Top of Form

Live Poker Player Exploitation: A Study Guide

This study guide is designed to review your understanding of the strategies for exploiting different player types in live poker games, as presented in the source material "How to Exploit EVERY Player at Your Table."

Quiz: Short Answer Questions

1. **Limp-Raiser Exploitation (Player Type 1):** When playing against a player who frequently limp-raises pre-flop, what is the primary adjustment recommended for your ISO raising range, and why?
2. **Limp-Raiser Exploitation (Player Type 1):** If a limp-raiser open-raises instead of limp-raising, how should your 3-betting strategy change, and what is the underlying reasoning for this adjustment?
3. **Variable Limper/Opener Exploitation (Player Type 2):** When facing a player who sometimes limps with weaker hands and sometimes open-raises with strong hands, what is the recommended adjustment when they limp?
4. **Cold-Caller Exploitation (Player Type 3):** What range of hands do players typically hold when they cold-call a 3-bet, and what is the key pre-flop adjustment for the original raiser in this scenario?
5. **Fast Play Value/Passive Draw Exploitation (Player Type 4):** On a blank turn, how should your betting strategy change against a player who fast-plays strong hands but plays draws passively, and why?
6. **Fast Play Value/Passive Draw Exploitation (Player Type 4):** When the nuts change on the turn (e.g., a flush or straight comes in) against a player who fast-plays strong hands but plays draws passively, what is the recommended bet size, and what is the rationale?
7. **Trappy Player Exploitation (Player Type 5):** When a trappy player check-raises on the flop and you hold a strong hand (like a set), what is the recommended action, and how does this differ from playing against a fast-playing opponent?
8. **Split C-Bet Sizing Exploitation (Player Type 7):** If an opponent C-bets a large size, indicating a strong hand, and you have a draw, what is the recommended action, and why?
9. **Check-Back Value/Air Exploitation (Player Type 8):** When playing against a player who C-bets with value but checks back with showdown value or air, and they check back the flop, what is the recommended strategy on a blank turn with both value hands and bluffs?
10. **River Donk Value Exploitation (Player Type 9):** Against a player who tends to donk their value hands on the river, what is the optimal strategy when you hold air and when you hold the nuts, respectively?

Quiz Answer Key

1. **Limp-Raiser Exploitation (Player Type 1):** When playing against a player who frequently limp-raises pre-flop, you should be much tighter with your ISO raising. This is because their limp often signifies a strong, trapping hand (like Aces or Kings) that they intend to limp-raise, making it unprofitable to isolate with weaker holdings.
2. **Limp-Raiser Exploitation (Player Type 1):** When a limp-raiser open-raises, you should 3-bet much wider and more aggressively. This is because their strongest hands (Aces, Kings, Ace-King suited) are typically reserved for the limp-raise, meaning their open-raising range is capped and unlikely to 4-bet.
3. **Variable Limper/Opener Exploitation (Player Type 2):** When this player type limps, you should ISO (isolate) much wider. This is because their limping range indicates weaker or medium hands, as they would open-raise with their strongest holdings, giving you an advantage post-flop.
4. **Cold-Caller Exploitation (Player Type 3):** Players cold-calling a 3-bet generally hold strong-to-medium hands like pairs (7s-10s, Jacks), suited Broadways, or King-Queen suited, but rarely the absolute top of their range (Aces, Kings). The pre-flop raiser should respond by 4-betting "buck wild" to put pressure on their capped range.
5. **Fast Play Value/Passive Draw Exploitation (Player Type 4):** On a blank turn, you should do a lot of over-betting. This exploits their tendency to call with a wide range of weaker hands or draws while not having the top of their range on the turn, allowing you to build a larger pot or force folds.
6. **Fast Play Value/Passive Draw Exploitation (Player Type 4):** When the nuts change on the turn, you should choose a small bet size. This allows you to extract value from their newly formed strong hands (like flushes or straights) without them folding, and also sets up profitable bluffs if they don't raise.
7. **Trappy Player Exploitation (Player Type 5):** When a trappy player check-raises on the flop with a strong hand, you should generally just call. Unlike fast-playing opponents, trappy players are less likely to be bluffing in this spot, so calling allows them to continue betting into you on later streets with their strong range.
8. **Split C-Bet Sizing Exploitation (Player Type 7):** If an opponent C-bets a large size, indicating a strong hand, and you have a draw, you should do a lot of calling. Check-raising with a draw in this spot has low fold equity, as they've signaled a strong hand that is unlikely to fold.
9. **Check-Back Value/Air Exploitation (Player Type 8):** On a blank turn after they check back the flop, you should do a ton of checking with both your value hands and bluffs. This encourages them to bet out with their showdown value hands for protection or to stab with air, allowing you to then put in a monster check-raise.
10. **River Donk Value Exploitation (Player Type 9):** When a player donks their value on the river and you have air, you should simply fold, as they have a strong hand. If you have the nuts, you should choose a relatively small size to encourage them to call, as they would have donked with their strongest hands.

