you to go for extra value by c/calling or c/ring instead of barreling. This doesn't differentiate between turn bluff stabs and turn light value protection bets so c/ring with air isn't necessarily the correct play, but it is a play you can consider.

Take range on previous street into consideration by checking their fold vs flop cbet. An especially tight range negates the value of this badge as they'll have a low bluff range available to bluff.

Bluff_River

Red Blf. This badge shows if they bluff the river more than 26% when holding air. When this badge shows I'm much more likely to bluff catch and will take a closer look at their river spark graphs. If this badge isn't showing I usually just let it go without looking at specific spark graphs. I may miss a few spots, but I save a lot of time.

Some players have reported that this badge is missing values. Please check and make sure the color definition (the screen where you attach the badge) has vales of Min 26 Max 999 sample size 8 in the BLUFFSRIVER definition.

Bet-Fold-River

Red BF. Note that this use to be Red F which now fold river. When a player bet folds the river greater than 60%. This badge helps define believer types who are prone to believe your river raise. Be fearless when they see this badge and this will be one of your more profitable badges. It's important you're able to rep a reasonable hand, but not an overriding concern.

FOLD_RIVER

Red F. This badge shows when a player folds the river more than 66%. The average reg is closer to 60%. I freely bluff my opponents when this badge is showing.

BvsMissedRB

Red knife. This helps identify those players who jump on river weakness and can offer great trapping opportunities. Look for missed draw boards and give them the opportunity to bluff by check/calling. Given they have a decent bluff range and likely a thin value range a check raise bluff is a play you can consider with a non showdown hand.

FvsRB_AK_River

Red 3s. Fold vs river barrel on an A or K river overcard greater than 51% OOP. I could have done both in and oop of position but players play this spot differently based upon position. I found in position folds generally weren't frequent enough to warrant a badge.

FvsRBAKQonTurn

Red 2s. Flop J or lower. Calls flop cbet OOP. Turn is an A,K, or Q. Calls turn bet. Folds verse a river barrel greater than 50%. Identifies players who don't believe your turn bet but will believe your river bet.

FvsTBScareCardOOP

Blue D. Flop J or lower. Calls flop cbet OOP. Folds vs bet on a turn overcard greater than 50%. Identifies players who believe the scare card.

River_Hero

Superman badge. Calls river with less than top pair more than 50% of the time, Use this badge to avoid -EV bluffs and find spots for thin value bets.

This badge was difficult to set. NoteCaddy was returning a 48% average for my database when it came to bluff catching. I set the average at 50% and a sample size of 4. This will not yield a lot of badges, but I wanted to be sure I was correctly identifying players. 25-30% of players should hit the badge threshold if there is a large enough sample size.

Stats:

Popup internal color coding:

Red type is preflop 3B
Blue type is preflop 4B
Red background is verses Reg stats
Blue background is flop raise fold
Turquoise background is vs 5B

Below the red type is the popup, green is the popup text, info in the brackets is the notecaddy stat name. Purple shows the spark and range stats.

VP popup

Fold BvsCO [BTNFOLDS-CO-OPEN]

How often a player folds his Btn vs a CO open. This can help you find spots where you can profitably expand your CO opening range.

Below this with red background is the Reg version of this stat.

BBvsST popup

Fold BBvsSB CB [FoldBBvsSBCbet]

Fold BBvsSB DB [BVB-F2-DBL]

Fold SBvsBB Flop R [FoldSBvsBBFlopRaise]

The following have a red background representing vsREG stats.

3.0x [REG_FOLDS_BBvsBTN_3x]

2.5x [REG_FOLDS_BBvsBTN_2.5x]

2.0x [REG_FOLDS_BBvsBTN_2.0x]

3.5x [REG_FOLDS_BBvsSB_3.5x]

3.0x [REG_FOLDS_BBvsSB_3x]

2.5x [REG_FOLDS_BBvsSB_2.5x]

vsReg [REG_FOLDS_BBvsSB]

All blind vs blind folding frequencies. Generally I find folding frequencies to be pretty high in this spot.

Cfold popup

Cfold T after missing flop cbet [MissesCbetOOPXF-T]

Cfold T/R after flop CR [XRFOLD_TURN_RIVER]

The player checks the turn after a c/r and ends up check folding turn or river or checking both turn and river and getting to showdown with air.

