



iRuleThem – Hold'em Poker simulator

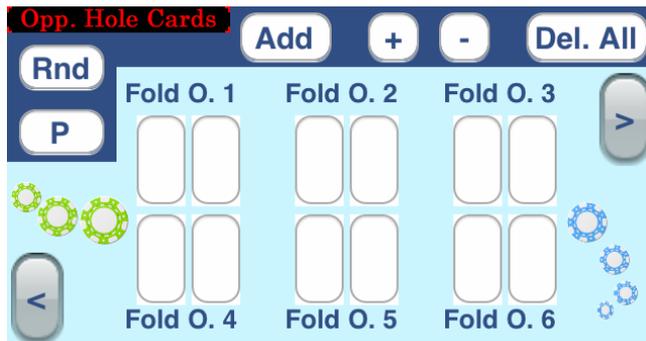
III OPPONENTS

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C2: Opponent hole cards (Speech: 'opponents screen')



iRuleThem supports up to **6 opponents** with either **exact hole cards, starting hand ranges or explicitly random hole cards**. By defining an opponent's hand with one of the following options below, the card slot for the **next upcoming card** jumps to the next valid opponent. This is always recognizable by the **black rectangular selection** around the

next opponent's card slot. After choosing two cards the active card slot jumps back to board (with the given user hole cards). When there is already another opponent's hand given, it also increases the number of opponents by 1. Otherwise you're defining the first opponent's hand.

[Add] button (Speech: 'add exact')



The [Add] button is for adding **2 specific hole cards** for the next opponent. If you want to add the hole cards of another opponent just redo this procedure.

[Rnd] button (Speech: 'add random')



The [Rnd] button adds **2 random hole cards** for the next opponent. It's handy for late or Small Blind position games, when the opponent(s) in the blind position(s) **could play any two cards**.

Suggestion: There's absolutely no need to define random cards for every active opponent playing at a loose table. After hitting the [Simulate] button any opponent without pre-defined hole cards will automatically receive 2 pocket cards considering all the restriction stemming from the configuration. In case there aren't any restrictions, the opponents are playing any two cards.

Hint: When you explicitly add random cards the two pocket cards haven't any restrictions from the configuration. Once nobody has raised the pre-flop bet, it's a good conclusion to judge that the following opponents on the blind positions are using random cards. This is because the Small Blind (SB) just has to spend another half and the Big Blind (BB) has even the option to check or steal the pot.

As you see, this information is position/opponent dependent. This means only in late or small blind position you could really conclude if that's the case. After the considered opponent really acts passively, you should fold the random cards from the previous simulation and use the passive starting hand range instead ([P] button found below). This assumption is fitting better for most situations – but it's depending on the opponent's overall aggression and ability to hide a monster hand. Therefore, this conclusion might be something to re-approve on later streets.

[+] button (Speech: 'add better')



You can use **hole cards which are equal or better than the given**. Therefore the [+] button is used. After touching each already used card has been re-enabled for the next two card selection. That's because by using that button a range of starting hands is applied for the next opponent. Think of it like a low barrier. Saying, that the opponent should receive any two card combination that can be found above the given hand on the starting hand compare table.

Voice only - (Speech: 'add tap counter #')

It's a shortcut (configuration not needed) to **add a starting hand range stemming from tap counter for the opponent with number #**; where the opponent has the relative position number #. During the next chapter the Tap'Counter feature is explained.

[-] button (Speech: 'add worse')



Equal or worse hole cards can be chosen by use of the [-] button. It's working exactly the same way like the [+] button with the opposite meaning. It's like a high barrier. It's defining that the opponent's commencing hand has to be found below the given hand on the starting hand compare table.

Logic: Starting hand ranges ([+] or [-]) aren't allowed to use random cards.

[P] button (Speech: 'add passive')



The [P] button adds the **starting range for an opponent in the blind position**, who has **previously acted passively**. Therefore either the SB would spend another half or the BB would check his option. Thereafter the opponent is expected to hold a hand that is **at best a middle-class starting hand**. Such a hand uses the **group [3], [4] or [5]** in the starting hand compare table. Playing at a 10 player table such a hand needs to be equal or worse than A8s. For heads-up the starting hand range is much worse, available as Q2-.

