



# iRuleThem – Hold'em Poker simulator

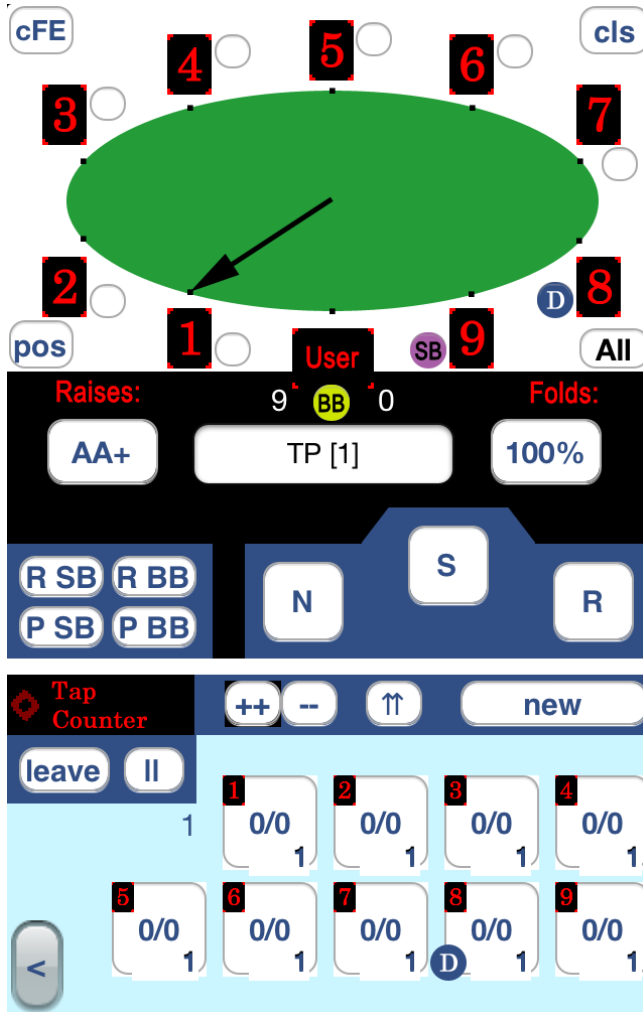
## IV TAP'COUNTING

App Version 4.0

Last Update 09/04/13

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### C3: Tap'Counter (Speech: 'tap screen')



The idea of **counting the play/raise occurrences** is to find out the **ideal starting hand ranges** of all your opponents. These ranges are **automatically created** for every opponent in play **during the counting process**, as long as there are **no pre-defined community cards**.

These starting hand ranges don't factor in the dealer button position. The vast majority of recreational players don't vary their game at all. Another thing that isn't included in the package, are bluffs. That isn't really an issue, because when an opponent is bluffing and you got a nice hand you're a huge favorite. In most cases such a hand remains weaker than yours. Therefore if called, he could only win by continue with betting.


It's your job to overview how adapting an opponent is playing according to his relative dealer button position. The best practice is to remember interesting hand samples at the showdown. Most strong players (sharks) play a bit more hands, when they possess the button (drawing hands). Otherwise, when they are first in the game (UTG or under the gun), they only rely on very valuable hands.

**Modifying advice: By using the configuration, you can weaken/strengthen an opponent's starting hand range. Furthermore you have to fold the opponent's already pre-defined starting hand range after/before adapted redefinition.**


## Basics

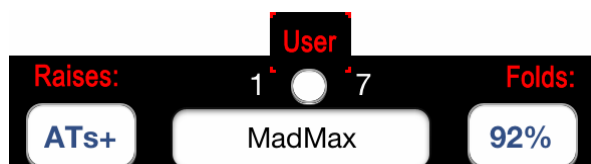
The Tap'Counter can be used for every opponent at the table. It's always done on pre-flop time. It has the ability to **count and store** the **amount of played hands [++] / raised hands [↑↑]** (at least 3 times the Big Blind) **in respect to the overall received hand count. Every opponent** at the table owns his **dedicated counting square**. These squares are located below the table overview. There you can find any opponent's individual **game occurrences...**

*Any hand played/raised by an opponent counts as 1. The Tap'Counter can only count +1 for any tapped opponent square for once in the same game. Thereafter each tapped opponent square can be decreased by 1.*

 In the middle of such a square it's displaying the number of **currently played hands**, followed by a **dash (/)** and the **raised hand amount**. **Below**, the overall amount of **received starting hands** can be found. Every time someone at the table is calling/raising the bet, the according square needs to get increased. **Once the tap raise mode [↑↑] is activated**, any **tapping** action increases the **amount of raising hands** (second number). By touching such a square you might do the counting, but it isn't recommended to use it that way.

