

THE BEGINNER'S REFERENCE

Read the Table

Every word, number, and seat you'll meet in GTO Wizard this month — explained once, plainly, in the order you'll need them. Keep it next to the daily set.

1	The table: seats, blinds, streets, actions
2	Hand rankings and the nuts
3	The six seats in depth
4	The math: outs, pot odds, equity, EV

5	Reading the GTO Wizard screen
6	Board texture
7	Glossary
8	Where you stand, and the daily set

Percentages are from GTO Wizard's 6-max NL25 general solutions and the vault's preflop file. They shift a little between solutions; the shapes don't.

The table

Six seats, two forced bets, four streets. Everything else is built on this.

The seats, in order of action

UTG first to act	HJ hijack	CO cutoff	BTN dealer · acts last	SB posts $\frac{1}{2}$ bb	BB posts 1bb
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The **button** (dealer) moves one seat left every hand, so every seat rotates through all six. The two players left of the button post the **blinds** before cards are dealt — small blind half a big blind, big blind one full one. The big blind is the unit everything is measured in: a "2.5x open" is 2.5 big blinds; a "100bb stack" is 100 big blinds.

Preflop, action starts at UTG and goes clockwise, ending at the BB. **After the flop**, action starts with the first live player left of the button — so the blinds act first and the button acts last, every street. That single fact is most of what "position" means.

The four streets

STREET	CARDS	WHAT'S KNOWN
Preflop	Your 2 hole cards	Only your hand and your seat. Decisions are about range width.
Flop	3 community cards	The biggest information jump. 5 of your 7 cards are out. Texture is set.
Turn	4th card	Pots get big here. One card to come; draws are half as likely to get there.
River	5th card	No more cards. Every bet is either for value or a bluff — nothing in between.

The five actions

Fold	Give up the hand and anything you've put in.
Check	Pass without betting. Only possible if nobody has bet yet this street.
Bet	Put chips in first this street. Sized as a fraction of the pot: 33%, 50%, 75%, 100% (pot), 150%+ (overbet).
Call	Match the bet in front of you.
Raise	Increase the bet. Preflop the first raise is an open ; a raise over an open is a 3-bet ; over that a 4-bet , and so on.

Pot types — how the hand got here

NAME	PREFLOP SEQUENCE	POT GOING TO THE FLOP	WHAT IT FEELS LIKE
SRP	One raise, one call	~5.5bb	Single-raised pot. Wide ranges, deep stacks relative to pot. Most common.
3-bet pot	Raise, re-raise, call	~18–22bb	Narrower ranges, big pot, all-in is two bets away. Mistakes cost triple.
4-bet pot	Raise, 3-bet, 4-bet, call	~45–50bb	Very narrow, almost all premium hands. Usually all-in by the turn.
Limped pot	Someone just calls the blind	~2–3bb	Rare online, common live. Weak ranges.

The preflop action bar at the top of every GTO Wizard hand tells you the pot type. "BTN vs SB, 3-bet, 100bb" means the button opened, the small blind re-raised, the button called, and both started with 100bb.

Hand rankings and the nuts

Your hand is the best five cards out of seven — your two plus the five on the board. Best to worst:

#	HAND	WHAT IT IS	EXAMPLE	TIES BROKEN BY
1	Royal flush	A-K-Q-J-T, one suit	A♠ K♠ Q♠ J♠ T♠	Can't be beaten. Split if two.
2	Straight flush	Five in a row, one suit	9♥ 8♥ 7♥ 6♥ 5♥	Highest card
3	Four of a kind	Four of one rank ("quads")	K♠ K♥ K♦ K♣ + 1	Rank of the four, then the 5th card
4	Full house	Three of one rank + two of another ("boat")	Q♠ Q♥ Q♣ 7♦ 7♠	Rank of the three, then the pair
5	Flush	Five of one suit, any ranks	A♣ J♣ 8♣ 5♣ 2♣	Highest card, then next, and so on
6	Straight	Five in a row, mixed suits	T♠ 9♥ 8♦ 7♣ 6♠	Highest card
7	Three of a kind	Three of one rank	8♠ 8♥ 8♦ + 2	Rank of the three, then kickers
8	Two pair	Two different pairs	J♠ J♥ 4♣ 4♦ + 1	Higher pair, lower pair, then the 5th card
9	One pair	Two of one rank	A♠ A♥ + 3	Pair rank, then the kicker (your next card)
10	High card	Nothing	A♠ K♥ 9♦ 6♣ 2♠	Highest card, then next

