1. What is the overarching principle of the "Out of Position" poker strategy?

The core principle of this "Out of Position" poker strategy is to maximize profit by consistently putting opponents in situations where they are most likely to make significant mistakes. This means understanding common live poker player tendencies and designing actions that exploit those tendencies.

2. How does the strategy recommend playing the flop when out of position?

When out of position, the strategy advocates checking your entire range on the flop, regardless of your hand strength (set, top pair, draw, or air). This seemingly passive play is designed to induce mistakes from in-position players who tend to: \* **Stab too much for protection:** They over-bet with marginal or weak hands. \* **Telegraph hand strength:** Their bet sizing often reveals the strength of their hand (big bets for strong hands, small/medium for weak/marginal). \* **Not protect their check-back range:** They rarely check back strong hands, making your bluffs more profitable on later streets if they do check.

3. How should you respond when an opponent makes a "big stab" on the flop after you check?

When an opponent makes a large bet (e.g., 35 into 47) after you check, the strategy suggests a disciplined approach: \* **Raise:** Only with your very best hands (e.g., sets like Pocket 9s, Pocket Deuces, or Jack 9 suited) and your very best draws (combo draws like Queen Ten of Spades, King Queen of Spades). These are hands that can "cooler" them or have significant equity. \* **Call:** With good hands (e.g., Pocket Queens, Jack X), decent hands (e.g., 9X), and other non-combo draws (e.g., Ace-high flush draws, open-ended straight draws). \* **Fold:** Pretty much everything else, including low-equity draws, showdown value hands like Pocket 7s or Pocket 4s, and complete air.

4. How should you respond when an opponent makes a "small stab" on the flop after you check?

When an opponent makes a small bet (e.g., 20 into 47) after you check, your response becomes more aggressive due to their perceived weaker range: \* **Raise:** With your very best hands, your good hands (e.g., Pocket Kings, Pocket Aces, Ace Jack+), and *all* of your draws (even naked gutshots). The increased fold equity against a small stab allows for more aggressive bluffing with draws. \* **Call:** With anything that has showdown value, including low pairs (e.g., Pocket 7s, Pocket 4s) and good ace-high hands (e.g., Ace Queen offsuit). \* **Fold:** Only pure air.

5. What are the recommended check-raise sizes, and why are they so large?

The strategy highly recommends using "ridiculously huge" check-raise sizes, ranging from 6 to 10 times the opponent's bet. This deviates from standard sizes because: \* **Opponent Inelasticity:** Live poker players often play poorly against these huge sizes. They tend to call with good hands and good draws regardless of whether the raise is 3x or 10x, failing to make the mathematically correct folds. \* **Exploiting Folding Mistakes:** Opponents are proven to incorrectly call with hands they should fold against these large raises (e.g., Ace King, Ace Queen, Ace Deuce, and even sets in certain scenarios). The massive size makes them uncomfortable and leads to significant errors in their play. \* **Board Texture Influence:** Go bigger (10x) on wet, dynamic boards or when super deep, and lean smaller (6x) on dry, static boards or when shallower.

6. How do you play the turn with different hand types after successfully check-raising the flop?

After a successful large check-raise on the flop and an opponent's call, their range is now much stronger. Turn play depends on your hand type: \* **Low Equity Bluffs (less than 8 outs):** Generally give up. You have less fold equity against a stronger range and insufficient equity to improve. \* **High Equity Bluffs (8+ outs):** \* **Check/Give Up:** If the turn pairs the board or brings in a one-liner to a straight, as these are bad cards for continuing to barrel. \* **Continue Barreling (Maximize Fold Equity):** On most other turns. The goal is to maximize fold equity, so determine if you're playing a two-street or three-street game. \* **Two-Street Game (SPR < 2):** Jam the turn to maximize fold equity, as you won't have enough behind for a big river bluff. \* **Three-Street Game (Deeper Stacks):** Choose a turn bet size that allows for a large (overbet) river bluff to target hands that will call the turn but fold the river. \* **Value Hands (Sets, Strong Pairs):** \* **Go Big (Needs Protection):** If your hand needs protection (e.g., Pocket 9s that can be outdrawn), bet big, potentially jamming to put money in before bad cards arrive. Consider structuring the SPR to be close to 1:1 on brick turns for max calls. \* **Go Small (Invulnerable):** If your hand is invulnerable (e.g., flopped a set on a dry board where draws are dead, or hit a flush on the turn), bet small. This keeps weaker hands and draws in the pot, as they are less elastic against smaller sizes when the board pairs.

7. What is the strategy when the flop goes check-check?

If you check the flop and the opponent checks back, the turn strategy involves a lot of checking: \* **Opponent's Range:** Their check-back range is often comprised of showdown value hands (e.g., Pocket 6s, 9x) or complete air. \* **Inducing Stabs:** By checking the turn on a blank, you encourage opponents to stab with both their showdown value hands (to protect them) and their air (as they missed an earlier bluff opportunity). \* **Responding to Turn Stabs:** \* **Raise:** All your good hands (e.g., Top Pair Top Kicker+, Ace Jack, Pocket Queens, sets) and *all* of your draws. This is because their check-back range on the flop usually lacks super strong hands, making them vulnerable to later street aggression. \* **Check-Call:** With decent hands and showdown value hands (e.g., weak top pair, middle pairs like Pocket 8s, Pocket 7s). \* **Fold:** Complete air.

8. When should you "donk" the river after check-calling the flop and turn?

If you check-called a flop stab (either big or small) and then check-called the turn, and you hit your draw on the river, the strategy recommends being highly exploitative and "donking" (leading out with a bet) when you hit. This is because: \* **Opponents Don't Bet Thinly Enough:** Live poker players often fail to value bet thinly enough with marginal hands like Jack X. \* **Opponents Don't Triple Barrel Bluff Enough:** They rarely bluff the river after betting flop and turn with missed draws. \* By donking, you extract value from hands like Jack X that wouldn't bet themselves and you aren't missing out on value from bluffs that wouldn't happen anyway. This strategy should generally be avoided against strong, capable opponents who understand thin value betting and bluffing frequencies.