*Hint: The number of tapping squares is dependent on the 'overall opponents at the table' configuration setting.*

 The Tap'Counter is **position aware**. Above all these counting squares, there's a **table overview with a pointer** arrow to the **currently selected opponent** (specific tap'counter square). Furthermore you can see the current opponent's table position and tap'counter number (e.g. [1]), relatively to you. On the left side below the table, there's a button called **[pos]** to specify the **position of the dealer button**. Initially, the position of the dealer button must **repeatedly be moved** by the touching the [pos] button, **until it reaches the right location**. Thereafter, it always jumps to the next valid position, when the [new] button has been touched. The tap'counting procedure always starts with the game decision of the first opponent in the game and ends with the Big Blind.



Below the table overview there's a **box for naming the currently active opponent**. After naming all of your opponents you don't have to count all the seat positions for finding out the according opponent's tap'counter number. On the left to an opponent's name (e.g. MadMax), there's **his raising starting hand range** displayed (e.g. ATs+). On the right side is the chance given, that the chosen opponent folds his starting hand (e.g. 92%), when facing a pre-flop raise, which is at least 3 times the Big Blind (**his fold equity**).

Always in front of the table is the position of the user. There're **two numbers on the left and right side** (e.g. 1, 7). The left number is the **amount of opponents that are deciding in advance**. What means you got position on them. The right number is the **amount of opponents that come right after you**. This second number is somehow your **risk variable**. This means every one of them could find a stronger starting hand or simply try to steal.

A touch at the **[new] button** is at all times **increasing the overall amount of received starting hands** of any opponent that is neither paused (or passive) nor inactive.

During **Tournaments** every opponent marked to be paused is going to receive pocket cards or the Dealer, SB or BB button but isn't there to make a decision on them. Furthermore an opponent in a blind position may act passively (SB limps, BB checks) and should thereafter be paused for once. (This thought is covered in depth in the 'Small Blinds and Big Blinds' paragraph.)

In **Cash Games** every paused opponent won't receive any pocket cards nor the Dealer, SB or BB function. This isn't true for passive blinds.

***Hint: The configuration has to be used to specify, if the Tap'Counter is using a Tournament or Cash Game environment.***

If an **opponent is quitting the table** the **[leave] button** has to be used on the according square. After a new opponent has joined the table, the [leave] button has to be reused to re-activate the according opponent tapping square.

***Paused opponents squares are outlined in yellow. Every opponent who has left the table is edged in red. It's an open slot on the table. Only active opponents are displaying their current played/raised counts. Their squares are framed in black after they wager on their hands (tapping action occurred). In case they raise the bet massively their squares are outlined in green (raise tapping action happened). All other opponents, who are folding their holdings aren't highlighted at all.***

## Skip, Next and Raise the currently selected opponent

Near to the table overview there are three buttons:



Button **[S]** skips the arrow pointer to the next following position (**Speech: 'skip'**)

Button **[N]** increments the **game counter** of the active opponent (**Speech: 'next'**)

Button **[R]** increments the **raise counter** of the active opponent (**Speech: 'raise'**)

## Modes, Behavior and Buttons

The **currently active tapping mode** is displayed by a **black rectangular selection**. On the first image of this chapter the active mode is **increment [++]**. The mode **decrement [--]** is normally only needed for a falsely tapped opponent. Furthermore it's handy for moving the Dealer button the other way around.