Rules that trip beginners

- A **flush** beats a **straight**. Straights feel harder to make; flushes are rarer.
- A **full house** beats a **flush**. Board 9♠ 9♥ 5♠ 2♠ K♠: your ace-high flush loses to anyone holding 99 or K9.
- The **ace goes both ways in a straight**. A-2-3-4-5 is the lowest ("the wheel"); T-J-Q-K-A the highest. It doesn't wrap around.
- **Suits never rank**. Identical flushes in different suits split.
- **Kickers decide same-pair fights**. A6 loses to AK on an A-high board. This is exactly why

Set vs trips — same rank, different hand

Set: a pocket pair plus one on the board. Two of the three are hidden. Disguised, and the strongest ordinary hand in the game.

Trips: one in your hand plus a pair on the board. Obvious — everyone can see the pair — so yours is only as good as your kicker.

Top set matches the highest board card; **bottom set** the lowest. On K♠ 9♠ 4♥: KK is top set, 44 bottom set. Both are strong; top set beats the others, and the people holding the others are exactly who'll pay you.

top-pair-weak-kicker is a bluff-catcher, not a value hand.

FINDING THE NUTS — THE BEST POSSIBLE HAND ON THIS BOARD

Ask in order, stop at the first yes. You never need to know what anyone holds — only what the board allows.

1. Straight flush possible? Needs three board cards of one suit, close in rank.
2. Quads possible? Needs a pair on the board.
3. Full house possible? Also needs a pair on the board.
4. Flush possible? Three board cards of one suit.
5. Straight possible? Three board cards inside any five-rank span. K-9-4 can't; T-9-6 can (with 8-7).
6. Otherwise: the nuts is top set.

K♠ 9♠ 4♥ → no pair, two spades, no straight → nuts is KK. Turn 5♠
→ three spades → nuts is A♠ with any spade. Turn K♥ instead →
paired → nuts is KK again, now as quads.

Draws — hands that aren't made yet

DRAW	WHAT YOU HOLD	OUTS	EXAMPLE
Flush draw	Four of one suit, one card short	9	A♥ 5♥ on K♥ 8♥ 2♣ — any of the 9 remaining hearts
Open-ended straight draw (OESD)	Four in a row, open at both ends	8	98 on 7-6-2 — any T (4) or any 5 (4)
Gutshot	Four to a straight with a hole in the middle	4	98 on K-7-5 — only a 6
Double gutshot	Two different gutshots at once	8	J9 on K-T-7 — any Q or any 8. Plays like an OESD, looks like nothing.
Combo draw	Flush draw + straight draw	12–15	Often a <i>favorite</i> against one pair. Play it fast.
Backdoor	Needs both the turn and river	~4%	Three to a flush on the flop. Not a reason to call; a reason to bluff.

The six seats in depth

One thing changes from seat to seat: how many players can still act after you. That number sets how wide you open and whether you'll act first or last for the rest of the hand.

SEAT	BEHIND YOU	PREFLOP	OPENS ROUGHLY	AFTER THE FLOP	THE HABIT THAT COSTS THE MOST HERE
UTG	5		15%	Out of position vs everyone but the blinds	Opening button hands
HJ	4		20%	Out of position vs CO and BTN	Same as UTG, one notch looser
CO	3		27%	In position vs blinds, UTG, HJ; out of position vs BTN	Forgetting the button exists
BTN	2		45–50%	In position vs everyone, always	Checking when the seat says bet
SB	1		~40% when folded to	Out of position vs everyone, always	Flat-calling opens
BB	0	— closes the action	defends 30–55%	Out of position vs everyone, always	Over-folding turn and river with top-pair-weak-kicker

Force 1 — who's behind you

Every player still to act can 3-bet you (you fold most of the time and lose your 2.5bb) or call you with position (you play the whole hand blind). UTG opens into five of those. The button opens into two, and both will be out of position against him. That's the entire reason K9s is an open from the button and a fold under the gun — the cards didn't change, the number of people who can punish you did.

Force 2 — who acts last after the flop

In position you see what they do before you decide: check back a hand that wants a free card, bet when they show weakness, keep the pot the size you want. **Out of position** you

Same hand, six seats

KTo: fold UTG, fold HJ, open CO, open BTN, open SB, call BB against a button open. The hand never changed.

