
20 RULES TO **CRUSH**

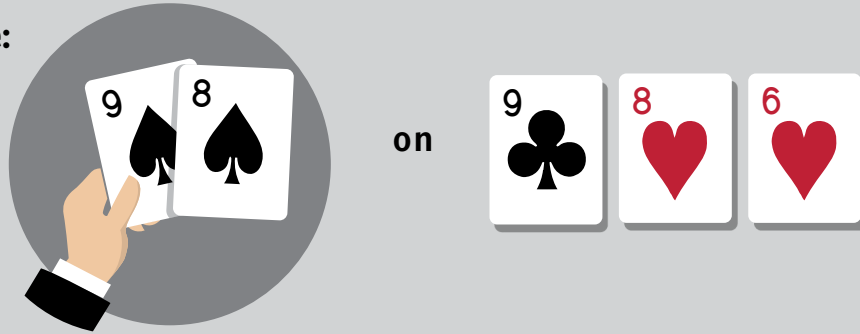
YOUR COMPETITION
IN 3-BET POTS



RULE #1

When facing a bet on a dynamic flop, raise with two pair most of the time.

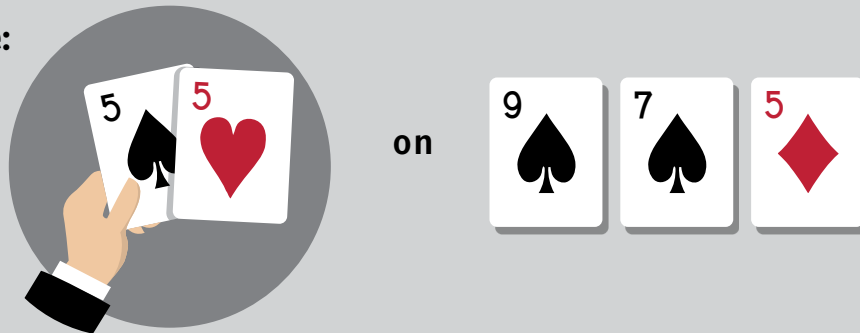
For instance:



RULE #2

On dynamic flops when out of position, lean towards check/raising with sets.

For instance:



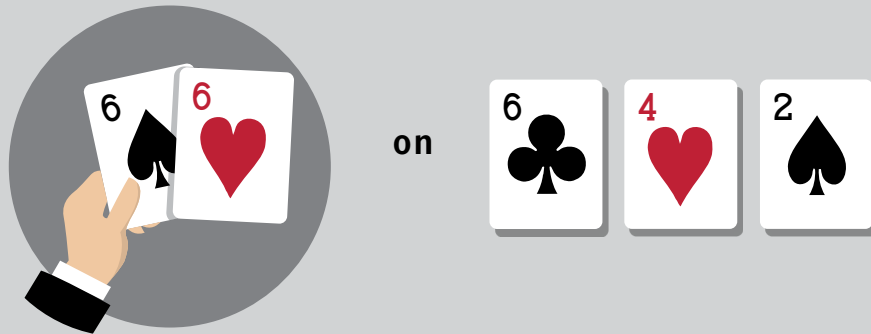
(Be more willing to call on rainbow flops.)



RULE #3

On low boards that almost all unpaired hands have missed, approach the spot like you would a dry board.

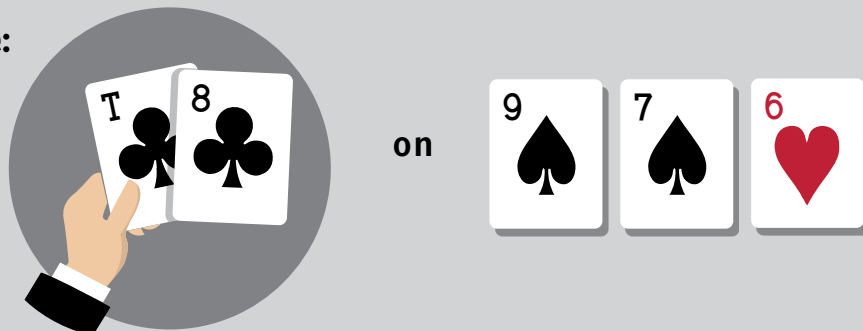
For instance: Don't raise when facing a bet with



