Demystifying Monotone Boards in 3-bet Pots

Introduction

- The spot is 3bp SB vs BTN
- We are going to focus on c-bet strategy but will also touch on defending ranges. Basically the OOP strategy.
- Some boards have a very high c-bet frequency (AQ9m is a range c-bet) but in general straight boards have a lower c-bet frequency. This is because there is a whole hand class that has no interest in betting (straights).
  - The reason that we c-bet so much is that our 3-bet range has lots of high suits (more nuts/second nuts) and more double suited hands (more flushes). Here we have 27% flushes vs 22%. We also have 12% nuts vs about 6%
- I think that the population is very polar in their c-bet strategy which is problematic
  - The SPR is still quite high, so we will have a hard time on the turn
  - We now have to balance this range on the turn, having a decent betting and checking frequency
  - We are very vulnerable to small bets with such a polar range
  - As such my recommended exploit as IP facing a turn check is to use a really small size, like 1/5. You minimise the amount of money that you put in against very strong hands and OOP won't have enough weakish hands to call. You just fold out all that equity that their blocker hands have.

Flop Strategy

- Flushes - we are betting most of these. Especially NF and 2NF.
  - Nut Flush: we check when we crush the board (sets, 2P). Check a bit more when we have 3/4 flush (mention the K). And bet quite a lot more when we don't interact with the board. Hands without a board pair have almost no pure checks (again mention the Ks).
    - I suggest a simplification, maybe something like always check with a Q, or always check with a board pair.
    - The exploit is that they should fold a lot more to barrels when they have a Q, and call down lighter without - but good luck to them for that.
    - It also doesn't hurt to bet a little bit more than the solver, as pop is less likely to run big multi street bluffs
    - The solver also wants to have a x/r frequency of 12% but this is, I think, unnecessary. I think that IP is stabbing quite polar as well, so no need to have a raising range. The exploit here is that IP can value bet a lot thinner when we x. Maybe I can check more nut flushes when I see IP value betting 3NF or 4NF for three streets.
  - 2NF: pretty similar, except the effect of having a board pair is stronger. Here we would come up with a different simplification. I actually play (in HU) that on a lot of mono boards I bet all my flushes with 2P/sets and check some 1P hands, esp top pair.
  - Small flushes: J-hi still betting quite a lot, T-hi mixing and lower ones rarely betting

- o Just as a note, the solver has basically no raising range IP on this board, which makes sense given our big nut advantage. Some villains will raise a lot more with value here. Against these players, I suggest betting more medium flushes to barrel off on turn and river (since they are capped). You don't need to call vs the raise much without a read. I would stick to just calling with 3 to a flush. Population is probably using a larger raise size than solver and a lot more value heavy. What's more they never give up with their bluffs, so you actually end up playing for your whole stack, giving you quite poor odds to call with weak flushes.
- Sets - bet both the lower sets. Mix it up with top set, don't block As, Ks.
- 2P - Bottom 2 make for a nice bluff. We are still betting a big chunk of our 2P, especially with RR (reduced playability) 2P:FB is pretty much a pure bet. IP is never supposed to fold top pair and I suspect people do, so this is a really nice result.
- 1P - This is a very underbluffed strength bucket. OP usually bluffing here with a high blocker - most important thing here is actually a BOP. I think many people don't have enough bluffs on the flop. Remember you have to give up some of those bluffs on the turn and then some more on the river
  - o BOP actually bets pretty much always except the top pair which is good enough to x/c - as well as a small percentage of x/r which as I said, I don't think that we need. Again, I think that this will over-perform as IP will not be peeling wide enough.
  - o The solver actually calls quite a few hands that have very low equity just so that it has enough bluffs to draw from on later streets.
  - o PP, bet with a FB or SD, check without
- Draws - Bet all SD, bet all AIR with 1S

Turn Strategy

- As you can see here, there is a lot of checking on pretty much every card. Most importantly the pairing cards
  - o IP is calling all their 2P, and connects a lot more than we do with the actual cards on the board. Just check range on these cards.
  - o As, Ks are also terrible cards for us - as we are trying to rep NF and 2NF on the flop. These cards remove a huge amount of the strong hands from our range, again just a range check.
  - o Even blanks and straightening cards are pretty poor for us. We don't have much incentive to bet the straightening cards, and IPs range is quite condensed after they call. Vs population this is even more likely to be true.
  - o I suggest only betting on cards that are very good for us, eg offsuit A and K, perhaps some other broadways. I had a look at some sims for other turns and pretty much always the 4th spade was a bad thing, it just skews us more away from flushes which was where our range advantage existed.
- The Turns:
  - o Pairing cards (IP uses a medium sizing): very polar strategy by IP, all FH and strong flushes bet. Bluffs come from 1P and weaker. Bare in mind IP needs to float some weak hands on the flop in order to have enough bluffs. We always continue with 2P+ and can call some OP with a high flush blocker. Actually having a BOP is bad, as it blocks the bluffs. Maybe you should structure your calling range differently, as IP is unlikely to have these hands. Perhaps, IRL

villain slowplays more FH and bets more merged with flushes and a spade is a great blocker.
- Don't bother with the x/raising range
- Blanks: if you must bet, stick to NF/2NF blocking nothing + the appropriate air:blocker hands. VERY POLAR HERE
    - If you prefer to check your range (my recommendation) Defend with all 2P+, most OP except BOP specifically (again, blocks the bluffs). Again, my perception is that the population will be quite value heavy, so you can actually stick in quite a few x/r. I might have fewer no equity bluffs though, and stick to 2P + FB.
- Favourable Turns:
    - On the A we bet a good chunk of our high flushes (more 2NF since it unblocks Ax). We didn't bet hands like AAKT no spade on the flop, so we now are only left with wheel draws when we have AA without a spade.
    - QQ still betting as it is effectively top set
    - Again IP has no raising range on this card, as we have a massive advantage still
    - Only really betting 3P, so forget about 2P, it's too mergy.
    - Bluffs coming from 1P with a blocker. We rarely check Ax of spades.
    - When checked to, we just defend 2P+. Here I would x/r with the nuts and some hands with equity + As; even if this isn't exactly balanced
- Rivers
    - Too much to go into detail, but worth noting you can donk on A/K if the turn pairs.
    - If the turn checks through and the river doesn't pair the board, you should bet all your straights small. Usually the higher the flush the more we **check**. As if we bet small IP doesn't have an incentive to raise.
    - If the turn checks through and the river pairs a flop card, we still check a lot. Pretty much range on the Q and still about 80% on the 3.
    - If we double barrel a favourable turn and the river pairs the board, we still get to bet a lot as we have plenty of AA/KK.
    - If the river pairs an A, we slow down a bit but can still bet (70%)
    - If we x/c a blank turn, we x/c every flush on a blank river. We also need to bluff catch with some weaker hands. Blockers are more relevant than SDV in solver land.