A5s: fold UTG, open HJ (mixed), open CO, open BTN, open or 3-bet SB, 3-bet BB against a button open. Suited aces are the classic "opens late, 3-bets as a bluff" hand — they block AA/AK and can make the nut flush.

77: open everywhere. Small pairs are strong preflop but weak after the flop unless they hit a set (about 12% of the time). Call opens with them when both stacks are deep enough to pay off the set.

decide blind, every street. The same hand — top pair, weak kicker — is worth noticeably more on the button than in the big blind.

Seat by seat

UTG — under the gun

Narrowest range: pairs, big aces, big suited broadways, the best suited connectors. When you open here and get called, your range is stronger than theirs. On high boards (A- or K-high) you bet a lot — you hold the top of the deck. On low connected boards (7-6-5) their calling range hits harder than yours; check more.

HJ — hijack

UTG plus a step: adds suited aces, more suited connectors, KQo, AJo. The lesson sits between UTG and CO; it joins the daily set when a seat graduates.

CO — cutoff

First "late" seat. Opens wide — suited gappers, weak suited aces, offsuit broadways. The problem is the button behind you, who 3-bets and flats with position, so CO still can't be button-wide.

BTN — the button

Widest open in the game, close to half your hands. You are never out of position. This is where a passive habit costs the most: the seat gives you the initiative every street, and checking hands it back. Your measured leak from May lived here.

SB — small blind

Two different jobs. *Folded to you:* it's you vs the BB; open wide (~40%), some solutions mix in limps — but you'll be out of position the whole hand. *Facing an open:* mostly 3-bet or fold. Calling means playing out of position against the raiser *and* leaving the BB behind you to squeeze. "Just call and see a flop" is the SB's most expensive habit.

BB — big blind

You already have 1bb in. Against a 2.5bb open you need 1.5bb more to see a flop for a pot of about 5.5 — nearly 4:1. That price is why you defend hands you'd never open: suited gappers, weak offsuit broadways, A2o. How wide depends on who opened — vs BTN ~50–55%, vs CO ~40%, vs UTG ~30%. Out of position every time, so the range is wide but the play after the flop must be disciplined: check-raise the boards that hit you, fold the ones that don't, don't bluff-catch with A6 on every street.

The math

Five numbers. All of them are one division. GTO Wizard shows most of them on screen — this is what they mean.

Outs → equity: the rule of 2 and 4

Outs are the unseen cards that make your hand. Count them, then:

$$\begin{aligned}\text{flop} &\rightarrow \text{equity} \approx \text{outs} \times 4 \\ \text{turn} &\rightarrow \text{equity} \approx \text{outs} \times 2\end{aligned}$$

Flush draw on the flop: $9 \text{ outs} \times 4 \approx 36\%$ (true: 35%). Gutshot on the turn: $4 \times 2 \approx 8\%$ (true: 8.7%). Good enough at the table; the guide's exact table is on the right.

Equity is your share of the pot if everyone's cards were turned face up and the rest dealt out — your chance to win, as a percentage. It's also the number GTO Wizard shows when you hover a hand in the solution.

Pot odds — the price of a call

$$\text{pot odds} = \text{call} \div (\text{pot} + \text{bet} + \text{call})$$

From your screenshot: pot 25bb, SB bets 9. You'd put in 9 to win $25 + 9 + 9 = 43$. $9 \div 43 = 20.9\%$ — exactly the number GTO Wizard printed under the pot. That's the equity you need to break even on the call. T8 with no pair on **9♥ 6♠ 3♠ 7♠ J♣** has none, so the fold was right.

Bet sizes are shown the same way: "Bet 9 (36%)" means 9 is 36% of the 25bb pot.

Exact equity by outs

OUTS	TYPICAL DRAW	FLOP (2 CARDS)	TURN (1 CARD)
2	Pocket pair → set	8.4%	4.3%
4	Gutshot	16.5%	8.7%
6	Two overcards	24.1%	13.0%
8	OESD	31.5%	17.4%
9	Flush draw	35.0%	19.6%
12	Flush draw + gutshot	45.0%	26.1%
15	Flush draw + OESD	54.1%	32.6%

Minimum defence frequency

$$\text{MDF} = \text{pot} \div (\text{pot} + \text{bet})$$

How often you must continue so a bluff can't print money against you. Facing 9 into 25: $25 \div 34 = 73.5\%$. Facing a pot-size bet: 50%. Facing a third-pot bet: 75%. Small bets demand you defend wide; that's why the solver c-bets 33% so often, and why folding A6 to a small bet is usually wrong.