RULE #4

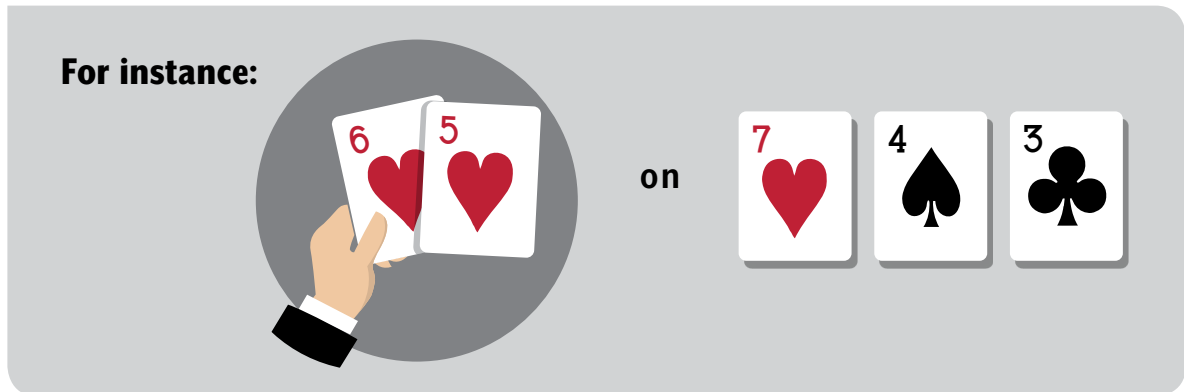
On dynamic two-tone boards, lean towards check/raising the flop with your strongest hands that do not have a flush draw to go with them.

For instance:



RULE #5

When facing a bet on rainbow boards, lean towards just calling with straights.



RULE #6

On dry boards, raise very rarely against a flop c-bet.

See **Rule #7** for a notable exception.

RULE #7

If your opponent is using a small bet-size with 100% of their range on a board that is not advantageous for them, consider having a raise range.

This is particularly valuable when they often times check the turn.

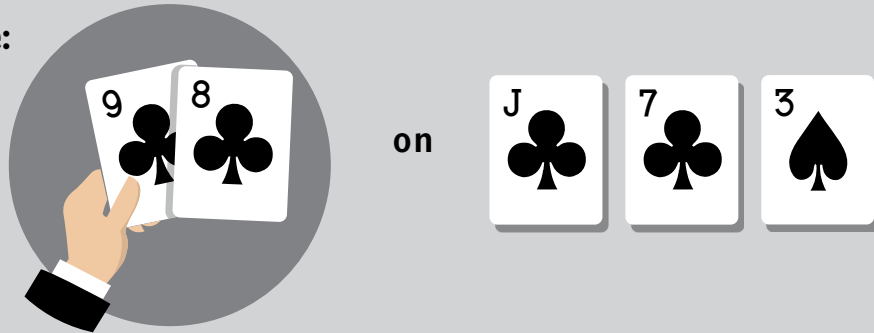


RULE #8

Consider check/raising combo draws or low flush draws on the flop to deny equity from players that are over-bluffing.

Get all the money in if they continue.

For instance:



(Note that on this flop, many of your opponents preflop unpaired hands have likely not improved.)

RULE #9

On low boards against opponents that bet a wide range, select your continue hands carefully. Look for hands with backdoor potential.

For instance: Calling,

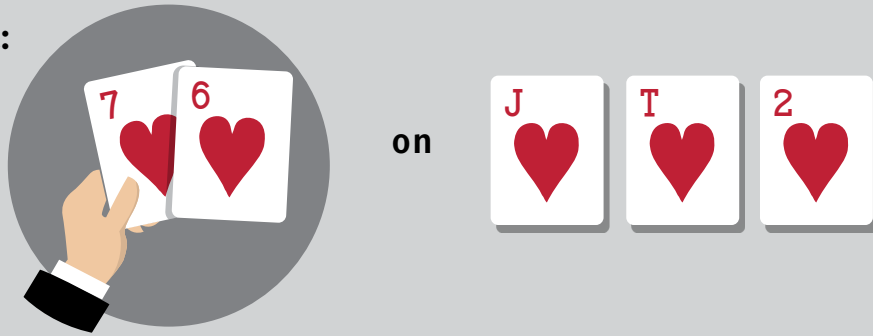
but folding,



RULE #10

On monotone boards, consider raising small flushes on the flop (if it makes sense to have a raise range on that board).