Cfold T/R after flop Donk [FlopDonkTurnCFSRPvsCOBTN]

The player checks the turn after a flop donk and ends up check folding turn or river or checking both turn and river and getting to showdown with air.

C/F flop 3BP [3B_OOP_XFOLD_FLOP]

Preflop 3B'er check fold flop frequency

C/F turn 3BP [3B_OOP_CBET_FLOP_FOLD_TURN]

Preflop 3B'er, fires flop cbet. This stat gives their check fold turn frequency.

C/call flop check fold turn 3BP [3B_OOP_XCALL_FLOP_FOLD_TURN]

This is for players who miss the flop cbet and check call instead and shows their check fold frequency on the turn.

The following stats are a bit complex but are there to help you identify players with wide ranges who give up in some fashion as simple check fold stats just don't yield much data.

The following stats are listed under '3Bpot give up missed CB'. The numbers adjacent to 'flop' are none and done meaning they 3B then give up at that frequency. The numbers adjacent to 'turn' are one and done meaning they 3B and cbet the flop then give up at that frequency. The position categories are the position that player gives up against.

3B-NONE&DONE-BLvsBTN

3B in blinds vs Btn. Identifies how often a player gives up post flop. Not specifically check/fold. Includes checks starting on the flop and then check /folding flop, turn or river or checking down to showdown light. Helps establish who is check giving up and who is check trapping.

There is a weakness here in that it can include a bet/fold on turn or river or bet turn check/fold river which could include a mix of made and air hands.

3B-NONE&DONE-BLvsCO

3B in blinds vs CO. Identifies how often a player gives up post flop. Not specifically check/fold. Includes checks starting on the flop and then check /folding flop, turn or river or checking down to showdown light. Helps establish who is check giving up and who is check trapping.

There is a weakness here in that it can include a bet/fold on turn or river or bet turn check fold/river which could include a mix of made and air hands.

3B-NONE&DONE-BLvsEP

3B in blinds vs EP. Identifies how often a player gives up post flop. Not specifically check/fold. Includes checks starting on the flop and then check /folding flop, turn or river or checking down to showdown light. Helps establish who is check giving up and who is check trapping.

There is a weakness here in that it can include a bet/fold on turn or river which could include a mix of made and air hands.

3B1&DONE-BLvsBTN

3B in the blinds vs Btn. Fires flop cbet. Establishes how often the player gives up either by folding vs a flop raise, or either folding turn or river.

There is a weakness here in that turn bet/fold and river bet/folds and turn barrels followed by a river check fold are included which can contain a mix of value and air hands.

3B1&DONE-BLvsCO

3B in the blinds vs CO. Fires flop cbet. Establishes how often the player gives up either by folding vs a flop raise, or fold either turn or river.

There is a weakness here in that turn bet/fold and river bet/folds and turn barrels followed by a river check fold are included which can contain a mix of value and air hands.

F Turn after missed bet ip 3BP [3BP-xx-FOLD-TURN]

3B preflop. Miss flop cbet in pos. Establishes how often the player folds vs a turn bet.

AKQ high and JTlow is their folding frequency on those specific board textures.

CB popup

Reg cbet SRP HU [REGFLOPCBET_SRP_HU]

Flop cbet frequency verses a Reg.

Button CB SRP [BTNCBET]

Cbet frequency on Btn. Use this to identify players who have wide ranges in this spot.

RB popup

RB air 3B [3B-TRIPLE-BARELL-BLUFF]

Frequency of the time the barrel their air after 3B'ing preflop(hand must showdown, so if they c/folded it's not counted). Post flop is heads up.

RB air SRP [SRP-TRIPLE-BARELL-BLUFF]

Frequency of the time the barrel their air (hand must showdown, so if they c/folded it's not counted). Post flop is heads up.

