1. What is "good poker" according to the source, and why are "fishy" plays sometimes more effective?

"Good poker" is not a fixed style like tight-aggressive or loose-aggressive; instead, it is described as amorphous, shape-shifting, fluid, and constantly adapting to the specific opponents at the table. The primary goal is to maximize profit, not to be perceived as playing "good" or conventional poker. "Fishy" plays, which might appear unsound on the surface, can be highly effective and have the highest Expected Value (EV) in the right context because they exploit the common mistakes and predictable tendencies of less experienced players (fish).

2. When should a player consider "donking" (leading as the pre-flop caller) on the flop?

Donking should be considered when there are "fish" (inexperienced players) positioned between you and the pre-flop raiser. This strategy aims to keep the fish in the pot and allow them to make mistakes. For example, if you flop a strong hand like a bottom set, leading out can encourage a fish to call, whereas a check-raise might shut them out of the hand, preventing them from making a misstep. Donking is not recommended when the fish are behind the pre-flop raiser, as checking can allow the pre-flop raiser to bet and give the fish a chance to call, or allow you to check-raise against the fish.

3. Under what circumstances is "trapping pre-flop" a viable strategy, and when should it be avoided?

Trapping pre-flop, which generally involves flatting (just calling) a strong hand instead of three-betting, should be considered when a strong, "rag" (regular, skilled) player opens the pot and there are "fish" behind you. This allows you to bring the fish into the pot with a strong hand, maximizing the potential for them to make mistakes. It is especially useful in lower-stakes games where there are often many recreational players. However, trapping pre-flop should *not* be used when a "fish" opens the pot. In that scenario, the optimal strategy is to three-bet, isolate the fish, and play a heads-up pot where your skill advantage will be most pronounced.

4. How does a player adjust their three-betting and flatting ranges when trapping pre-flop?

When trapping pre-flop against a strong "rag" with fish behind, a player's range for three-betting becomes more polarized. The top of the range (e.g., Aces, King-King suited) is still three-bet for value. However, the middle portion of the range (e.g., Ace-Queen suited, Ace-Jack suited, King-Queen suited, Ace-King offsuit) is flatted to bring in the fish. The bottom of the continuing range (the worst hands that would still be played, like Ace-Five suited, King-Ten, Queen-Ten suited) is also three-bet as a bluff, creating a polarized three-betting range. This strategy is adaptable based on position; for instance, in late position, the three-betting range might expand slightly to include more suited connectors or weaker suited aces.

5. What is "Min-clicking value," and when is it an effective poker play?

"Min-clicking value" refers to making a very small raise (like 2x) with a hand that has value but isn't necessarily a monster. This play is effective when your opponent has a "linear range," meaning their hand strength is decent but not top-tier, and they are unlikely to be bluffing (e.g., a small bet in position on the river from a live opponent often represents a hand they like but don't love). In such a scenario, a large raise would likely fold out all but the strongest hands, whereas a min-click makes it easy for the opponent to call with weaker, but still valuable, hands like top pair, allowing you to extract more value.

6. When should a player avoid "min-clicking" with value, and when can it be used as a bluff?

Min-clicking with value should be avoided when your opponent has a "polar range," meaning their hand is either very strong (two pair+) or a complete bluff. In this situation, a small raise won't achieve much; strong hands will still call, and bluffs will fold regardless. Instead, you might just call to catch bluffs. However, min-clicking can be a highly effective bluff against a polarized range, especially when the opponent's "bluff" might be a weak, uncoordinated hand (e.g., pocket sixes or five-six that they don't know what to do with). A small raise can get them to fold these weaker bluffs without risking much when they actually have a strong hand.

7. Describe the "small bet in position on the river" play and its applications.

The "small bet in position on the river" is a play where you make a small wager when you are the last to act on the river. While solvers generally dislike this play in equilibrium because it thinly reopens action, it can be highly effective against live opponents. It should be used for two main reasons:

1. **Thin value targeting a weak range:** When you have a hand with thin value (e.g., top pair) and your opponent's range is weak (e.g., they have downgraded hands like King-Jack or Queen-Jack after an ace appears), a small bet encourages them to call with worse hands.
2. **Bluffs targeting a strong range:** When your opponent has a strong range (e.g., top pair plus or busted draws) and you have a bluff (e.g., seven-high), a small bet can get them to fold their busted draws without risking too much against their strong hands.

8. When is the "small bet in position on the river" generally not recommended?

The "small bet in position on the river" is generally not recommended in two main scenarios:

1. **Thick value targeting a strong range:** If you have a very strong hand (thick value, e.g., a set) and your opponent has a strong range (e.g., many two-pair hands), you want to maximize your winnings. In this case, a larger bet or even an all-in is preferred to extract maximum value.
2. **Bluffs targeting a weak range:** When your opponent's range is weak and you are bluffing, a small bet might not be enough to get them to fold. In these situations, you might be able to get a "range fold" (getting a significant portion of their range to fold) with a larger bet, including hands that might have called a small bet.