Essay Format Questions

1. Compare and contrast the exploitative strategies against a player who "likes to limp-raise pre-flop" (Player Type 1) and a player who "sometimes limps and sometimes opens" (Player Type 2). Discuss the specific adjustments to ISO raising and 3-betting in each scenario, explaining the underlying reasoning for these differences based on their perceived pre-flop ranges.
2. Analyze the rationale behind the contrasting turn-play adjustments against Player Type 4 ("fast play whenever they have very strong hands on wet dynamic boards but they're still going to play their draws relatively passively") when the turn is a "blank" versus when the turn "changes the nuts." How do these adjustments maximize expected value against this specific player tendency?
3. Discuss the strategic implications of playing against a player who "cold calls three-bets" versus one who "cold four-bets." Explain how the perceived hand ranges of these players dictate the optimal pre-flop and post-flop responses, particularly concerning 4-betting and folding strategies.
4. Examine the concept of "sizing tells" as described in Player Type 7 ("split their C-bet sizes"). Explain how recognizing these tells allows for targeted exploitative play, distinguishing between situations where you hold strong hands versus draws, and the varying check-raise sizes you would employ.
5. The source material presents two contrasting "river donk" player types (Player Type 9 and Player Type 10). Detail the distinct exploitative strategies for both value and bluffing hands when facing each of these player types on the river, paying particular attention to how their "donk" or "check" action reveals their likely hand strength.

Glossary of Key Terms

* **Airball:** A hand with very little or no equity, typically a complete miss or a very weak bluff.
* **Bet Three-Bet:** To bet, then face a raise, and then re-raise again. Often implies a strong hand or a strong bluff.
* **Blank (Turn/River):** A card that appears on the turn or river that does not significantly change the board texture (e.g., doesn't complete a flush or straight draw, or pair a high card).
* **C-bet (Continuation Bet):** A bet made on the flop by the pre-flop raiser, regardless of whether they hit the flop.
* **Capped Range:** A range of hands that does not include the very strongest possible holdings, often due to a player's previous actions (e.g., if a player would limp-raise with Aces, their open-raising range is "capped" because it doesn't contain Aces).
* **Check-Raise:** To check when it's your turn to act, and then raise after an opponent bets.
* **Cold Call:** To call a bet or raise without having put any money into the pot in that betting round previously (e.g., calling a 3-bet when you weren't the initial raiser or caller).
* **Cold 4-bet:** To 4-bet when the action has gone bet and 3-bet in front of you, without having been involved in the previous betting.
* **Combo Draws:** Hands that have both a flush draw and a straight draw.
* **Cooler:** A situation in poker where a very strong hand is beaten by an even stronger hand, resulting in a large loss that is difficult to avoid.
* **Donk Bet (Donk):** A bet made out of position on the flop (or later streets) by a player who did not make the last aggressive action on the previous street. Often seen as an unconventional or weak lead.
* **Double Barrel:** To bet on both the flop and the turn (after a C-bet on the flop).
* **Draw:** A hand that is not currently strong but has the potential to become a strong hand if the right cards appear on later streets (e.g., a flush draw, a straight draw).
* **Equity:** Your probability of winning the pot.
* **Exploit:** To take advantage of an opponent's specific tendencies or weaknesses to gain an edge.
* **Fast Play:** To play a strong hand aggressively, betting and raising to build a large pot quickly.
* **Fold Equity:** The probability that your opponent will fold to your bet or raise, allowing you to win the pot without needing to show down your hand.
* **Front Door Flush Draw:** A flush draw where two cards of the same suit are on the flop, meaning another card of that suit on the turn or river completes the flush.
* **Heads Up:** A situation in poker where only two players are remaining in the hand.
* **Hero Call:** To call a large bet with a relatively weak hand, expecting your opponent to be bluffing.
* **ISO Raise (Isolate Raise):** A raise designed to get rid of other players in the pot and play heads-up against a specific opponent, often a limper.
* **Limp:** To call the big blind pre-flop instead of raising.
* **Limp-Raise:** To limp pre-flop and then re-raise after another player raises.
* **Min-Click:** A minimum raise.
* **Misdraw:** A hand that was a draw but failed to complete on later streets.
* **Nut Changing Turn:** A turn card that completes a strong draw (like a flush or straight) that was available on the flop, potentially making a new "nuts" (the best possible hand).
* **Nuts:** The best possible hand given the current board.
* **Offsuit Broadway Cards:** High cards (Ace, King, Queen, Jack, Ten) that are not of the same suit.
* **Open-Raise (Open):** The first player to put in a raise in a betting round.
* **Overbet:** A bet larger than the current pot size.
* **Overlimping:** To limp behind other limpers.
* **Pocket Pair:** Two cards of the same rank dealt as a starting hand.
* **Post-Flop:** The betting rounds that occur after the flop cards are dealt (turn and river).
* **Pre-Flop:** The betting round that occurs before any community cards are dealt.
* **Rag:** A weak or unremarkable card, often used to describe a bad player.
* **Range:** The set of all possible hands an opponent could hold given their actions.
* **Showdown:** The act of revealing hands at the end of a poker round to determine the winner.
* **Showdown Value:** The strength of a hand at showdown, even if it's not the strongest hand.
* **Sizing Tells:** Patterns in a player's bet sizing that reveal information about the strength or type of hand they hold.
* **Slow Play:** To play a strong hand passively, checking or calling instead of betting or raising, often to induce bluffs or allow opponents to catch up with weaker hands.
* **Stab:** To bet into an opponent, often after they have shown weakness (e.g., checking).
* **Suited Broadway:** High cards (Ace, King, Queen, Jack, Ten) that are of the same suit.
* **Suited Connector:** Two consecutive cards of the same suit (e.g., 7-8 suited, 9-T suited).
* **Thinly for Value:** Betting a relatively small amount with a hand that is likely the best, but isn't overwhelmingly strong, to get calls from weaker hands.
* **Trap:** To play a strong hand passively, hoping an opponent will bet into it, allowing for a raise or re-raise later.
* **Triple Barrel:** To bet on the flop, turn, and river.
* **Value Bet:** A bet made with a hand that is likely the best, with the intention of getting called by a weaker hand.
* **Wet/Dynamic Board:** A flop or board that has many draws or combinations that can easily create strong hands (e.g., suited cards, connected cards).

Bottom of Form