Spark Graphs and Range stats

3BarrelRange3B

3BarrelRangeSRP_halfpot
3BarrelRangeSRP_twothird
3BarrelRangeSRP_overbet
RIVER-DELAYED-CBET-IP
RIVER-DELAYED-CBET-OOP

FCB popup

FvsFlopCB multiway [REGFOLD_vs_FLOPCBET_SRPmultiway]

FvsFlopCB HU SRP vs Reg [REG_FOLD_vs_FLOPCBET]
ip [REG_FOLD_vs_FLOPCBET_IP]
oop [REG_FOLD_vs_FLOPCBET_OOP]

FvsFlopCB HU 3BP vs Reg [REG_FOLD_vs_FLOPCBET_3BP]

Flop Fvs3B oop srp [raisefold_OOP]
Flop Fvs3B ip srp [raisefold_IP]
MinRaise Flop Fvs3B [MINRAISEFLOP_FOLD2FF]
MinRaise Flop fold T/R [MINRAISEFOLD_TURN_RIVER]

The above 4 stats are for various flop raise fold. All heads up.

Spark Graphs and Range stats

Floprrhandrange (range)

Known range for raising flops in and oop. This spark graph is limited in that hand has to go to showdown to show up so value hands appear more frequently.

FDB popup

REG_FOLDvsDB SRP [REGFOLDvsTURN-CBET]

Turn fold vs cbet frequency srp heads ups when the opponent is defined as a Reg

Spark Graphs and Range stats

Calls2BarrelsWith
Calls2BarrelsWith_IP
Calls2BarrelsWith_OOP

Positional spark graphs to compliment our general Calls2BarrelsWith. Heads up srp only.

BR popup

FvsRiver Bet HU [River-FoldHU]
FvsRiver Bet connected [River-Foldconnected]
FvsRiver Bet Vconnected [River-FoldVconnected]
FvsRiver Bet draw missed [River-FoldHUmissed_draw]

Bet Fold River [Bet-Fold-River]
Bet Fold River vReg [REGBet-Fold-River]

How often a player bet folds on the river.

Bluff R missed draw [BLUFFSRIVERwithmisseddrawing]

How often the player bluffs the river when their draw missed.

Bluffs River [BLUFFSRIVER]

How often a player bluffs river

Bluff+thin value River [BLUFFSRIVER&THINVALUE]

Bluff river vs Reg [REGBLUFFSRIVER]

BXB weak [BET-CHECK-BET-WK]

BXB bluff PFR3B [3BETPREBET FLOP_CHECKTURN_BLUFF RIVER]

How often a player bets flop and then bets the river weak when the turn was checked.

Spark Graphs and Range stats

Please note that all river bet and river call spark graphs do not take into account the pot size. In a perfect world we would have all of these for small, medium and large pots but sample size and the mass number of spark graphs would render the information much less useful.

.4-.6-RIVERBET
.6-.75-RIVERBET
.75-1-RIVERBET
1-1.25-RIVERBET
1.25-1.5-RIVERBET
RAISE_IP_BETTURN&RIVER
REG.4-.6-RIVERBET
REG.6-.75-RIVERBET
REG.75-1-RIVERBET

RiverDonkRange
RiverRaiseRange
XR_FLOP_BETTURN&RIVER

Use the above spark graphs to determine how a player constructs his ranges with certain bet sizes and situations. You'll find strong patterns with many players. For barrel spots or delayed cbets check out turn and river cbet popups. For stabbing check the stab popup.

When you see strong tendencies such as half pot bets are largely medium value, consider a bluff raise.

You'll find a surprising number of players who just don't have bluffing ranges on the river. If they've had strong value 9 out of 10 known river bets your medium kicker top pair hand isn't likely good.

To bluff catch look for a significant bluffing and or light value range. When someone is very polarized with a mix of strong and low value hands, your bluff catchers can be very weak given a decent proportion of weak hands being bet by your opponent. When someone has a mix of high, medium and low value river bets your bluff catchers will need to be stronger.

CR popup

FCR vs COBTN [XRFLOPvSTL]
FCR vs COBTN vsREG [REGFlopCRvsCOBtñ]

F Raise/Fold ip srp [raisefold_IP]

CR/Fold srp[XRFLOP_FOLD2RR]

FMinRaise/F [MINRAISEFLOP_FOLD2RR]

Minimum raise on the flop SRP and fold vs a 3B.

F MinRaise Fold T/R [MINRAISEFOLD_TURN_RIVER]

Player min raises flop then ends up folding on the turn or river. Use this stat to determine range strength.

