

## **“BIG 3” STATS**

*VP\$IP* - Voluntarily Put Money In Pot [%]

A percentage between 0 and 1 representing the frequency you put money in the pot voluntarily (blinds do not count towards your VPIP). As SB, limping or raising would increase your VPIP; as BB, calling a raise or re-raising would increase your VPIP.

```
vpip = 0
for hand in hands:
    if p1.raised_preflop() or p1.called_preflop():
        # get the total number of hands they have called or raised preflop and add 1
        vpip += 1
# normalize it
vpip = vpip / p1.number_of_hands
```

*PFR* - Pre Flop Raise [%]

```
pfr = 0
for hand in hands:
    if p1.raised_preflop():
        # get the total number of hands they have raised preflop
        pfr += 1
# normalize it
pfr = pfr / p1.number_of_hands()+1
```

*AF* - Aggression Factor [#]

Calculated as (# raises post-flop + # bets postflop) / (# calls post-flop)

```
af = 0
agg = 0
pass = 0
for hand in hands:
    if p1.raised_flop():
        # get the total number of bets, raises and calls on flop
        agg += 1
    if p1_bet_flop():
        agg += 1
    if p1_called_flop():
        pass += 1
    if p1.raised_turn():
        # get the total number of bets, raises and calls on turn
        agg += 1
    if p1_bet_turn():
        agg += 1
    if p1_called_turn():
        pass += 1
    if p1.raised_river():
        # get the total number of bets, raises and calls on river
        agg += 1
    if p1_bet_river():
        agg += 1
    if p1_called_river():
        pass += 1
    af = agg / pass
```

## **PREFLOP STATS**

*ST* - Steal from SB [%]

As SB, (# times making a raise) / (# times as SB)

```
st = 0
for hand in hands:
    if p1_steals_preflop():
        st += 1
st = st / p1_had_button()
```

*LIMP* - Call from the SB [%]

As SB, (# times calling to complete the BB) / (# times as SB)

```
limp = 0
for hand in hands:
    if p1_limps_preflop():
        limp += 1
limp = limp / p1_had_button()
```

*FB* - Fold BB to Steal [%]

As BB, (# times folding to a steal) / (# times facing a steal)

```
fb = 0
for hand in hands:
    if p2_steals_preflop():
        if p1_foldstosteal_preflop():
            fb += 1
fb = fb / p2_steals_preflop()
```

*3B* - Raise as BB when facing a SB raise [%]

As BB, (# times re-raising a steal) / (# times facing a steal)

```
3b = 0
for hand in hands:
    if p2_steals_preflop():
        if p1_3b_preflop():
            3b += 1
3b = 3b / p2_steals_preflop()
```

*F3B* - Fold to 3-bet [%]

As SB, (# times folding to a 3B) / (# times facing a 3B from BB)

```
f3b = 0
for hand in hands:
    if p1_steals_preflop():
        if p2_3b_preflop():
            if p1_foldsto3b_preflop():
                f3b += 1
f3b = f3b / p2_3b_preflop()
```

*4B* - Raise as SB when facing a BB 3B [%]

As SB, (# times raising a 3B) / (# times facing a 3B from BB)

```
4b = 0
for hand in hands:
    if p1_steals_preflop():
        if p2_3b_preflop():
            4b += 1
```

```

        if p1_4b_preflop()
            4b += 1
f3b = 4b / p2_3b_preflop()

```

*F4B* - Fold to 4-bet [%]

As BB, (# times folding to a 4B) / (# times facing a 4B from SB)

```

f4b = 0
for hand in hands:
    if p2_steals_preflop():
        if p1_3b_preflop():
            if p2_4b_preflop():
                if p1_foldsto4b_preflop():
                    4b += 1
f4b = f4b / p2_4b_preflop()

```

## **POSTFLOP STATS**

*CB* - Continuation Bet [%]

As SB, (# times betting on the flop when checked to after raising pre-flop and getting called) / (# times checked to on flop after raising pre-flop and getting called)

```

cb = 0
p1_cb_opp = 0
for hand in hands:
    if p1_steals_preflop():
        if p2_callsteal_preflop():
            if p2_checks_flop()
                p1_cb_opp += 1
            if p1_bets_flop():
                cb += 1
cb = cb / p1_cb_opp()

```

*FCB* - Fold to Continuation Bet [%]

As BB, (# times folding to a CB) / (# times facing a CB)

```

fcb = 0
p2_cb_opp = 0
for hand in hands:
    if p2_steals_preflop():
        if p1_callsteal_preflop():
            if p1_checks_flop()
                p2cb_opp += 1
            if p2_bets_flop():
                if p1_folds_flop():
                    fcb += 1
fcb = fcb / p2_cb_opp()

```

*CR* - Check-raise [%]

As BB, (# times raising a CB) / (# times facing a CB)

```

cr = 0
p2_cb_opp = 0
for hand in hands:
    if p2_steals_preflop():

```