How to use: You should use this button from the BB position when the opponent in the SB hasn't raised the bet. Furthermore after the flop has been dealt without any pre-flop raises, you should expect that the remaining opponents in blind positions are playing a marginal hand.

[Fold O. #] button (Speech: 'fold #')



The [Fold O. #] button **deletes the hole cards** of the opponent with **number #**. It is located around the opponent's hole cards. When having more than 1 opponent in play it also decreases the number of opponents by 1.

[Del. All] button (Speech: 'delete all')



The [Del. All] button is **removing all defined hole cards** of every opponent. It also resets the environment to only run against a single opponent.

Made hand specification

Bluffs %

   auto

Min. Made Hand: OFF

Max. Made Hand: OFF

1 **2** **3** **4** **5** **6**

An opponent's made hand is **5-card consisting poker hand** that is supposed to be either at least **reached (→ Min. Made Hand)** or **not (yet) reached (→ Max. Made Hand)**. This specific hand can be any valid card combination (e.g. Top Pair/Top Kicker).

The setup for creating a **precise made hand range** (all the hands between Min. and Max. in addition to the soon discussed bluffing hands) is received by simply analyzing an **opponent's betting patterns, showdown hand samples and further available information (reads)**.

There are combinations of community cards (board texture), which make it very likely that a specific hand kind occurs (e.g. 4 same suited cards on the board). When facing a monster bet from an early position player, it's often relatively obvious that he owns such a hand (e.g. a flush). The very same is valid for a stronger check-raise move. Therefore you could define a Min. Made Hand configuration, which specifies that the opponent has already received such a hand.

After every remaining opponent uses a defined made hand specification and the fold equity in per-cent isn't enabled, the newly configured Fold Equity is deducted from the chance that nobody already received a hand that fulfills the made hand specification.

Filtering principle

Every applied made hand specification is acting like a filter creating a subset of hands that completely fulfill the given requirements. Once having such a **specification in use**, you have to **validate and adapt** it on every **following game stage (pre-flop, post-flop, turn, and river)**. Furthermore it's possible to **further narrow the used made hands** in the progression of the game. iRuleThem benefits from its opponent-wise made hand **filtering principle**, that is **remembering** all the valid made hands from the **previous definition** and only using that subset of hands for its next specification...

With other words just because the turn brought a Queen doesn't add the hands with a Queen as pocket card into a post-flop defined specification of a least a pair of Jacks. The only exception is a pocket pair of Queens, what would have turned into a three of a kind hand by now.

In case the specification doesn't feature any made - and bluffing hand entries, it's disabling the given made hand specification of the next chosen opponent. Otherwise when folding his used starting hand range (or random cards), then his made hand filter is also gone.

Filtering example

Suppose the board is given with Q, T, 2 of different suits. When using the 'Min. Made Hand' on post-flop time to create at least top pair, say Queens with a King as kicker, and the next drawn card is a King, then the kicker should be changed to an ace. This achieves for the current street (turn) that the opponent plays 100% of his previously identified made hands. It's important to note, that the preceding specification doesn't allow hands like AK, KJ (bluffing hands were disabled), KT, etc. That's because of the previously applied made hand filtering, which requires at least a pair of Queen with a King kicker.

Nevertheless the hands KQ and KK remain valid made hand candidates. That's because these hands do realize the post-flop filter criteria. Otherwise, without a drawn King on the turn, the same configuration could be reapplied once again (without changing its inherent meaning from One Pair to Two Pair).

Bluffing approach

iRuleThem has built-in **distinct bluffing scenarios**. These scenarios are dependent on the community cards given. On just the user's commencing hand or a final showdown hand (5 community cards), there's just the no value bluffing option eligible. There's a **different approach for no value bluffing hands on pre-flop and on post-flop time**. On **just** the previously defined **user's commencing hand** an opponent's no value bluffing hand can be **any 2 card combination without enough value**. Whereas, with given **community cards**, it's only a hand that is part of the **opponent's starting hand range**.

