



COURSE OVERVIEW LECTURE



COURSE OVERVIEW

- The Isolation Raise
- Types of Limping
- Why We Iso-Raise
- Benefits of Iso-Raising
- Importance of Iso-Raising
- Types of Limpers
- Default Iso-Raising Range
- Exploitative Iso-Raising Adjustments
- Iso-Raise Sizing
- Single vs. Multiple Limpers
- Combined Fold Probability
- Practice Hand Scenarios





THE ISO-RAISE, TYPES OF LIMPING, AND WHY WE ISO-RAISE LECTURE

THE ISOLATION RAISE

Isolation Raise (Iso-Raise): A pre-flop raise that occurs after an opponent limps with the intention to isolate the limper in a heads-up pot post-flop or win with hand pre-flop.



TYPES OF LIMPING



Open-Limp

The first person to voluntarily enter the pot by limping for 1bb rather than raising.



Limp behind (Over-Limp)

To limp in pre-flop for 1bb after one or more players have already done so.



WHY WE ISO-RAISE



Typically only weaker opponents will be open-limping at the micro stakes.



Iso-raising allows us to capitalizing on weaker opponents' mistake of limping pre-flop.





BENEFITS AND IMPORTANCE OF ISO-RAISE LECTURE



BENEFITS OF ISO-RAISING

There are numerous benefits of iso-raising:

Increases the number of hands we play against weaker opponents in heads-up situations.



Helps us avoid multi-way hands where our equity is diminished.

Allows us to capitalize on weaker opponents' post-flop mistakes.



Allows us to win the pot pre-flop against opponents that are prone to folding to isolation raises.



IMPORTANCE OF ISO-RAISING

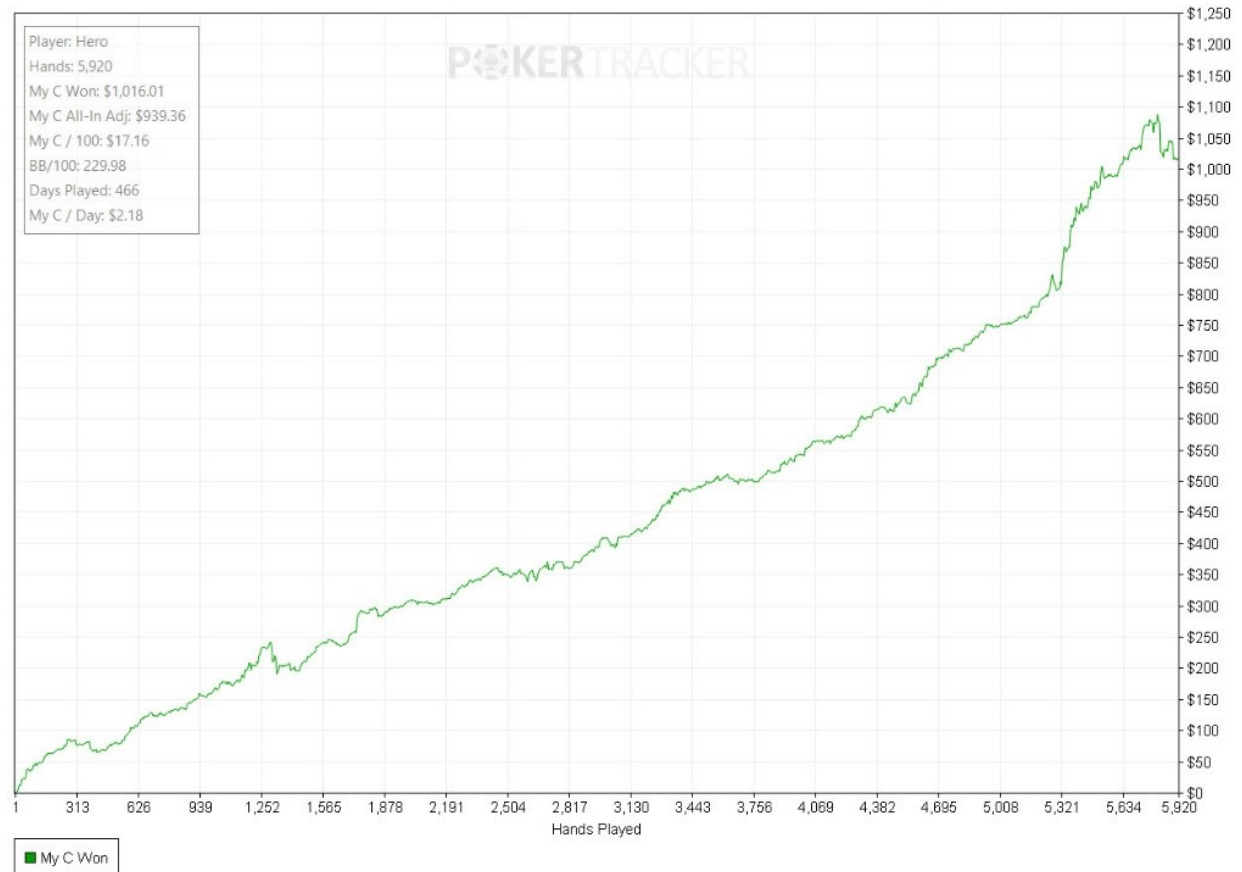
- The “Bread & Butter” of micro stakes poker, where lots of weaker opponents will be limping.
- Why? Most of our profits come from weaker opponents!
- Therefore, it’s an effective strategy for boosting our win-rate.





