**<http://de.pokerstrategy.com/video/33400/>**

**Play exploitatively**

* Cbetting primarily for value vs. opponents with a low fold to cbet.
* Cbet much more frequently as a bluff vs. players with a high fold to cbet.

**Over 60% = High fold to Cbet**

**Under 40% = Low fold to Cbet**

* Play draws only aggressive if you have fold equity.
* Don´t Cbet all dry boards with air because Regulars know that these board are good for Cbets. That’s also bad vs. calling stations.

**Exploit villain**

* If a player has a low fold to flop Cbet but a high fold to turn Cbet value, then we can exploit him with a second barrel.
* If Villain checks twice to use it´s very likely that we can bluff on river and win the pot very often.

**C-Bet Gameplan vs. unkown Villain *( Hero is in position )***

**Dry Texture *( Hero is in position )***

* Cbet strongest value hands (Potentially check some also).
* Check back non vulnerable mid strength hands. (EG Kd Jh on Ac Ks 2h) and hands with reasonable showdown value but no backdoors. (EG ATo on 7d 4d 4d rainbow). We should start betting the Turn and often also the river. *Check the notes about “Delayed Cbetting” you can find it below in this document.*
* Cbet vulnerable weak made hands (EG Ac 2c on Kh 7c 2s ) and bluff with decent backdoor potential (EG 8d 9d on 7d 4c 4h).
* Check back garbage hands. [Garbage hands = air and bottom pair].

Delayed Cbetting vs. **unkown** Villains (Dry Texture boards) ***( Hero is in position )***

What is a delayed C-Bet?

Preflop: Hero Bet, Villain call

Flop: Villain Check, Hero Check

Turn: Villain Check, Hero Bet(Here we have a delayed Turn Cbet)

* Cbet any slowplayed value hands (2barrel for value).
* Cbet the non vulnerable mid strength hands for value (often 2 streets for value).
* Cbet the marginal showdown value hands for protection and check back river. (if we bet on Turn and a good bluff card appears then Villain will not bluff the river so often if we have show already aggression on turn).
* Cbet the trash hands that pick up potential to improve (frequently 2 barrel bluff).
* Check back the trash hands with no potential to improve and go for a delayed c-bet on the river.

**Drawy Texture boards vs. unkown Villains *( Hero is in position )***

* Cbet the strongest hands and also the vulnerable mid strength hands. (Theoretically check some, but in practice never.)
* Semi-bluff some of the better draws.

* Check back made hands with draws (non vulnerable).
* Check back mid strength draws.
* Bluff Cbet with decent backdoor potential and very weak draws.
* Check back garbage hand (and some of the weaker backdoors).

[Garbage hands = air and bottom pair].

Delayed Cbetting vs. unkown Villains (Draw Texture boards)

* Cbet with some mid strength hands and check river unimproved.
* Cbet on turn and river garbage that improves otherwise check back and fire river unimproved.

**Further Considerations when Planning**

* We should create a Cbet Plan for out of position.
* Drawy texture mainly defend by cbet x/r, x/f although we may occasionally want to x/c some draws and non vulnerable mid strength hands.

Example of Flop Plan OOP on dry texture

* Cbet the strongest value hands (Potentially check/call some also).
* Check/call non vulnerable mid strength hands
* Check/call showdown hands with no backdoor. (AK on 722)
* CBet vulnerable weak hands and bluff with decent backdoor potential (EG 8d9d on 7d4c4h board)
* Check/fold garbage hands

**Barreling the Turn**

* Barreling our value range again on most turns (unless turn card is brutal)
* Barreling our bluff range on select turn cards

What makes a good turn barrel card?

* High cards to the board (undercards and pairing cards are less good)
* Cards where we pick up equity (cards that don’t improve us should be barreled less)

We don’t want to barrel cards that hit our opponents calling range

For Example:

 r = rainbow

* Opponent check/calls flop on TJ2r turn is a king.
* Opponent check/calls flop on 9h8h5s turn is Jh.

In fact on drawy textures we often prefer to barrel blank run outs.

Let´s say Villain is OPP and the Flop is ThJh7s

If Villain plays Check/Call then he will hold the most time a draw.

But if he plays Check/Raise then we can assume that he holds a mid pair, two pair, set or a top pair which he wants to defend against flush or straight draws.

Example of a run out:

Flop: ThAh2d | Turn: 4c

Barreling high cards applies more where it doesn’t connect with opponents range. For example we hold Ac4c on 7s5h2c and turn is Kc river is Qh.

If we assume that Villain has not much kings or queens in his range then we can bluff.