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- **Mode [++]** button | **On/Off** | **(Speech: 'mode increment')**  
**Increments** the tapped opponent's played starting hand count. (Default on)



- **Mode [--]** button | **On/Off** | **(Speech: 'mode decrement')**  
**Decrements** the previously tapped opponent's played/raised count. (Default off)



- **Mode [↑↑]** button | **On/Off** | **(Speech: 'mode raise')**  
**Switches the tap mode** between **raise** (raise'counting) and **play** (tap'counting)  
(Default off)

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- **Mode [leave]** button | **On→Tap→Off** | **(Speech: 'mode leave')**  
**Quit the counting/reactivation** on the next tapped opponent's square (Default off)



- **Mode [||]** button | **On/Off** | **(Speech: 'mode pause')**  
**Pausing/continuing** on the next tapped opponent's square (Default off)

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- **[new]** button **(Speech: 'tap new')**  
This button is used after the **next hand is dealt**. It moves the dealer button to the next valid position and **increases** the overall received **starting hand count of any active opponent**.

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**cFE** ... **88%** (F.E. = 88%; as example from last paragraph)

- [**cFE**] button (Speech: 'tap ghost')

The calculated Fold Equity button [cFE] is located on the top left side of the table. The **Fold Equity** (F.E.) is the calculated chance that **every opponent**, who remains involved, **gives up his hand**, after facing your own substantial **first raising bet** (at least 3 times the Big Blind). It's displaying the fold equity in per-cent when **2 conditions** are fulfilled:

First, the **Tap'Counter selector has passed the user's own seat position** and second, **there hasn't been any previous raising action**. In case the **'Spectator No Tap' mode is enabled** the fold equity is always given after someone made the **first pre-flop raise**. That's because by enabling that mode the user isn't involved in the game anymore.

The displayed fold equity percent value is automatically configured for **usage with the [Raise] button**, found beside the user's hole cards.

After touching such a displaying fold equity (e.g. **88% - on a very tight table**), it specifies a raising hand **range for a ghost opponent** in respect to the available tap'counter data. This starting hand range is mathematically concluding **all the likely hands, which are used to call your raise**. For this 10-player table given - compare with 'Example 66 against Monsters' – that ghost range would be **JJ+**. It really is that strong, because there are many following opponents who haven't declared a raise for once during overall 24 games.



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**pos**

- [**pos**] button (Speech: 'button')

This button is on the left below the table. It's for **moving the dealer button** clockwise ([++]) as mode) or counter-clockwise ([--]) as mode).

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**All**

- [**All**] button (Speech: 'all in')

This button is a **handy shortcut for an all-in**. It should be used when an all-in declaration has been stated.

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**cls**

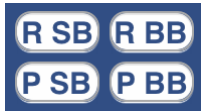
- [**cls**] button (no Speech)

This button (clear screen) is located on the top right side of the table.


**Attention: it's for deleting any Tap'Counter data.**

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## Small Blinds and Big Blinds



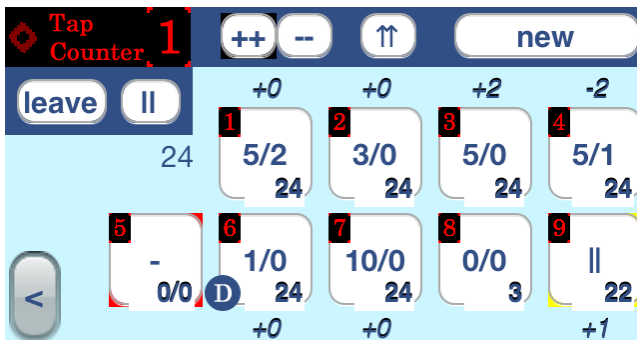
The **Small/Big Blind** are somehow **special cases when every player acts passively** (no raises). This is because they were forced to **make an obligation bet**. This means they are running with **almost any two cards**. They are playing for the reason of the cheap price. You're able to **approve** this circumstance only **from a late position or blind position**. Otherwise it's better to conclude that they won't be involved in the game.

A rule of thumb is that you'll never know for sure. Perhaps the SB or BB will find a hand. It's therefore important to **define random cards** by aid of the **[R SB] and/or [R BB]** buttons to **start with**. After their pre-flop betting you receive enough information about their hand's strength. When the **initial bet finally remains the size of the Big Blind** and both remain involved, their squares should be **marked to omit the next increment of overall received starting hands** ([New]  button touched) by use of the **[P SB] and [P BB]** buttons.