F CR paired flop Fvs3B [XRPAIRED BOARD_FLOP_FOLD2RR]

F CR C/fold T/R [XRFOLD_TURN_RIVER]

How often a player c/r the flop and then gives up, folding turn or river.

XR dry flop bet turn [XRDRY_FLOP_BETS_TURN]

Turn bet after raise dry flop

F raise+turn bet 3Bpre [3BPRAISESFLOP_BETSTURN]

Turn bet after raising flop after calling a 3B preflop.

Spark Graphs and Range stats

floprrhandrange (range)

Known range for raise in and oop

PLAYS-2PAIR+AGGRO-IP (frequency)

These four stats do a tremendous job of showing how a player constructs his raising ranges ip.

PLAYS-2PAIR+AGGRO-OOP (frequency)

These four stats do a tremendous job of showing how a player constructs his raising ranges oop.

PLAYS-2PAIR+AGGRO-IP (frequency)

These four stats do a tremendous job of showing how a player constructs his raising ranges ip.

PLAYS-DRAW-AGGRO-OOP (frequency)

These above four stats do a tremendous job of showing how a player constructs his raising ranges oop.

RAISE-IP-BETTURN&RIVER
RAISE-IP-BETTURN
REG_3B_XR_FLOP_SPARK
Flop_CR_PFR3B
XR-FLOP-BETTURN&RIVER
XR-FLOP-BETTURN

DK popup

Flop DK weak [DONK-FLOP-WEAK-COBTN]

Donk flop weak vs a CO/Btn player open. The frequency they give up vs a raise or check fold turn or river or check down weak.

Turn Bet after flop DK [FlopDonkTurnBetSRPvsCOBTN]

Turn CF after flop DK [FlopDonkTurnCFSRPvsCOBTN]

T DK weak [DONK-TURN-WEAK]

Donking turn weak then folding verses a raise, check folding river, or checking weak hands on the river.

Spark Graphs and Range stats

FlopDonkTurn&RiverBetSRPvsCOBTN

3B popup

On the right side of this pop is a series of stats showing how a player 3Bs verses a Reg defined player. These are really important as they remove play verse recreational and short stack players

3BP-xx-FOLD-TURN

3B preflop. Check flop in position. How often they give up to a turn bet.

3BP-xx-FOLD-TURN-AKQ

3B preflop. Check flop in positions on a AKQ high flop. How often they give up to a turn bet.

3BP-xx-FOLD-TURN-JTLOW

3B preflop. Check flop in position on a J high or lower flop. How often they give up to a turn bet.

Spark Graphs and Range stats

AISHORTY-BBvsSB (range)

These 3 stats are fantastic for figuring out a pro short stackers range and allows you to accurately come up with a +EV counter range.

AISHORTY-BLvsBTN (range)

These 3 stats are fantastic for figuring out a pro short stackers range and allows you to accurately come up with a +EV counter range.

AISHORTY-BLvsCO (range)

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FCbetvsR

FCBvsR SRP **mono** [BetFold-MonotoneFlop]

FCBvsR SRP **paired** [BetFold-PairedFlop]

B/C Fold turn **ip** [BCOBB-callCR-FOLD-TURN]

Cbet flop on Btn, CO, BB. Calls flop check raise. Establishes how often a player folds vs a turn bet.

Bt FvsCR [BTN-fold2-CR]

Establishes how often a player folds vs a check raise on the Btn.

Bt Fvs CR **Ahigh** [BTN-fold2-CR-Ace]

Establishes how often a player folds vs a check raise on the Btn on an A high flop.

Bt Fvs CR **Khigh** [BTN-fold2-CR-King]

Establishes how often a player folds vs a check raise on the Btn on a K high flop.

Bt FvsCR **Low** [BTN-fold2-CR-low]

Establishes how often a player folds vs a check raise on the Btn on a low rainbow board.

CO FvsCR [CO-fold2-CR]

Call CR fold T **BCOBB** [BCOBB-callCR-FOLD-TURN]

4B popup

Reg 4B BtnvsBlinds [REG4B-BTNvsBL]

Spark Graphs and Range stats

CALLS-4B (range)

Known range for calling 4Bs. Note that hands that don't see showdown aren't included, so it's weighed to value hands. In the CB popup there's a stat for folding vs cbet after calling a 4B. Some players are folding at a surprisingly high frequency.