Expected value — the only score that matters

$$\text{EV} = (\text{win\%} \times \text{amount won}) - (\text{lose\%} \times \text{amount lost})$$

Call 9 to win 34 with 25% equity: $(0.25 \times 34) - (0.75 \times 9) = 8.5 - 6.75 = +1.75\text{bb}$. Positive, so calling is right even though you lose three times out of four. EV is why you can play a hand "correctly" and lose — the result is one sample; the EV is the average over all of them. Every GTO Wizard grade is an EV comparison: your action's EV against the best action's EV.

bb/100 — your rate

Big blinds won (or lost) per 100 hands. The universal unit of poker skill because it removes stakes: 5bb/100 at NL25 and at NL500 mean the same edge. In the daily set it's **EV-loss bb/100 = total EV-loss ÷ hands × 100** — how many blinds per 100 hands you're giving away compared with the solver. Under 1 is professional. Under 3 is solid. 14 was your first session.

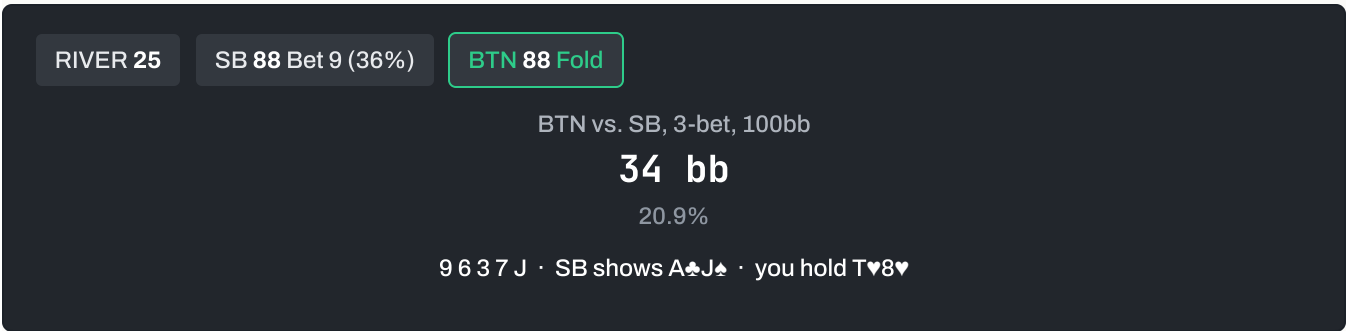
SPR — stack-to-pot ratio

$$\text{SPR} = \text{effective stack} \div \text{pot}$$

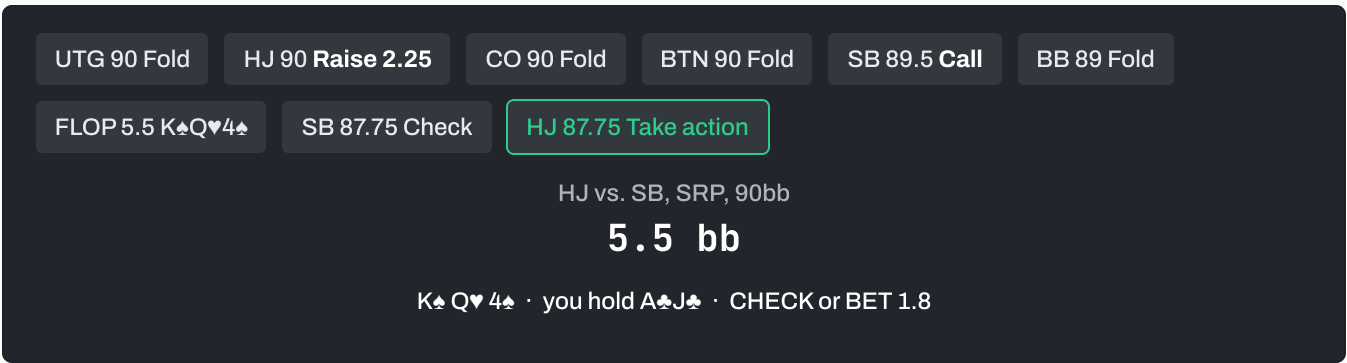
The pot is 34, the shorter stack has 79 behind: SPR 2.3. Low SPR (under 3): commit with top pair, draws lose value, all-in is one bet away. High SPR (over 8): top pair is a hand you pot-control, sets and draws to the nuts are what you stack off with. 3-bet pots are low-SPR; single-raised pots are high-SPR. This is why the same hand plays so differently between the two.