MY ISO-RAISING RESULTS

230bb/100 win rate at
5nl through 25nl





TYPES OF LIMPERS LECTURE



TYPES OF LIMPERS

There are two primary types of limpers:

Weak-Tight Limper



Weak-Loose Limper





WEAK-TIGHT LIMPERS



- Typically don't play a lot of hands.
- Usually raise very strong hands and limp strong-to-medium hands.
- **Fairly predictable limping range:** Small-to-medium strength pocket pairs, medium strength Broadway hands, and stronger suited connectors they deem not strong enough to raise.



WEAK-TIGHT LIMPERS CONT.

- Will typically play straightforward, fit-or-fold post-flop.
- Easily identifiable VPIP/PFR stats:



VPIP / PFR: 15/6



VPIP / PFR: 13/5



VPIP / PFR: 11/4



WEAK-TIGHT LIMPER

15/6 Range

Weak-Tight Limper: 15/6 Range

AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
A9o	K9o	Q9o	J9o	T9o	99	98s	97s	96s	95s	94s	93s	92s
A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Open-Raising Hands

Limping Hands



WEAK-LOOSE LIMPERS



Play a much wider, weaker range of hands compared to weak-tight limpers.



Stereotypical loose-passive opponent.



Love to limp in pre-flop to try to see a flop for cheap.



Some will play fit-or-fold while others will be calling stations.



WEAK-LOOSE LIMPERS CONT.

- Some will play fit-or-fold while others will be calling stations.
- Easily identifiable VPIP/PFR stats



VPIP / PFR: 50/8



VPIP / PFR: 42/6



VPIP / PFR: 36/4



WEAK-LOOSE LIMPER

50/8 Range

Weak-Loose Limper: 50/8 Range

AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
AQo	KQo	QQ	QJs	QTs	Q9s	Q8s	Q7s	Q6s	Q5s	Q4s	Q3s	Q2s
AJo	KJo	QJo	JJ	JTs	J9s	J8s	J7s	J6s	J5s	J4s	J3s	J2s
ATo	KTo	QTo	JTo	TT	T9s	T8s	T7s	T6s	T5s	T4s	T3s	T2s
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A8o	K8o	Q8o	J8o	T8o	98o	88	87s	86s	85s	84s	83s	82s
A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
A6o	K6o	Q6o	J6o	T6o	96o	86o	76o	66	65s	64s	63s	62s
A5o	K5o	Q5o	J5o	T5o	95o	85o	75o	65o	55	54s	53s	52s
A4o	K4o	Q4o	J4o	T4o	94o	84o	74o	64o	54o	44	43s	42s
A3o	K3o	Q3o	J3o	T3o	93o	83o	73o	63o	53o	43o	33	32s
A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Open-Raising Hands

Limping Hands



DEFAULT ISO-RAISING RANGE LECTURE



DEFAULT ISO-RAISING RANGE

- Conservative range recommended because majority of limpers will be weak-loose calling stations.
- Against weak-loose calling stations, we need hands that will win at showdown.
- The hands in this range retain their equity better than the optional iso-raising range.