4BET-COvsBTN (range)

Establishes how often a player 4B's in the CO vs Btn 3B and his known range.

5BJAM(np)-vsSTL (range)

Non-premium range a player 5B jams vs a stl. The range is critical in constructing a counter range. Look for midpocket pairs, AQ, Axs, midsuited connectors. If his semi-bluff range is all midpockets, defend with 99+, possibly 88. If you see Axs or mid suited connectors use midpockets and AQ. If you see no information then it's best to assume they don't have a non-premium jam range.

5BJAM(np)-vsEPMP (range)

BACKRAISE_RANGE (range)

There are a series of STACKS range stats showing known hands for a number of different spots and stack sizes

DB popup

Spark Graphs and Range stats

TURN-CBET-IP(spark)

Spark graph shows range. I prefer not to use spark graphs in spots where some hands don't get to showdown as that will skew results but in this spot enough hands go to showdown that it's valuable information.

TURN-CBET-OOP (spark)

Spark graph shows range. I prefer not to use spark graphs in spots where some hands don't get to showdown as that will skew results but in this spots enough hands go to showdown that it's valuable information.

REG_TURN-CBET

DELAYED_TURN CBET_3Bip

DELAYED_TURN CBET_3Boop

DELAYED_TURN CBET_SRPoop

DELAYED_TURN CBET_SRPip

FDB popup

Reg FvsDB SRP HU [REGFOLDvsTURN-CBET]

Spark Graphs and Range stats

Calls2BarrelsWith (range)

Calls2BarrelsWith_IP (range)

Calls2BarrelsWith_OOP (range)

Shows their turn barrel calling range.

SD popup

Spark Graphs and Range stats

Please note that all river bet and river call spark graphs do not take into account the pot size. In a perfect world we would have all of these for small, medium and large pots but sample size and the mass number of spark graphs would render the information much less useful.

River-Call-.40-.60 (spark)

River-Call-.60-.80 (spark)

River-Call-.80-1.00 (spark)

REG_River-Call-.40-.60 (spark)

REG_River-Call-.60-.80 (spark)

REG_River-Call-.80-1.00 (spark)

River-Call-1.00-1.50 (spark)

RiverCallRangeip (spark)

RiverCallRangeoop (spark)

The in pos and oop spark graphs illustrate how they construct their calling ranges based upon position. Compare your hand strength to their sparks. Verses a range heavily weighted toward strong value a thin value bet is pointless, whereas a bluff would likely be +EV since there is a high likelihood they are folding medium strength hands (check their range on the turn to make sure it's not too tight). The frequency shows how often they call that bet size. A low calling frequency coupled with a strong value calling range creates a high probability profitable bluff spot and a potentially good spot to turn a made hand into a bluff.

We've included calling spark graphs based upon sizing. When trying to extract thin value look for the bet sizing that calls a wide range of value hands. When bluffing look for a bet sizing that gives you the best balance between money risked and fold frequency.

Stab

Flop stb Btn 3Bpot [3BP-POUNCES-MISSED-CBET(BTN)]

Flop stb BBvsSB [BBvsSBBetvsMissedFlopCB]

Reg stab flop srp hu [REGFLOP_Stab_SRP]

Flop stb T bet [FlopStab_Turn_Bet_SRP]

Turn bet following a flop stab. In position heads up srp only.

Flop stb/fold [FlopStab_BetFold_SRP]

Flop stab and fold vs a raise. In position heads up srp only.

Missed stab fold turn [3BPCALL-xx-FOLD-TURN]

AKQ [3BPCALL-xx-FOLD-TURN-AKQ]

JTlow [3BPCALL-xx-FOLD-TURN-JTLow]

Missed stab fold turn [SRPCALL-xx-FOLD-TURN]

AKQ [SRPCALL-xx-FOLD-TURN-AKQ]

JTlow [SRPCALL-xx-FOLD-TURN-JTLow]

Spark Graphs and Range stats

Flop_Stab_Turn_Bet_Check_River

Flop_Stab_Turn_Bet_River_Bet

RIVER_STAB_SRPip

RIVER_STAB_SRPoop

TURN_STAB_SRPip

TURN_STAB_SRPoop