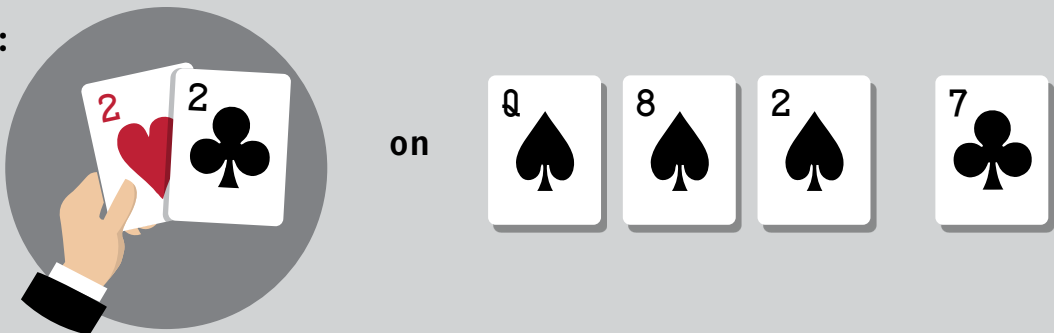
For instance:



RULE #11

When you have a set on a monotone board and your opponent double barrels the turn, consider raising the turn all-in (assuming 100 BBs deep).

For instance:



RULE #12

Always **slowplay** medium and strong flushes on monotone flops.

Also slowplay turned flushes on two tone flops where the flush gets in on the turn.

RULE #13

In river situations where many unpaired hands have missed,

A Q as **A** high is a hand you should often be willing to showdown.

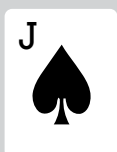
RULE #14

On the river, if your range contains many Ace-high hands or pairs, turn the weaker segment of that range into a bluff if your opponent can have strong Ace-highs or weak pairs.

For instance: On



bluff
with



,



and
check



If you feel your opponent has **A K** at best or will be weak about defending that spot, feel free to bluff all Ace-highs, especially when you are threatened to lose to **A K**.



RULE #15

If you have **A Q** on an Ace-high board and you do not have many other stronger hands, you simply have to call down (unless you have a *very* compelling reason to fold).

RULE #16

It is okay to over-fold in situations that are very unfavorable for your range.

RULE #17

Try to over-bluff situations that are favorable for your range. 3-betting hands like suited connectors preflop allows you to use them as bluffs on Ace and King high flops.

RULE #18

Suited connectors suffer equity loss post-flop when the stack-to-pot ratio is smaller (1 to 3).

That said, they tend to retain and even over-realize equity with medium (4-6) and deep (7+) stack-to-pot ratios.

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RULE #19

Here's a quick tip to see if you are folding too much preflop.

STEP 1: Go to your database and filter for “**Folded to 3-bet**”

STEP 2: Look at the best offsuit hands, suited aces, suited connectors, and pairs you are folding.

STEP 3: Compare these hands to the ranges in **The Lab** to see if you are playing correctly.

RULE #20

If you want to mix in a trap when facing 3-bet, do it with **A A** only.

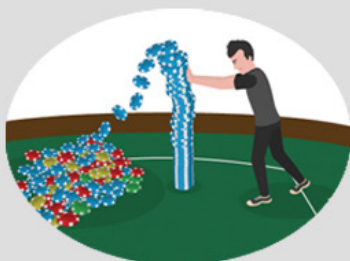
Hands like **K K** and **Q Q** are far too vulnerable to the **A X X** flops.

Learn to master 3-bet pots, flush draws and more in The Poker Lab.

[CLICK HERE TO LEARN MORE](#)

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