Reading the GTO Wizard screen

Your two screenshots, decoded.



RIVER 25	The street, and the pot at the start of it — 25bb.
SB 88 · Bet 9 (36%)	Small blind had 88bb behind and bet 9, which is 36% of the 25bb pot. The action bar runs left to right, one chip per action, the whole hand.
BTN 88 · Fold	You, highlighted. Your stack and your action. The green outline is always the hero.
BTN vs. SB, 3-bet, 100bb	The pot type. Button opened, SB 3-bet, button called. Both started at 100bb.
34 bb · 20.9%	Pot right now (25 + 9) and your pot odds to call: $9 \div 43$. If your equity beats that number, calling is +EV.
Seat circles · 100 / 99	Every player's stack in bb. BB shows 99 — posted 1 and folded. SB shows 79 after betting.
PREFLOP ✓✓ FLOP ✓ TURN △ RIVER	Your grade per street. Double check = best action; single check = correct; the warning triangle is the street with the mistake. Tap it to see the solution.



HJ 90 Raise 2.25	You opened from the hijack for 2.25bb (this solution's standard open). Everyone folded except the small blind, who called. BB folded → pot is $2.25 + 2.25 + 1 = 5.5bb$.
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SB 87.75 Check	Out of position, SB checks to you — the normal line for the caller. Now you're the preflop aggressor in position deciding whether to continuation-bet.
BET 1.8	The only size offered: $1.8 \div 5.5 = 33\%$ pot. Small c-bets are the default on boards where the opener's range is stronger (K-high, Q-high). With A♣J♣ you have a gutshot (any T), an overcard, and the solver bets this hand at high frequency — it's a bet.
Green / red buttons	Green is always the passive option (check/call), red the aggressive one (bet/raise). The colours are the platform's, not advice.

The results screen

FIELD	MEANING	TARGET
GTOW Score	Composite accuracy, 0–100%.	80%+ good · 90%+ strong
EV-loss	Total bb given away vs the solver's best line, summed over the session.	Divide by hands $\times 100 \rightarrow$ bb/100
Best / Correct	Best = the solver's top action. Correct = a different action the solver also mixes in at meaningful frequency.	Together $\approx 90\%$ +
Inaccuracy	Small EV loss. Usually mix-frequency drift — right idea, wrong ratio.	The noise floor
Wrong	Real EV loss. Wrong idea about the spot.	Read every one
Blunder	Large EV loss — folding a call, checking a pure bet, calling a pure fold.	Under 1 per 50 hands
Worst hand	The single most expensive hand. One data point, not a leak.	Three days = pattern

Grouped vs Standard difficulty. Grouped merges similar actions (bet 33% and bet 50% count the same) and forgives frequency mixes; it grades whether you had the right *idea*. Standard grades the exact action. Start Grouped; a seat moves to Standard after three days ≤ 3 bb/100.

Board texture

The flop decides who the board favours. Read the three cards before you look at your own.

TEXTURE	LOOKS LIKE	WHAT IT MEANS
Dry	K♠ 7♥ 2♦	No flush draw, no straight draw, no pair. Few hands improve; whoever has the best hand now usually has it at the river. Small bets, high frequency.
Wet	J♠ T♠ 8♥	Straight draws and a flush draw everywhere. Hands change value every card. Bigger bets, lower frequency, protection matters.
Rainbow	Three suits	No flush draw possible on the flop. Only backdoors.
Two-tone	Two of one suit	A flush draw is live. Nine outs for whoever holds it.
Monotone	All one suit	Flushes already possible. One pair shrinks; the ace of that suit becomes the most important card in the deck.
Paired	9♠ 9♥ 4♣	Trips and full houses possible; fewer hands connect at all, so both ranges are mostly air. Small bets, and the check-raise is a big weapon for the caller.
Connected	8♥ 7♣ 6♠	Made straights and many draws. Favours the caller (blinds defend these cards); the opener's big cards miss.

