PLO Research:  
  
·         A key part of your game plan is the construction of a set of base ranges; therefore, you need to formalize those ranges.  In addition, you need to work on applying those ranges to your game play.  
  
o   Work through the remaining hand range sections in the 2014 book  
  
§  This text has some minor issues with nomenclature and usage  
  
§  Review the sections to make sure you understand some of the vague references  
  
o   Cross correlate ranges with those proposed by Tom C  
  
o   Define a set of ranges and construct a chart to use  
  
§  Opening ranges by position  
  
§  3-bet ranges for in-position / out-of-position  
  
§  4-bet ranges  
  
·         In addition, you need you better understand what a "10%" or "30%" range contains.  
  
o   Review the simulation results and generate some statistics for commonly discussed ranges  
  
·         Re-read Hwang's 1st book to bake-in some of the ideas regarding hand strengths/weaknesses  
  
·         Review equities for situations that have you perplexed  
  
o   Big draws vs. a likely set on flop / turn  
  
o   Big draws vs. a likely flush draw on flop / turn  
  
  
  
·         Things you noticed about your play yesterday  
  
o   Got frustrated b/c it appeared that you didn't hit anything; need to learn how to adjust (or simply terminate) brick sessions  
  
o   Although the end results was a bad beat, you actually played reasonably well in the $0.10/$0.25 game  
  
o   You probably tried too hard to weed-out limpers from the micro tables  
  
§  Building pots and then taking a passive line wasn't working  
  
§  Maybe better to keep the pot small and try to take-away smaller pots?  
  
·         This seems like a gamble; but if no one is likely to hit the flop hard you can use stabs from late position to try and take more smaller pots  
  
o   Review Hwang's book; maybe a table that is likely to generate multi-way action simply calls for reversion to purely 'nutted' and 'playable' hands and fewer speculative hands from late position.