



iRuleThem – Hold'em Poker simulator

V CONFIGURATION

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Configuration Hand Ranges

Strength'O'mat

The Strength'O'mat is the **configuration tool** for easily creating starting **hand ranges for opponents** by knowing their **playing - or raising frequencies**. The first button, labeled **[All]** is a shortcut for defining an **all-in declaration**. The **[↑↑]** button, following the **[All]** button, is switching to the **raising frequency**. The **[Δ]** button is all on the right. After enabling just the **frequencies of the latest given 10 starting hands** are considered. Both of them can be combined to the raising frequency of the last 10 hands (samples). When such an operation button is enabled, it's framed in black. After touching it again, it gets disabled and isn't highlighted anymore.

Below those **operation changing buttons** (**[All]**, **[↑↑]**, **[Δ]**) the

Strength'O'mat shows the **resolved starting hand range**. This commencing hand is the barrier for comparison. It's in the black part of the screen all on the right. On the very left side the **[Add New +]** button is located. It can be touched to use the given **starting hand range for the next following opponent**. Right after that button are the **[-> Min]** and **[-> Max]** buttons for **specifying the Min. or Max. Range**.

The **resolution** of the starting hand range is working in **three different but inner-connected ways**:

- a) **By Played / Overall or Frequency**
- b) **By Tap'Counter def.**
- c) **By strength**

[These ways are explained on the following page...]

a) By Played / Overall or Frequency

There are three editable text fields to resolve the commencing hand range from either **played count together with the overall count** or **by a given play rate** (play frequency).

b) By Tap'Counter def.

Such a tap'counter def. button is representing the **C3: Tap'Counter of opponent #**. It simply counts how often the opponent with number #, plays/raises his pocket cards. That's done in respect to his overall starting hand count. Normally, you don't need to define the ranges yourself. In case there are no pre-defined community cards, a touch on an available Tap'Counter automatically creates the according starting hand range as new opponent cards. Furthermore, the range also shows up on the **configuration for adjusting**.

c) By strength

That's a **navigator thorough all 169 draw able starting hands**. It shows the hands ordered by their strength (winning expectation). Therefore this slider can be used to make a given starting hand range stronger or weaker. Beside that slider, the buttons **◀** or **▶** can be used to select the **next weaker or stronger hand**. Alternatively to sliding, you could **choose a hand class: Low Hands (LH), Medium Hands (MH), Calling Hands (CH) or Raising Hands (RH)** are the available classes. The currently displayed hand range is also **coupled with the starting hand compare table**.

Track and Study your opponents' behavior:

When an opponent decides to play more or less hands as he has played before, things went wrong. His play rate is too slowly adjusting onto his changed frequency of played/raised hands. The more hands an opponent has seen the slower the play rate is adapting onto changed playing behavior. Further dependant information is given in chapter '4 Tap'Counting' paragraph 'The latest 10 hands analysis'.

10-Player Table Tap'Counter redefinition example

When having a **total of 50 starting hands** and, say, an opponent has played on average every 10th hand, it leads to this calculation: **5 chosen out 50 hands**. This leads to his play rate of **0.1 or 10% (range AT+)**. After he abruptly decides to change his game occurrence, it would be challenging. In case he **remains active 3 times more often as before**, he would have played **8 hands from overall 60 hands**. Seen on all given hand samples, that's leading to a changed play rate of **0.133 or 13.3% (range A7s+)**. The problem is here good recognizable... **This frequency isn't really mirroring his newly changed play occurrence.**

Therefore it would be clever to activate the **[Δ] button before touching this opponent's tap'counter def. button**. Thereby you **only use the latest 10 received starting hands**. During those 10 games he has remained in play for 3 times. The opponent's **delta playing frequency is 0.3 (range Q9s+)**, what is definitively more up-to-date. Last but not least, you could **redefine his tap'counter square** with the **[→Tap] button**. What shows intent to store the fixed play – respectively raise occurrence stats in a Tap'Counter square. This is done, by **finally touching the according tap'counter def. button again**.

→ Tap

[→ Tap] button

The [→ Tap] button can be used to **re-define any tap'counter square** with the presented **configuration values (Played/Overall)**. After the [↑↑] button has been **enabled** it's re-defining only the number of **raised hands of any opponent of choice** (tap'counter def. button). An opponent's raising hand number need to have exactly **the same number of overall dealt hands** specified as shown by the **according tap'counter square**.

→ S

[→ S] button

The **use case** behind this button is **keeping track of a Cash Game while tap'counting your opponent's game decisions**. After a while you receive a lot of valuable playing style related information. Thereafter, if needed you wait for an opponent to leave to **join the table**.

The [→ S] button is **activating** by touch, when the mode **'Spectator No Tap' is in use** and there's at least **one free seat around the table available** (a Tap'Counter square highlighted in red). **After touching the [→ S] button** the user chooses **the opponent tap'counter def. button that is right in front of that empty seat**. When there are two empty seats in a row you have to always choose the first one. Furthermore, if the first seat (Tap'Counter number 1) is empty, you simply touch on the last existing tap'counter def. button. Thereafter the Tap'Counter is **ready for use** with you taking part in the game on that specific seat location.

Min / Max Range

Min. Range:  + 

Max. Range:  - 

If the opponent has no defined hole cards these settings take action. Otherwise, if the **opponent's hole cards** are explicitly marked to be **random** these settings have **no affect**. In case the opponent has given another starting hand

range of the same kind (Hand+ / Min., Hand- / Max.) the according **setting gets overridden**. Otherwise the opponent can **use a low limit hand range (like KT+) and also have defined a Max. Range (e.g. range 66-) together**. This means he won't get really weak nor very strong starting hands. Furthermore, you could automatically exclude all the monster hands of a specific table environment.