Range advantage

Whose range has more equity overall. The preflop raiser has the strong pairs and big broadways, so **high boards** (A-high, K-high) favour the opener — that's why the c-bet is nearly automatic on **A♠7♥2♦**. The caller has the suited connectors and small pairs, so **low, connected boards** favour the caller. On **7-6-5** the opener checks a lot.

Nut advantage

Who can have the very strongest hands. Different from range advantage. On **8-7-6** the BB has all the straights and the sets of low pairs; the UTG opener has almost none. Whoever holds the nut advantage gets to bet big; whoever lacks it bets small or checks, however strong their average hand.

THE C-BET DECISION IN ONE LINE

Range advantage → bet small, often. Nut advantage on top → bet big.
Neither → check, and let them bet into you.

Glossary

Every term you'll meet in the trainer, in the solutions, and in videos. Grouped by where it comes up.

Preflop

Open / RFI

The first raise in a hand. "Raise first in."

3-bet / 4-bet / 5-bet

Re-raise, re-re-raise, and so on. The blind counts as the first bet, the open as the second.

Cold call

Calling a raise when you have no money in yet.

Flat

Just call, when a raise was available.

Limp

Just call the big blind instead of raising. Weak online, common live.

Squeeze

3-bet after an open and a call. Two players to fold, so more dead money.

Isolate (iso)

Raise over a limper to play him heads-up.

Steal

Open from late position to win the blinds.

Walk

Everyone folds to the BB. Free win.

Straddle

Live game: a voluntary blind of 2× the BB posted before the deal by the player left of the BB. Doubles the stakes for that hand; the straddler acts last preflop. Everyone's stack is half as deep in blinds.

Ante

A small forced bet from every player before the deal (tournaments, some live cash). More dead money → wider ranges.

Rake

The house's cut of each pot. The reason NL25 online is harder to beat than it looks.

Suited / offsuit

A5s = same suit. A5o = different suits. "s" hands make flushes; that's worth about 3% equity and a lot of playability.

Broadway

T, J, Q, K, A. "Broadway" also means the A-high straight.

Connectors / gappers

98s is a connector; 97s a one-gapper; 96s a two-gapper.

Effective stack

The shorter of the two stacks — the most either player can lose.

Postflop actions

C-bet

Continuation bet: the preflop raiser bets the flop.

Check-raise

Check, then raise when they bet. The out-of-position player's main weapon.

Donk bet

The caller bets into the raiser instead of checking. Rare in theory; correct on boards that favour the caller.

Probe

The caller bets the turn after the raiser checked back the flop.

Barrel

Bet again on the next street. "Double barrel" = flop and turn; "triple" = all three.

Float

Call a bet with a weak hand, in position, planning to take the pot later.

Overbet

A bet bigger than the pot. Used when you have the nut advantage.

Jam / shove

All-in.

Pot control

Checking a medium hand to keep the pot small.

Value bet

Betting to be called by worse.

Bluff

Betting to make better fold.

Semi-bluff

Bluffing with a draw — you win if they fold *or* if you hit.

Bluff-catcher

A hand that only beats bluffs — top pair weak kicker on the river, usually.

Thin value

A value bet with a hand only slightly better than what calls.

Showdown value

A hand that can win without betting. Check it rather than bluff with it.

Free card

Checking behind on a draw to see the next card without paying.

Ranges and theory**Range**

Every hand a player could have here, given what they've done. You play against ranges, not hands.

Polarized

A range of very strong hands and bluffs, nothing in between. Big bets are polarized.

Linear / merged

A range of the best X% of hands, top down. Small bets and most opens are linear.

Capped

A range that can't contain the strongest hands — e.g. the caller on A-K-x rarely has AA/KK (he'd have 3-bet). Capped ranges get overbet.

Condensed

Lots of medium hands, few nuts and few air. The caller's range on most flops.

Blocker

A card in your hand that makes an opponent's hand less likely. Holding A♠ on a three-spade board blocks the nut flush — great bluff card.

Combos

Ways to make a hand. Pocket pair: 6. Suited hand: 4. Offsuit hand: 12. AK = 16 combos, AA = 6.

Equity

Your share of the pot if all cards were dealt out. See Part 4.

