

CLP Podcast 482 "Image Randomization" 12-21-21

02:00 -- Intro to Image

05:56 -- Discussion of structure changes in Arizona NL

I'm going to try to point back to older content because there is so much content

Article: [Playing Through a bad Image](#)

Podcast: [Anatomy of a Super session](#)

19:03 -- Image and restricted buy in games

- Use session results as the randomization factor when determining an option
- Taking slightly the worst of it in a cap game to win more \$\$
- Doing other things to get more money onto the table and thus having a higher winrate ..
 - a. red/black flips and other neutral EV gambling
 - b. 72 game and any other gimmick type games that pay a per play bounty
 - c. bomb pots
 - d. straddling and getting table round of straddle and or blind raise if its not allowed
- pulling back in value betting with a good image but bluffing more, and bluffing less with a bad image and making thin value bets

Hand 1: To bluff or not to bluff

\$2-\$5 \$800 eff.

Hero opens \$20 Jd Td MP1, Btn and BB call. \$60

FLOP: 9d 2c 3s x Hero \$35, btn calls, BB folds. \$130

TURN: Qs Hero bets \$100, btn calls. \$330

RIVER: Ac ..

Hand 2: Pulling back on Value

2-5 \$800 effective Hero raises Ah As \$20 +1, Btn and BB call. \$60

FLOP: Jd 2d 8h.. BB checks Hero bets \$40, fold, BB calls. \$140

TURN: 3c x/ H bets \$110, call. \$360

RIVER: Qd BB checks..

Hand 3: Pulling back on Value

2-5 \$800 effective. One limp from +1 we raise As Ac from CO to \$25, limper calls.

FLOP: Kh 3h 7s .. Check Hero bets \$30, call. \$110

TURN: 6c x/\$85 call. \$280

RIVER: 4h x/ \$200 and call w KQ.

