Here's a detailed briefing document reviewing the main themes and most important ideas from the provided sources on "5 Under Bluffed Spots in Poker (Just FOLD!)":

Briefing Document: "5 Under Bluffed Spots in Poker (Just FOLD!)"

**Source:** Excerpts from YouTube video "5 UNDER BLUFFED Spots in Poker (Just FOLD!)" by Maron (full-time poker player for over 5 years, played up to $200/$400, netted over seven figures).

**Date:** [Implicitly recent, given solver analysis and live poker context]

**Purpose:** This document reviews five key poker scenarios where live opponents are significantly *under-bluffing*, leading to situations where a player should "massively overfold" (fold much more frequently than equilibrium strategy suggests) to exploit these tendencies and save money. The analysis leverages poker solvers to demonstrate optimal play versus typical live player deviations.

Key Themes & Core Concepts:

The overarching theme is that **live poker players deviate significantly from GTO (Game Theory Optimal) play, particularly in their bluffing frequencies.** This creates exploitable opportunities for observant players. The presenter, Maron, emphasizes that understanding these "under bluffed" spots allows players to fold hands that might otherwise be considered indifferent or even slight calls in a perfectly balanced (solver-driven) game, thereby saving a considerable amount of money.

The core methodology involves:

1. **Identifying a common poker scenario.**
2. **Demonstrating the optimal (GTO) response** to an opponent's action in that scenario using a poker solver.
3. **Illustrating typical live player deviations** from the solver's recommended bluffing frequencies (often by "nod-locking" certain hands or lines in the solver to reflect human tendencies).
4. **Revealing the adjusted, exploitative folding strategy** that becomes profitable against these under-bluffing opponents.

Top 5 Under Bluffed Spots in Live Poker:

1. The Turn or River Check-Raise

**Summary:** Opponents rarely bluff enough when check-raising the turn or river, especially with non-nutted hands.

* **GTO vs. Live Play:GTO:** Solvers show opponents should check-raise aggressively with strong hands, but also with semi-bluffs (e.g., pair + flush/straight draws like Queen-Ten of hearts, Ace-Deuce of hearts) and even pure bluffs (e.g., small pocket pairs like 5s or 6s). Against this balanced range, your strong hands (like Aces) are often indifferent calls or even slight folds.
* **Live Play (Under-Bluffed):** Live players "just don't find these Bluffs at a high frequency." They rarely turn hands like small pocket pairs or weak draws into check-raise bluffs.
* **Exploitation:** When opponents check-raise on the turn or river, assume they are value-heavy.
* "The last time someone check rais Bluff a turn George Washington car was President of the United States."
* Example Hand (Aces on Queen-Four-Three-Seven board): In equilibrium, Aces are often a close call. However, when the opponent's bluffing frequency is slightly reduced (e.g., 5s, 6s, Ace-Deuce of hearts no longer bluffing at high frequency), Aces become a "pure fold," losing "around $230." Even bottom set (Pocket Threes) becomes a break-even proposition.
* **Action:** "You can just massively overfolded turns or Rivers."

2. Ace High Boards (Triple Barreled by Opponent)

**Summary:** It's difficult for opponents to construct enough natural bluffs to triple barrel Ace-high boards, especially from early position.

* **GTO vs. Live Play:GTO:** Solvers show that even strong holdings like Ace-Ten or Ace-Jack are mixed folds/calls against an Under-the-Gun (UTG) triple barrel on an Ace-high board, as the UTG player is supposed to have a balanced range including "unnatural Bluffs" (e.g., King-Eight, King-Seven, King-Six, Pocket Fours, Pocket Threes, or zero-equity bluffs like Eight-Seven).
* **Live Play (Under-Bluffed):** Live players rarely find these "unnatural Bluffs." They tend to bet thinly for value with their strong Ace-X hands (Ace-King) but don't have enough air to balance their range effectively.
* **Exploitation:** When an opponent triple barrels an Ace-high board, they are heavily weighted towards value.
* "Ace High boards really really hard to find the natural Bluffs you have to turn a lot of weird hands into a bluff and you have to plan that from the Flop to have enough Bluffs by the time you get to the river."
* Example Hand (Ace-Ten suited on Ace-Nine-Deuce-Queen-Six board): In equilibrium, Ace-Ten is a mixed fold. When "unnatural Bluffs" are removed and value hands (Ace-King) bet more frequently, "any single pair hand is just pure folded on this River." The worst hand called becomes two-pair (Queen-Nine).
* **Action:** "Ace High boards when they triple barrel this is a spot you should be massively overfed in live poker."

3. Big Blind (BB) or Closing-Action Player Three-Bets

**Summary:** When the BB three-bets, their range is typically much tighter and more value-oriented than a solver would suggest.