Equity realisation

How much of your equity you actually collect. Position and playability raise it; being out of position with a weak hand lowers it.

EV

Expected value. Average profit of an action over all outcomes.

GTO

Game-theory optimal: a strategy nobody can exploit. What the solver plays. Your baseline, not your ceiling.

Exploit

Deliberately leaving GTO to punish a specific mistake. Only after the baseline is in.

Solver

Software that computes GTO for a spot. GTO Wizard is a library of solved spots.

Mixed strategy

The solver doing two things with the same hand at some frequency (bet 60%, check 40%). Grouped difficulty forgives this.

Indifference

When two actions have the same EV, so the choice doesn't matter. Most "Inaccuracies" live here.

MDF

Minimum defence frequency. See Part 4.

SPR

Stack-to-pot ratio. See Part 4.

IP / OOP

In position (act last) / out of position (act first).

Heads-up (HU)

Two players left in the hand.

Multiway

Three or more. Bluff less, value-bet tighter.

Hands and boards**Nuts**

The best possible hand on this board. Changes every street.

Kicker

Your unpaired card that breaks ties between equal pairs.

Overpair

A pocket pair higher than every board card. QQ on J-7-2.

Top pair (TP)

You pair the highest board card. TPTK = top pair top kicker (AK on A-x-x). TPWK = weak kicker.

Underpair

A pocket pair below the top board card.

Set / trips

See Part 2.

Wheel

A-2-3-4-5, the lowest straight.

Outs

Cards that improve you to the winning hand.

Gutshot / OESD

See Part 2.

Wrap

A straight draw with more than 8 outs (mostly an Omaha term).

Blank / brick

A turn or river that changes nothing.

Scare card

A card that completes obvious draws or pairs the board.

Counterfeit

When the board pairs and makes your two pair worthless. 5-4 on 5-4-K-K-Q.

Cooler

Strong hand vs stronger hand; nobody did anything wrong.

Bad beat

Losing as a big favourite. Variance, not a lesson.

The GTO Wizard trainer**GTOW Score**

Session accuracy, 0–100%.

EV-loss

Blinds given away vs the best action. See Part 5.

Best / Correct / Inaccuracy / Wrong / Blunder

The grade scale. See Part 5.

Grouped / Standard

Difficulty. Grouped grades the idea; Standard grades the exact action.

Pause on mistake

Stops the hand at the first error so you can see the solution. Keep it on.

Learning mode

Shows the solution after every decision.

Timebank

Seconds to act. 15s is right for now.

Hero

You. Villain is anyone else.

Where you stand, and the daily set

From 300 hands in May 2026, all BTN vs BB. The full write-up is in *04-Poker/Baseline.md*.

What the data showed

- **You know the right action about 90% of the time.** Decision accuracy was 89–92% across all four sessions.
- **The losses lean one way: passive.** 8 of 9 flagged button hands were a check where the solver bet, or a fold where it called. KJo on A♠J♥3♦ checked; 98s on Q♠J♥7♦ checked; A♥5♠ checked the turn on Q♠J♥6♦T♥. From the big blind the same bias showed as overfolding turns and rivers with A6o and Q7o.
- **250 hands in one day broke you.** Blunders went 1 → 8 with accuracy unchanged. Fresh you and tired you are different players.
- **Unmeasured:** UTG, HJ, CO, SB, every 3-bet pot, and every preflop decision.

One worst hand is not a leak. The first hypothesis in May named "weak Kx over-c-bets" from a single K9o and was the exact opposite of what 100 more hands showed. Three days of the same thing is a pattern.

The daily set

#	SEAT	THE QUESTION	RANGE	CAP
1	UTG	How narrow is narrow?	0–30	
2	CO	How wide with the button behind me?	0–45	
3	BTN	Do I use the initiative I'm handed?	0–70	
4	SB	Can I 3-bet-or-fold instead of calling?	0–60	
5	BB	Do I defend wide, then fold the right ones later?	full	

20 hands each, Grouped, starting spot Preflop, pause on mistake. Screenshot each results screen; nothing to type. A seat moves to Standard after three days ≤ 3 bb/100 and graduates to its 3-bet-pot version after three days ≤ 2 bb/100 on Standard.

THE STANDING QUESTION

Of your mistakes each day, how many were passive (checked when bet, folded when call) vs aggressive? May was 8 to 1. If that ratio hasn't moved in two weeks, the set changes.