Conservative Default Iso-Raising Range

88+, AJs+, KJs+, QJs, AJo+, KJo+

AA	AKs	AQs	AJs	ATs	A9s	A8s	A7s	A6s	A5s	A4s	A3s	A2s
AKo	KK	KQs	KJs	KTs	K9s	K8s	K7s	K6s	K5s	K4s	K3s	K2s
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A7o	K7o	Q7o	J7o	T7o	97o	87o	77	76s	75s	74s	73s	72s
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A2o	K2o	Q2o	J2o	T2o	92o	82o	72o	62o	52o	42o	32o	22

Default Iso-Raising Hands Optional/Over-Limp Hands



EXPLOITATIVE ISO-RAISING ADJUSTMENTS LECTURE



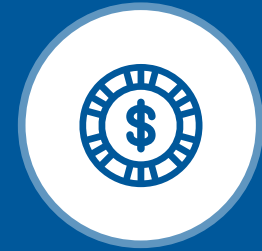
EXPLOITATIVE ISO-RAISING RANGE

- Against certain opponents , it's advantageous to increase our iso-raising range.
- We'll focus on our optional iso-raising range.

SPOTS TO INCREASE OUR ISO-RAISING RANGE



Weak-tight limpers, who have a tendency to fold a lot to iso-raises or play fit-or-fold post-flop are the perfect candidates to increase our iso-raising range.



While we know they're limping a stronger range, we don't particularly need an equity edge to iso-raise them.





SPOTS TO INCREASE OUR ISO-RAISING RANGE CONT.

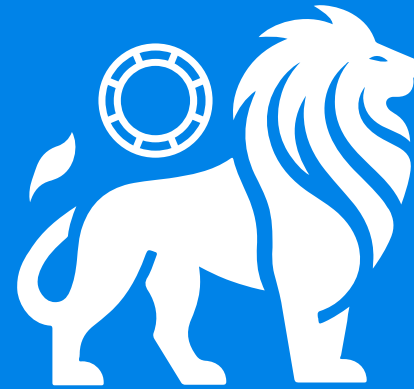
The strength of our iso-raising hand doesn't particularly matter if our opponents are doing one of the following:

- Open-limping and then folding to a majority of iso-raises.
- Folding to a majority of flop continuation bets whenever they limp and call an iso-raise.

GOAL OF EXPLOITATIVE ISO-RAISING

Our goal with widening our iso-raising range with these weaker hands is to:

Exploit our opponent's tendency to over-fold pre-flop or on the flop, while at the same time playing good implied odds hands that can make strong hands that can win at showdown.





EXPLOITATIVE ISO-RAISING CONSIDERATIONS

Players Left to Act



If players left to act are loose and inclined to call our iso-raise, we should stick to our default iso-raising range.



if they're tight and less inclined to call, we can loosen our iso-raising range to include weaker iso-raising hands.



The deeper the effective stack sizes, the more inclined we should be to iso-raise with a wider, weaker range of hands that play well in deep-stacked, implied odds situations.



When effective stack sizes are shallow, we should be more inclined to iso-raise our default, stronger range that can make a strong top pair.

EXPLOITATIVE ISO-RAISING CONSIDERATIONS CONT.

Effective Stack Sizes



ISO-RAISE SIZING LECTURE

ISO-RAISING RAISE SIZING



Default Sizing

3bb raise plus 1bb per
limper and an additional 1bb
if we're out of position.



Equation

1bb per limper + 3bb raise +
1bb when out of position.