Never increment their according tap'counter squares in advance (e.g. [1], [2]). Touching on any passive blind button is **also creating its starting hand range**. This range is using **middle-class hands or worse** for any table environment (e.g. A8- for 10-Player). Alternatively you could use the **'random small/big'** or **'passive small/big'** voice commands.

## The latest 10 hands analysis

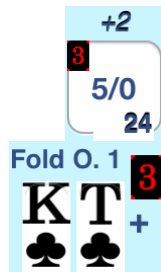


After overall 20 received hands the Tap'Counter shows attached to the Tap'Counter squares a number with the current **changes in an opponent's playing behavior** (playing frequency). It's the differentiation between the played hand frequency considering all the samples and the amount of lately played hands regarding only the latest

10 games. This rate of change is rounded to the nearest whole number. The **label +1** means that the opponent has currently played **about 1 hand more than usual**. The **label -1** implies the **opposite**. That  $\pm 1$  labels are very frequent, because of the drawing luck with the starting hands.

## Redefinition of a Tap'Counter:

*If an opponent owns in the changed quantity constantly more than 1 for some games; he may have decided to play more/less often. The configuration can be used to redefine an opponent's Tap'Counter square to just consider the latest 10 hand samples. That will lead to a much more precise starting hand range regarding his newly changed frequency of play.*



*[Changing the Tap'Counter 3 to only consider the latest 10 hand samples.]*

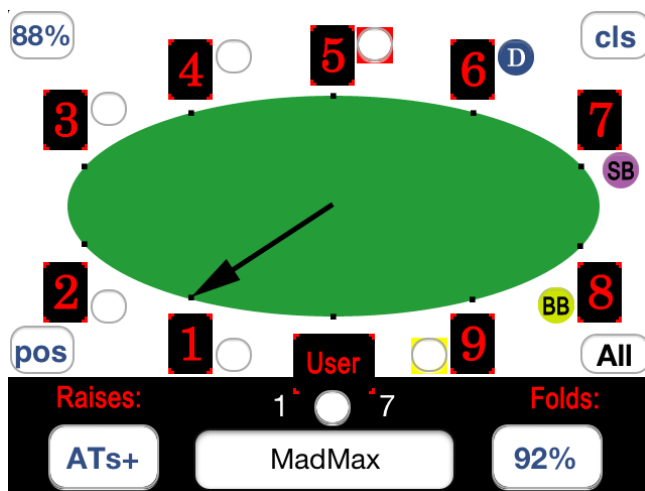
*[This builds much faster adapting counter, which creates a more precise starting hand range.]*



Beside an opponent's most current playing style there always remains the chance question. **Luck results in more or less playable hands in a fixed period.** The understanding of what's playable is relative and reflected by the **player's game history**. An opponent might change his strategy for good or worse. That's recognizable in **playing more hands** (e.g. +2 attached to his tap'counting square) or **less hands** (e.g. -2 attached). For making good conclusions it's also important to detect **changes of your opponent's chip stack** (increase/decrease).

*Interpretation: After an opponent is on tilt he decides to play almost every dealt hand with over aggression. This is detectable by his attached number that reaches about +3 or even higher. Otherwise, when an opponent is waiting for a really big commencing hand his number would be shifted with a leading minus sign (e.g. check Tap'Counter 4 on the image).*

## Example 66 against Monsters



I'm UTG and have with 66 a good and strong hand indeed. But from this position, with 7 following players, I'm rather careful. Therefore I decided to raise threefold the Big Blind. This creates the fold equity of 88%. For this very tight table the tap'counter has been loaded up with the data of the paragraph 'The latest 10 hands analysis'. Remember that discussed ghost range, it has been JJ+...

Sadly, the first opponent in play acts very strong and doubles the requested bet to 6 times the Big Blind. He's raising his hand for the first time from middle position. He has the seat number 3. That means he's relatively located three places away from my own seat.