Beside that option of **no value bluffing**, there is a **low value bluffing** and a **high value bluffing** icon available. For using a bluffing hand first you have to **choose which bluffing approach** you wish to apply. That's done by simply touching the assigned bluffing icon. If the bluffing scenario is supported by the board a black rectangular selection shows up around your current choice. Finally, after defining a valid made hand specification for an opponent (what's covered in detail in the next paragraph) the **bluffing occurrence percentage of the opponent gets displayed**. It's absolutely fine to use only a bluffing hand without the definition of a Min. or Max. Made Hand or vice versa.



No value bluffing:

- Pre-Flop at best a middle-class hand (group [3], [4] or [5])
- Post-Flop a hand that isn't connected with the board
- Hand offering only a single over-card (e.g. Ac, Qc on a 2c, 8s, Kh board)

These hands **don't offer sufficient showdown value**. This setting can be used to find out the **odds** that an **opponent missed the board completely**. That's because such a hand **doesn't own enough potential**, like any draws (uncompleted straight or flush hands). It's expected that the opponent is far behind, when he got caught on such a holding. After **all community cards have been dealt without hitting an out** (a card that improves the hand) **every drawing hand** turns into a bluffing hand without value.



Low value bluffing:

- All drawing hands (Flush -, Straight variants), that aren't of high value (e.g. there isn't a single low value bluffing hand on the board 2c, 8s, Kh)
- Two over-cards offered

These hands have a **low value for now**. When the **right card (out)** gets drawn they lead to either a **straight- or flush hand or top pair/top kicker**. Betting on such hands is widely known as **semi-bluffing**.



High value bluffing:

- A Straight Flush draw
- All Flush and Straight draw combinations
- Flush draw with 2 over-cards
- Flush draw with according ace of the same suit (as over-card)
- Open Straight draw with at least 1 over-card
- Inside Straight draw with two over-cards (at least a calling hand)

These hands have a **high value** because they do offer **enough potential to draw a winning hand**. On post-flop time they could be shoved with profit, seen on average. Nevertheless, if called, they do need to be improved by hitting an out. In this hand category belong only selected drawing hands of **top nut flush draws** or **straight draws with enough potential (over-cards)** or even **combinations of straight- and flush draws all together**. Therefore these bluffing hands offer a whole lot of drawing potential...

Board and with connecting High Value Bluffing Hands:



Activation, Update, Re-Enable

After defining a made or/and bluffing hand you have to **choose** the button with the **opponent's number from 1 to 6 to activate the made hand specification** for that specific opponent. The made hand definition is therefore **coupled with the opponent's hole cards**, which have to be **either not specified, explicitly random or any starting hand range**. After choosing the opponent, the **per-cent of overall played made hands from all available opponent's hands** is displaying. These hands fulfill all the made hand definition requirements. Besides the percentage of played made/bluffing hands the rate of meeting a bluffing hand gets also displayed next to the bluffing scenario selection (icons).

When there is **no made hand available** the **zero (0)** is displaying, and the box above the opponent's number is instantly **highlighted in red**.

Otherwise for bluffing cases when there's **no available bluffing hands left for an opponent for the desired bluffing approach**, the displayed per-cent of made hands gets **also red**. Both definitions lead to an invalid **made hand configuration** which **can't be used** with the opponent of choice.

After **defining additional cards** or **deleting cards** the already defined made hands have to be **re-evaluated for their correctness**. This is indicated by a **star (*)** that is **colored in yellow** in the opponent's made hand percent box. When updating such an existing made hand specification only the previously identified made and bluffing hand are used. This makes it occasionally even possible to resolve an opponent's range to only a few possible made - and bluffing hands by defining and re-defining more narrowed made hand specifications. This is all done in respect to the opponent's stage related betting and playing style.

To **reload and update** any previously defined made hand specification you have to **touch such an opponent's number box (with the *)**. This loads the opponent specific configuration into the interface. **After validating and (if appropriate) changing** (min. / max made hand and chosen bluff scenario), you're ready to **re-enable the specification**. Therefore you have to choose once again the **according opponent's number (below the *)**.