EXAMPLE ISO-RAISING RAISE SIZING

In Position Raise Sizing

- In Position vs. 1 Limper: $3bb + 1bb = 4bb$ Raise
- In Position vs. 2 Limpers: $3bb + 2bb = 5bb$ Raise
- In Position vs. 3 Limpers: $3bb + 3bb = 6bb$ Raise

Out of Position Raise Sizing

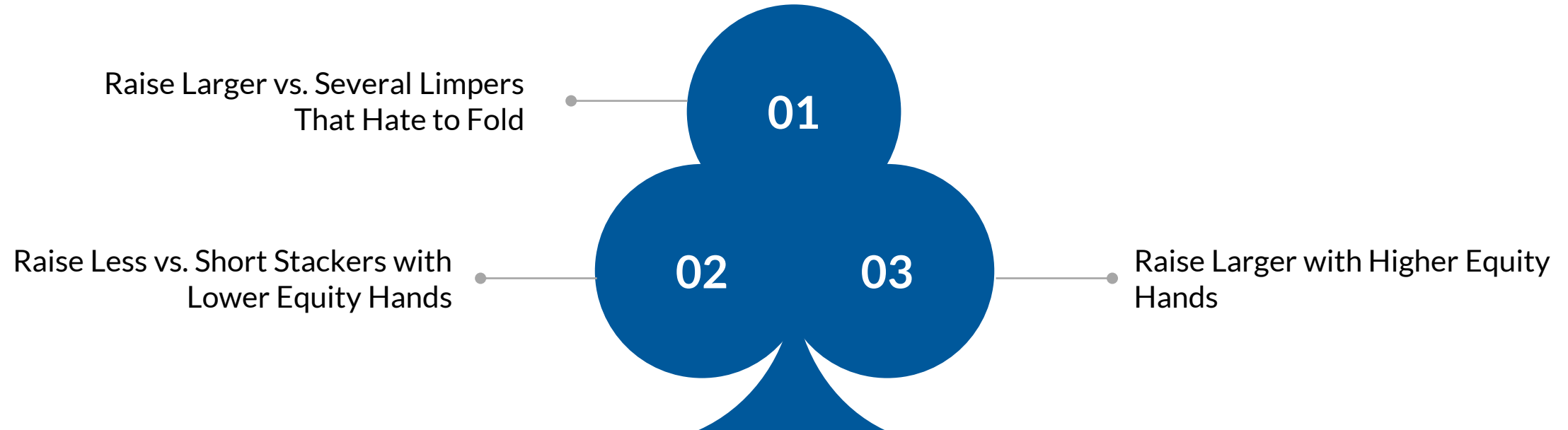
- Out of Position vs. 1 Limper: $3bb + 1bb + 1bb = 5bb$ Raise
- Out of Position vs. 2 Limpers: $3bb + 2bb + 1bb = 6bb$ Raise
- Out of Position vs. 3 Limpers: $3bb + 3bb + 1bb = 7bb$ Raise





EXPLOITATIVE ISO-RAISE SIZING

We should make exploitative deviations based on the situations listed below





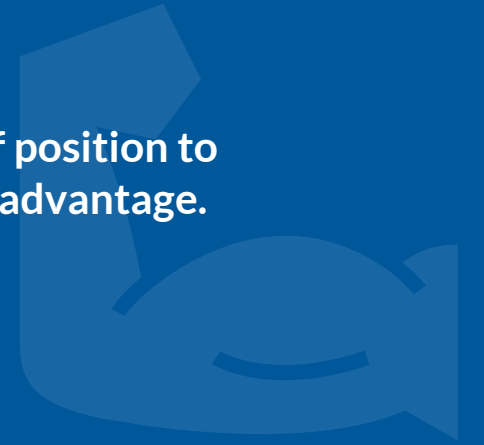
IMPORTANCE OF POSITION LECTURE

IMPORTANCE OF POSITION

When considering iso-raising always consider positional advantage/disadvantage,



Iso-raise a strong range out of position to compensate for positional disadvantage.



Iso-raise a wider range in position to leverage positional advantage.