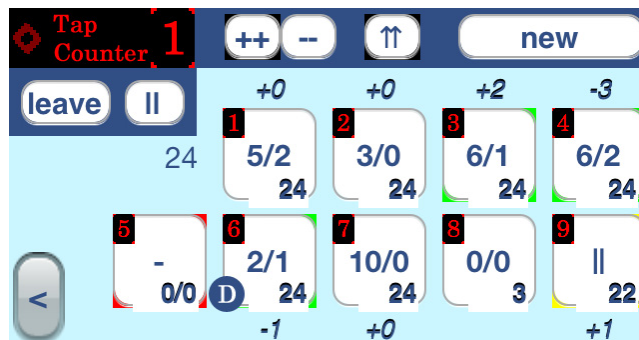


On the whole 'LaLuna' has played 6 out of overall 24 received starting hands. Lately, he has been playing some more hands without raising them. Seen on overall he's in action every fourth time. His playing frequency of 0.25 leads to the conclusion that he's a good and reasonable but also aggressive player (tight aggressive profile).

Here on the picture below, the player 'LaLuna' re-raises a stronger hand ([↑↑]). This means his starting hand is equal or better than 88. This implies that it doesn't make much sense to re-raise (4Bet) with just 66. This is because his hand from the range 88+ will often remain superior.



Also important is the fact that 2 more tight player are calling the pre-flop raise. The player, who follows 'LaLuna' hasn't been playing a single hand since at least an orbit (1 round of hands). Therefore his own hand is very likely also of high strength. The last involved opponent owns the dealer button and is also expected to hold a hand.



Therefore for this very tight table fold would be safest answer here. Otherwise, I'm involved in a not very profitable call (almost 0ev). Nevertheless, because I've already paid one half, a call wouldn't be bad. This is because of the money I could win on later streets after receiving a three of a kind hand. But when I miss the flop, I'm definitely done with the hand.



On the configuration screen seen on the picture the Strength'O'mat is fed up with the Tap'Counter of opponent 3. Beside that opponent 2 more opponents are involved. They use the numbers 4 and 6.

The raising hand range of player 'LaLuna', who is using the tap'counter 3, is displayed. It's the first time he's raising the pre-flop bet during tracked 24 hand samples.



## Voice control

It's very useful to **control the tap'counting by voice commands**. This is especially valid, because the Tap'Counter is position aware. You don't need to always open the Tap'Counter interface, because the **Setup view** with the board and user hole cards is displaying relevant **Tap'Counter information**.

After using you can find your **own position** according to the dealer button right below the dealer navigation. E.g. 'Pos: 8. /8' means that you possess the dealer button on a 10 player table. Behind you, there exist only 2 positions – the opponents in the blinds. 'Pos: SB /8' and Pos: 'BB /8' are used to indicate the Small Blind and Big Blind position. 'Pos: 1. /8' is the indication that you're UTG. Furthermore right below the position, the **opponent's name of the currently selected Tap'Counter** is displayed. Additionally the Dealer button can be moved to specify your own relative table location by having you touching the currently displayed position stats.

Without moving the Dealer button the Tap'Counter voice commands 'skip', 'next' or 'raise' are affecting the first opponent with the default name 'TP [1]'. Thereafter, the pointer jumps to the following opponents square - number [2] and displays that name, etc. You also receive an audio feedback when using voice commands. This feedback is about the square to which the Tap'Counter is pointing to (e.g. 'on two').

### Main speech commands

- **'next'** (tap action on current position)  
Next opponent remains in play / next position is told
- **'raise'** (raise tap action on current position)  
Next opponent raises the wager / next position is told
- **'skip'** (skipping to next valid tap position)  
Next opponent folds the hand / next position is told
- **'tap #'** (tapping action on tap square)  
Opponent # plays the hand, where the number (#) is his **position from 1-9**
- **'random small' / 'random big'** (SB, resp. BB using random cards)  
Where the position is relative to the dealer button
- **'passive small' / 'passive big'** (SB resp. BB are passive)  
Where the position is relative to the dealer button
- **'tap ghost'** (Ghost starting hand range for raise)  
When there is given a calculated Fold Equity (cFE)