* **GTO vs. Live Play:GTO:** The BB's optimal three-betting range against a late position open is very wide and includes many speculative hands (e.g., King-Seven suited, Queen-Nine suited, Ace-X suited wheel hands) to balance against calls. This wide range means the in-position player should continue relatively wide on the flop.
* **Live Play (Under-Bluffed):** "People are not nearly as aggressive with their three bets from the big blind even versus is a late position open." They prefer to "click that call Button closing the action." Their three-bet range is significantly tighter, containing far fewer bluffs or light value bets.
* **Exploitation:** Against a BB three-bet, your opponent's range is much stronger than optimal.
* Example Hand (Pocket Jacks on Ace-Queen-Deuce board): In equilibrium (versus a wide BB three-bet range), Pocket Jacks are a "pure call," winning money. When the BB's three-bet range is adjusted to a realistic, tighter live range, Pocket Jacks become a "pure fold," losing "$15 plus dollars." Your raising range also becomes "almost nonexistent."
* **Action:** Fold much more frequently to BB three-bets, especially with hands that would be marginal calls in a GTO environment.

4. Opponent Checks Back the Flop, Then Raises the Turn

**Summary:** Opponents who check back the flop with no equity or weak hands rarely transform them into turn raise bluffs.

* **GTO vs. Live Play:GTO:** Solvers indicate that players checking back the flop should still have a balanced turn raising range, including strong hands, but also "uncomfortable, unnatural Bluffs" like second pair (Jack-X) or four-out straight draws (if they checked back a dry flop). This leads to a relatively wide calling range for the defender.
* **Live Play (Under-Bluffed):** The "type of player who's going to check back on the Flop with no equity is not going to just start saying oh my god I've got four outs I must Pile in the money now no it's just it's not happening." Live players are rarely raising these weak hands as bluffs on the turn after checking back the flop.
* **Exploitation:** When an opponent checks back the flop and then raises the turn, their range is heavily value-weighted.
* Example Hand (King-Queen on King-Seven-Deuce flop, Jack turn): In equilibrium, King-Queen (top pair) is a "pure pure continue," printing money. When unnatural bluffs are removed from the opponent's turn raise range (e.g., Jack-X, four-out straight draws, or even top pair playing less aggressively), the calling frequency shifts dramatically. You go from folding 29% to 60% of the time. King-Queen becomes a losing call (losing over $20), and only stronger hands like King-Ten of Diamonds (with a flush draw) remain profitable calls.
* **Action:** "This spot is going to be massively under bluffed." Fold much more often to turn raises from opponents who checked back the flop.

5. Triple Broadway Boards

**Summary:** On boards like King-Queen-Ten, opponents significantly under-bluff triple barrels, especially from early position.

* **GTO vs. Live Play:GTO:** On a Triple Broadway board (KQT), the UTG player is supposed to triple barrel with a balanced range, including high-equity value hands but also many "zero Equity Bluffs" or naked gutshots (e.g., Ace-Five of hearts/clubs, Ace-Four of spades). Counter-intuitively, GTO also suggests checking back strong hands like Kings, Queens, or Tens at a high frequency on the river to balance checking range.
* **Live Play (Under-Bluffed):** Live players are prone to "massively under bluffing these spots." They almost always bet their strong value hands (Kings, Queens, Tens) and don't find the necessary bluffs with hands that have "really nothing going on for them." They also rarely triple barrel with hands like Pocket Jacks.
* **Exploitation:** When an early position opponent triple barrels a triple Broadway board, they almost certainly have a very strong hand.
* "It's just really really hard from an early position player to find enough Bluffs on a triple Broadway board."
* Example Hand (Pocket Tens on King-Queen-Ten-X-Deuce board): In equilibrium, Pocket Tens are indifferent (break-even). When opponent tendencies are "nod-locked" (value hands bet more, unnatural bluffs are removed, Pocket Jacks bluff less), the folding frequency skyrockets from 43% to 76%. The only profitable calls are pure straights (Jack-Nine suited, Ace-Jack). Pocket Tens become a losing call, losing "$75."
* **Action:** "Massively overfold" on triple Broadway boards when facing a triple barrel.

Conclusion:

Maron's briefing highlights critical divergences between theoretical optimal poker play and practical live poker dynamics. By recognizing that live opponents consistently under-bluff in specific common scenarios, players can adopt an exploitative strategy of "massively overfolding," thereby preserving their stack and improving their profitability by avoiding costly calls against overly value-heavy ranges. The use of solver analysis to illustrate both the GTO baseline and the impact of human deviations provides compelling evidence for these adjusted folding frequencies.