SINGLE VS MULTIPLE LIMPERS LECTURE

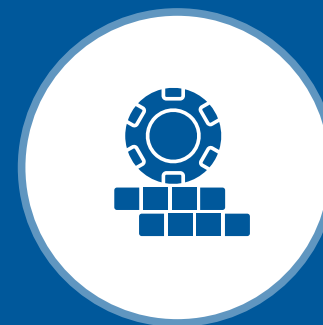
SINGLE VS. MULTIPLE LIMPERS

The more limpers there are,
the stronger a hand we'll
need to profitably iso-raise.



Combined Fold Probability

The greater the number of
players in a hand, the lower the
probability they will all fold to a
bet.



Diminishing Equity Concept

As more people enter a hand pre-
flop, our probability of winning
declines as each player acquires
an equitable fair share portion of
the pot.



COMBINED FOLD PROBABILITY LECTURE



COMBINED FOLD PROBABILITY CONT.

- To determine how often multiple limpers will fold, we simply multiply the probability of each individual limper folding together, giving us their combined fold probability:

Probability of Two Players Folding = $P(X) \times P(Y)$

- $P(X)$ = Probability Player One Folds
- $P(Y)$ = Probability Player Two Folds





COMBINED FOLD PROBABILITY CONT.

- We want to determine how often 2, 3, or 4 players will all fold knowing each player will individually fold 65% of the time.
- We can use our simple equation to come up with the following results:
 - **2 Players:** $0.65 \times 0.65 = 42.25\%$ of the time
 - **3 Players:** $0.65 \times 0.65 \times 0.65 = 27.46\%$ of the time
 - **4 Players:** $0.65 \times 0.65 \times 0.65 \times 0.65 = 17.86\%$ of the time



What this tells us is the probability of making multiple limpers fold is very unlikely.



COMBINED FOLD PROBABILITY CONT.

Key Takeaway:



1

The more limpers there are in a hand, the stronger a hand we should isolation raise with because we'll most likely play a multi-way hand.

2

We should utilize high equity Broadway hands and strong pocket pairs when attempting to isolate several limpers because they retain their equity well even against several opponents.

3

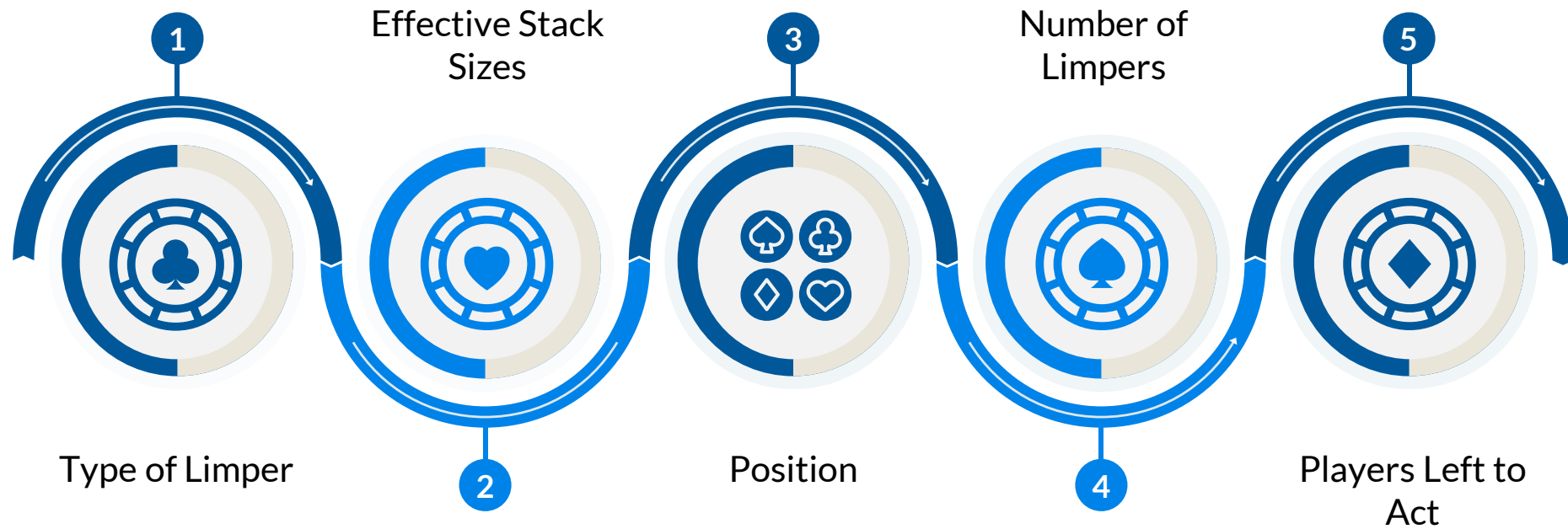
We should also consider over-limping some of our weaker implied odds hands that play well in multi-way pots.