Min.: It defines a **low limit barrier** for an **opponent's drawn hole cards**.

This setting can't be used together with the 'Against Best' configuration. E.g. on the image the low barrier hand is JTs. This means that any opponent without pre-defined cards will automatically receive hole cards that are equal or better ranked than JTs.



Max.: It's a **high barrier** for the drawn **opponent's starting hand**. This

setting can be used together with the 'Against Best' configuration. When using the Tap'counter to count a raise or enabling All-in, respectively the Raise/Fold Equity button on the Setup screen, the used 'Max Range' should always be disabled for Pre-Flop situations. E.g. on the image the range AKs- is specified as the high barrier.

At the 10-player-table the hands 99-AA do have a better impact than AKs. This is based upon the fact that without pre-flop all-in these hands remain more often superior after drawing the flop cards. With other words any pocket pair higher or equal 99 isn't considered being the opponent's hand.

No Monster Hands: The button with the monster logo right beside the 'Max. Range', defines the **table specific range for excluding all the monster hands**. On a 10 player table this hand range is TT-. Therefore all the monster hands JJ, QQ, KK or Aces are excluded from being dealt. This is because on most tables **these candidates are recognizable** by having an opponent, who raises the pre-flop bet to at least 3 times the Big Blind. When experiencing such a case the given 'Max. Range' respectively the 'No Monster Hand Range' should be disabled.

10 Player Table's No Monster Hand Range:



[Touching]



[leads to]



[as Max. Range]

Configuration Overall Settings

Overall opponents at the table:

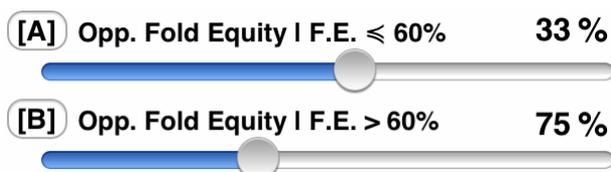
9



Overall opponents at the table

This slider defines the **number of opponents at the table**. For each configuration, there exists a **unique commencing hand ranking** which reflects the **most likely game scenarios**. Therefore it's very vital to have it correctly setup, when using starting hand ranges. Furthermore it's also affecting the **available Tap'Counters** and the **'Against Best' setting**.

Remember this: The way to find out the number of opponents is always the number of players minus 1.



Opp. Fold Equity (F.E.)

When using the **[Raise] button** right after the user's hole cards, the **most recently specified fold equity** is used. Here is the place to define the overall fold equity. Only for convenience, there are two different cases [A] and [B]. For usage it's fully transparent, which case is finally applied. When using the text field, you don't need to care for the appropriate case. It simply works automatically.

Case [A] F.E. ≤ 60%

This setting specifies the value by using the slider or the text field on the right side. The new fold equity is presented in case [A], if it's less or equal than 60%. Otherwise it's displayed under the case [B].

Case [B] F.E. > 60%

This setting specifies the value by using the slider or the text field on the right side. The new fold equity is displaying in case [B], if it's higher than 60%. Otherwise it's available under the case [A].



Against Best

This very powerful configuration means that **only the best of all the dealt starting hands of any opponent are chosen to remain in the game**. On a 10 player table 9 commencing hands are evaluated and only the best of them are dealt to the opponents in play. For any opponent with pre-defined hole cards or starting hand ranges the number of evaluated hands is decreasing by 1.

On beginner tables that option should remain disabled because the opponents are often very loose and like to gamble. On the other hand if the opponents are tight or you haven't their exact play/raise frequencies, it's always a good idea to enable this option with the valid number of overall opponents.



Auto No Monster

With this configuration you could **start every hand by excluding all the monster hands of your specific table**. Read the paragraph 'Min / Max Range' for a detailed explanation.

OFF Odds

Odds

This option enables the **US odds ratio measurement (e.g. 0.66 \Leftrightarrow 2 : 1)** The odds ratio is describing the strength between success and failure. This example might be interpreted as during I win 2 times I will loose once. That's exactly the same info as 0.66 or 66%.

ON Percent

Percent

This option enables **percent (%)** instead of odds/probabilities.

Number of tries:

Tries of a simulation

This preference specifies the **number of random tries (experiments)** which make up the total **simulation**. 3,000 random tries are considered being enough for precise results. Therefore you reach a precision of about 1 percent for most cases. (E.g. after 1 card is missing for a straight flush the simulation shows up a value of 0.02x +/- 0.005. That's exactly what it should look like.) It might be a loss of time with only slightly better results to always do 50,000 tries.

On an iPhone 3GS 3,000 game experiments (the default number of tries) will take only a few seconds. 50,000 experiments on the other side are going to take up to a few minutes.

OFF is Cash Game

Is Cash Game

This option specifies if the **Tap'Counter** is **using a Tournament or Cash Game environment**. This is important for the Dealer, SB and BB association. During Tournaments a paused opponent is so called: blinded out. Therefore, he receives the Buttons and pocket cards; whereas for a Cash Game he wouldn't be involved in the game.



Spectator No Tap

This configuration is for **using the Tap'Counter, when you aren't involved in the game**. Therefore you could study the WSOP Final Table and use the Tap'Counter for a playing style analysis. Furthermore you can **keep track your preferred Online Cash Game table and join the action after receiving detailed starting hand range information about your opponents**. When you find your empty seat the [→ S] button can be used to **join the action**.

