Source: Okolowitz & Taschner (2014)

**Starting Hand Ranges**

General considerations about opening ranges

* Passive, pre-flop lines are an option
* Range construction – although grounded in some basic principles – should be adapted to player-dependent and game-specific situations

Opening Ranges (By Position)

**UTG**

* Range should be tightest from UTG, given that you are likely to play out-of-position
* A “12%” opening range “seems about right”
  + Double-suited high pairs
    - AAxx
    - KKxx
    - QQxx
  + Double-suited decently connected Jacks
    - JJxx (e.g., JJ98, AKJJ)
  + The best double-suited tens
    - TTxx (e.g., ATTx-ds)
  + Double, connected pairs (double-suited)
    - E.g., 6655
  + All “good” connected double- or single-suited Aces
    - E.g., AT98ds/ss, A765ds/ss
  + All “good” Ace-high Broadway hands
    - E.g., AKQJds/ss, AKQTds/ss
  + The double-suited AK hands
    - E.g., AKxx ds
  + All double-suited, connected rundowns and one-gappers
    - E.g., (8765+)ds, JT87ds (middle gap), QT98ds (top gap)

**MP/HJ**

* Range will include UTG hands plus a small number of weaker hands; however, it is advisable to limit the number of added hands because you will continue to play out-of-position
* UTG range plus …
* Connected rainbow or monotone Ace-high hands
  + E.g., AJT9r, AJT9mo, A765r, A765mo

**CO**

* Ranges begin to loosen from this position; however, the breadth of the opening range will be conditional upon the overall level of aggression from the player on the BTN.
  + Adopting these conditions results in ~19% of all hands (which seems small)
* All high pocket pairs (even unsuited) become a raise
  + E.g. TT+
* All double pairs
  + E.g., RROO
* Rundowns
  + E.g., AKQJ-
* “Somehow” connected hands [???]
  + Presumably the 1-gappers and 2-gappers
  + E.g., (AKQT-, AKJT-, AQJT-), (AKQ9-, AKT9-, AJT9-)

**BTN**

* The positional advantage always rests with the button, so this position accommodates the widest opening range. Therefore you can open “almost every playable hand”.
  + Using the ranges below, you begin to get into the ~50%+ opening range
* Pocket pairs
  + [A-2][A-2][A-2][A-2]:RR!RRRR!RRR
* Any suited ace
  + Ax\*x!RR
* All rundowns and “marginally” connected hands”
  + 6543+,6542+,6532+,6432+,7642+, […]
  + E.g., 8753ss; KQJ7r
* Any double-suited hand
  + xxyy
* Any combination of high cards / Broadways
  + [A-9][A-9][A-9][A-9]

**SB**

* Play generally tighter from this seat due to the positional disadvantage
* Opening range also depends on the aggression level of the BB
  + Raise widely if you can steal
  + Tighten if the BB will 3-bet frequently
* Range should be similar to MP/HJ range able

**Pre-Flop Calling Ranges**

* Calling ranges depend less on position and more on opponent tendencies
* Considerations include
  + Are opponents tight and likely to 4-bet?
    - Call.
  + Does you hand perform well multiway?
    - Call.
    - Include the “nutty”and “polarized” hands in the calling range.
  + Can you induce overcalls from behind?
    - Then perhaps just call and create a cascade.
  + Is there always a pre-flop 3-bet?
    - Then you may want to call, but with a stronger than average range.
  + Are your opponents passive?
    - If so, you can call and see cheap flops with a wide range of hands.

Versus an UTG Open (13%)

* Call with hands that have good playability/visibility
* Call with hands that might be a 3-bet in other situations
  + E.g., AQ98ds, AQJ9ss would normally be a 3-bet, but warrant a call with a tight opener
    - They are dominated by the Ace-heavy UTG range, but they can flop strongly and out-maneuver the UTG range (on occasion)
* You’d want to 3-bet those hands that will perform well vs. the UTG’s Ace-heavy range
  + E.g., Lower rundowns

**3-Betting Ranges**

[Note the text talks about the considerations, then focuses on the actual hands later in the chapter … kind of confusing b/c some nomenclature introduced that might have been defined later.]

Factors to consider when contemplating a 3-bet

* Stack sizes
  + The shorter the stack, the more important pre-flop equity advantages become
  + 3-betting ranges in tournaments are more high-card heavy and equity-based than deep stack games
* Playability
* Equity Distribution
* The desire to isolate an opponent

General Considerations

* The tighter the opening range, the less wide your 3-betting range should be
* 3-bet more against late position openers than early position openers

[revisit]

**Versus an UTG open**

* Low rundowns or hands that perform well against tight ranges. (Note: This presumes that the UTG player is opening a tight range).
* All “good” Ace-pairs
  + AAxx ds/ss
* Double-suited low rundowns
  + JT98ds
* Avoid (possibly dominated) Broadway hands
  + KKxx, QQxx, and KQJT

Versus a MP open

* 3-bet same hands as against an UTG raise, but can start to expand the range to include.
* However, if you are 3-betting from the blinds then the range needs to be somewhat tight to compensate for the positional disadvantage
* Good Broadway hands
  + Ace-high single-suited or double-suited rundowns

Versus a CO open

* This depends upon whether you are in position (e.g., BTN) or out-of-position
* In position
  + All premium hands (hitherto undefined precisely)
  + All good rundowns
  + All “somehow connected” big cards
    - AKTx-ss
  + Double pairs
  + Middling double-suited hands
    - 8764ds
  + Semi-connected, double-suited holdings with a smooth equity distribution
    - QT86ds, KQ97ds
* Out of position
  + Only “premium” hands that you’d raise from MP
  + Good, connected, double-suited Broadway pairs (can be profitable against the CO’s wider opening range)
    - QQ\*\*ds, JJ\*\*ds

Versus a BTN open

* Mostly this will happen from the blinds
* Should look like you middle position 3-betting range
  + Broadway cards
  + Good, connected rundowns
  + Decent Broadway combos
    - AKJ4ss, KQT8
  + Double-suited hands

Against SB open

* Allows for a wide range (since this will only happen from the BB)

… Now for the 3-bet hand categorization section

High pocket pairs

* AAxx
  + Super-premium
    - Double-suited AABB hands
    - AAKK, AATT, AAJT
  + Non-premium
    - E.g., AA22ss
    - 3-bet to thin the field and get heads-up
  + Very weak
    - E.g., AA72r
    - Not an automatic 3-bet, esp. out-of-position
* KKxx
* QQxx

Rundowns

Ace-high rundowns

King-high rundowns

Queen-high rundowns

Middle and Low rundowns

Double Pairs

Other Hands

Hand Categories

* 0-gap
  + AKQJ-
* 1-gap
  + (AKQT-, AKJT-, AQJT-)
* 2-gap
  + (AKQ9-, AKT9-, AJT9-)

Onepair constraint

:RRON

Single suited constraint

:xxyz