PRACTICE HAND SCENARIOS LECTURE



ISO-RAISING CONSIDERATIONS



PRACTICE HAND #1

Weak-Loose Calling Station

Hand Action:

A weak-loose calling station open limps UTG, everyone else folds, and the action is on us on the BTN.

What Range Should We Iso-Raise?

Against a weak-loose calling station, we should iso-raise higher equity hands that can win at showdown. By default, we should iso-raise our default iso-raising range of 88+, AJs+, KJs+, QJs, AJo+, and KJo+. Depending on how wide of a range UTG is open-limping, we can also include some of our stronger optional iso-raising hands such as 77, ATs, KTs, QTs, JTs, and T9s or potentially even a wider range of hands.



How Much Should We Raise?

While raising with our default 4bb iso-raise bet sizing is perfectly fine in this situation, we can also look to exploitatively increase our bet sizing if we think UTG is likely to call a bigger bet. Since we're iso-raising higher equity hands against this particular opponent, we're happy to try to build a bigger pot pre-flop. If we're able to bet 5-6bb and still get called, we should do so.

PRACTICE HAND #2

Weak-Tight Opponent

Hand Action:

A weak-tight opponent open limps in MP and the action is on us in the CO. We know nothing about the remaining players to act.

Player HUD Stats: MP VPIP / PFR / FvCBET: 12/6/72

What Range Should We Iso-Raise?

Against weak-tight opponents, we can iso-raise a larger, weaker range of hands if we expect them to either fold a lot to our iso-raises pre-flop or on the flop whenever we continuation bet. Since this particular opponent has a FvCBET percentage of 72%, we can expect him to fold to a majority of our continuation bets. Unfortunately, we know nothing about the three remaining players left to act after us.

Given all of this information, a good iso-raising range would be our conservative default range plus some of the better hands in our optional weaker iso-raising range, which might look something like this: 66+, A9s+, KTs+, QTs+, JTs, T9s, 98s, ATo+, KJo+, and QJo.



How Much Should We Raise?

Since we know nothing about the opponents left to act after us, we should just stick to our standard 4bb bet size with the weaker portion of our range. However, with the stronger portion of our range, we should increase our sizing to 5-6bb if we think MP will call a large iso-raise.

PRACTICE HAND #3

Facing Multiple Limpers

Hand Action:

UTG, MP, and CO limp in pre-flop, BTN folds and the action is on us in the SB.

What Range Should We Iso-Raise?

With three limpers in the hand and being out of position in the SB, we should stick to a strong, conservative iso-raising range since the likelihood of two or all three of them folding is very unlikely. Our range should be smaller than our default iso-raising range due to our positional disadvantage. I would recommend a very conservative iso-raising range of 99+, AJs+, and AQo+ unless we know more about each individual limper.



How Much Should We Raise?

With multiple limpers and being out of position, our raise sizing should be, at minimum, 7bb or potentially larger to increase our fold equity. Against 3 limpers, we don't mind winning the 4.5bb (1bb per limper + 1.5bb blinds) in the pot pre-flop, so iso-raising larger to 8-9bb to increase our fold equity is perfectly fine in this situation.