Hint: Made hands aren't supported for opponents with known hole cards except for two random cards. For opponents with a given starting hand range the made hand has to be also part of their used range.

Example with Fold Equity



You've received a strong hand, say TT, and have raised the bet to 4 times the Big Blind (shortcut 4xBB). Thereafter you've had an opponent calling your pre-flop wagering. The opponent's raising range is A5+.

win(flop)
74.89%

I dealing I

0.92% draw ends/wins: win(turn)
71.63%

Hole Cards: TT
F.E. On: 42%
177/1081
Pos: SB /8
TP [2]

Flop: Q89
Turn: []
River: []
Pot Odds: []

Now the Flop of Q, 8, 9 with two spades is dealt and you intent betting once again. This time its three quarters of the pot-size because your chance of winning the Turn is about 70%. This leads to a bit more than two wins in three attempts.

First, you disable the displayed pre-flop fold equity (42%) by reusing the [Raise] button. Doing so, the made hand specification will deduct the fold equity percentage.



Bluffs %
nV IV hV auto

Min. Made Hand: ON 9A

Max. Made Hand: OFF

32% - - - -

1 2 3 4 5 6

First, for the given opponent you define that he needs at least 9A to continue. His Min. Made Hand setting of at least a pair of Nines with an Ace kicker makes an occurrence frequency of 32%. With other words in 68% of all tries he holds a hand, which is lower ranked. Afterwards he is expected to fold his holding, and therefore won't make the \$7 call. iRuleThem configures that made hand deducted fold equity of 68% automatically for re-usage with the [Raise] button.

Decision support



Call **Raise**

Pot (500 or 0.45) : **9.50**
Bet (Chips or \$) **7**

User share - **already in**

Opp. shares - **already in**

1-Pot Odds **29.79%** < **Success ? 100.00%**

Expected Value **6.23**

Most hands that that are calling the \$7 bet are stronger. Therefore without any substantial hand improvement another continuation bet on the turn against a cautious opponent wouldn't be wise...

Example without Fold Equity



When someone has raised the bet to half the pot on post-flop time, and he normally doesn't continue with betting that way this means something. Suppose the flop is T, J, 7 of different suits. Your own hand is AT of spades. Therefore you have reached middle pair with a top-kicker. You know that your opponent plays every hand that is equal or better than JTs. This is because you have been using the Tap'Counter on him. Beside that he hasn't been raising substantially on pre-flop time.



Because he normally bets with an occurrence of about 50% on post-flop time and won't hide his strong pocket pairs, you already have a lot of information on him. You don't give him an over-pair (QQ+) and neither a Three of a Kind hand nor a Straight. Only a top straight draw would be possible. This is because the hand 98 isn't part of the opponent's range of played hands. Furthermore he could have hit the flop or own any low pocket pair. Because he bets only half the pot you wouldn't give him top-pair with top-kicker either.

Perhaps he's bluffing on a valuable draw (32.8%). Furthermore he could have a Seven, Ten, or Jack, or he owns a small pocket pair (67.2%). Obviously you don't need to know the exact percentages for all the hands, but it's given here to show you the numbers behind the thought process (or game experience).

All the given data creates the made hand specification for that opponent. As first step you suppose that he only bluffs on valuable draws, therefore you choose the high value bluffing hand (green icon). The Min. Made Hand setup is given with a pair Deuces. Finally comes the opponent's Max. Made Hand definition, which is One Pair of Jacks with a Queen kicker. After the setup you recognize that he's on a high value bluffing hand with an occurrence of 32.8%. Check these details out on the following image:

Bluffs %

 **32.8%** (A top straight draw)

Min. Made Hand: **ON**  (Low Pocket Pair)

Max. Made Hand: **ON**  (Top-Pair with medium Kicker)

51% Using this configuration the opponent bets on 51% of occasions half the pot (sub-range of valid made hands). Furthermore he's high value-bluffing in **1** third of all games. This setup leads to probability to hold with ATs the stronger hand after drawing the yet unknown turn card that is about 80% or odds of 4 to 1. Therefore you should consider re-raising him or at least make the call.

