

WELCOME

WSRF Zone *Bliss*.

The atlas of likely, unlikely, and a well-played hand.

Lars Rocha

A complete rank atlas.
Seventy-two decisions.
Forty journeys through a
changing board.

300 pages of patterns,
practice
and measured possibilities.



WELCOME

Choose a path through the atlas

A course when you want one. A reference when you need one.

Part	Pages	What you will find
Foundations	5–36	Thirty-two original lessons, each with a worked question
Rank atlas	37–127	Every unordered rank pair, with suited/offsuit comparisons
Decision laboratory	128–199	Heads-up, six-seat and nine-seat decisions
Zone journeys	200–239	Forty boards, four streets each, selected for transition patterns
Monte Carlo experiments	240–263	Range, field size, sample count and bucket consequences
Challenge workshop	264–283	Ten challenge sheets followed by ten answer sheets
Training and reference	284–300	The new fits, tournament, glossary, sources and practice plan

For a first visit, read the definitions and the price lessons, then choose a pocket you recognize. Follow it into one decision and one journey. For a deeper course, work through the foundations in order and attempt each question before reading its answer.

This is the long companion to the revised 180-page field guide. The refreshed twelve-page quick-start offers a welcoming first step. The website reader has chapter navigation, text search and page bookmarks; the PDF is designed for offline reading and printing.

Three kinds of numbers

Exact counts describe card geometry. Monte Carlo estimates describe a stated sampling model. WSRF predictions describe a fitted model. Each has its own role and is labeled in the examples.

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How to use a worked page

Make the question yours before reading the model’s answer.

Start with the visible cards and the active field. Name the made category, then identify the pocket and dynamic references. Read the denominator on every percentage. A share of near ranks, a share of unseen physical cards, and an expected share of the pot are different quantities.

On the page	How to read it
Exact map	Reconstruct the references and count overlap once
MC share	An estimate under the listed range and active opponents
Approximate interval	Sampling uncertainty under that model
WSRF equity	The exported forest’s estimate for the same inputs
Action ranking	Learned additional-stack return under continuation policies
Transition count	Exact next-card label changes from the stated known cards

The numerical examples were generated independently of training and tournament decks. Decision pages use the archived v3 action forest so every printed ranking has a stable reference. The later training section reports the new candidates separately and explains which policy the games retain.

Selected journey patterns are teaching fixtures, not an estimate of how commonly those patterns occur. The experiment pages vary one stated quantity while keeping the initial pocket and board fixed. Their strength is a clear question and a reproducible calculation.

A useful notebook line

“I expected ___ because ___. I changed ___, and the estimate moved from ___ to ___. The assumption I still need to test is ___.” One completed sentence can teach more than copying a large table.

WELCOME

A legend for the whole book

The denominator is part of the idea.

Mark or term	Meaning
0 away	A rank in the reference set
1 away	A circular neighbor of a reference
2 away / 3+ away	Farther rank buckets; 3+ combines all larger distances
LIKELY	At least seven of thirteen ranks are near
UNLIKELY	At most six ranks are near
MC	Monte Carlo estimate
WSRF	Prediction from an exported pytoolzx WSRF forest
BB	One big blind: twenty play chips in the room
Range width	A synthetic weighting parameter, not literal range coverage
Additional chips	Return measured from the current decision; earlier contributions are spent

Ranks are numbered 2=0 through A=12. The four reference expressions are {a, b, (a+b) mod 13, |a-b|}. Distances are circular, but legal straights follow poker rules. Suits do not affect the rank map; they do affect hand strength.

All examples are play-chip studies. A practice peek changes what the human sees, while the adviser continues to use its own pocket and public information. The books explain the implementation rather than assuming every site, HUD or poker program uses the same conventions.

Our way of looking

The joy is a complicated situation becoming readable. A compact map helps you choose where to look next. The recorded experiments keep that curiosity connected to what was actually counted, sampled and learned.

FOUNDATIONS

A way to see the hand

Start with a question you can answer.

A poker hand offers more information than a player can comfortably hold at once: two private cards, a changing board, several stacks, positions, prices, and the actions that brought everyone here. The distance map gives some of that information a compact shape. Its value as a study tool begins when the shape helps you ask a precise question.

Use three passes. First, describe your actual hand and the public board. Second, describe the map: the pocket zone, the dynamic zone, and which ranks are near. Third, price the action. These passes work together. A large near band can coexist with a weak hand, while a small near band can accompany a powerful made hand.

The Lantern room puts these passes beside one another. A WSRF forest estimates showdown share; another compares betting continuations. The player can inspect a tree, request a hint, change a range assumption, and test the spot. Curiosity becomes useful when you can name exactly what changed between two experiments.

Begin gently. Pause before acting, write one sentence about the decision, and compare it with the explanation afterward. The goal of the first session is a repeatable way to think. Winning an individual pot is a pleasant outcome, but explaining the decision is the skill you can carry into the next hand.

Hand → map → people → price

Try it first

You spot a LIKELY label and a high call price. Can exploring your made hand, the people, and the eligible pot help you choose your next move?

Worked answer. Yes. Inspect the actual made hand, opposing range assumptions, active players, and eligible pot. The label alone does not answer whether the call is worth its cost.

FOUNDATIONS

Thirteen ranks, four suits

Keep the rank number separate from the card.

The rank system used here starts at zero: 2=0, 3=1, 4=2, and so on until A=12. A card also has a suit. The rank map uses the first part, while the hand evaluator uses both. This separation is deliberate: it makes rank relationships easy to compare without pretending that a flush is a rank-only event.

For example, 7♣ has rank number 5 and 5♦ has rank number 3. Their numerical values are not the numbers printed on the cards. Write the conversion down until it feels natural. An off-by-two error changes the reference set, and therefore changes every distance that follows.

The 91 pages in the rank atlas cover every unordered pair of ranks, including pairs. When the ranks differ, each page compares suited and offsuit versions. There are 13 pocket-pair classes and 78 distinct unequal-rank pairs. Splitting those 78 into suited and offsuit versions gives the familiar 169 starting-hand classes.

A class is not one equally probable deal. A specific pocket pair has six suit combinations; an unequal suited class has four; an unequal offsuit class has twelve. The atlas gives one representative of each suit-symmetric class. It does not average the 169 classes as though each appears equally often.

$$13 \text{ pairs} + 78 \text{ suited} + 78 \text{ offsuit} = 169 \text{ classes}$$

Try it first

Does an offsuit hand such as AKo have twelve physical combinations to explore?

Worked answer. Yes. Twelve: four choices for the ace suit, then three different choices for the king suit. There are four suited AK combinations.

FOUNDATIONS

Distance around the circle

The shortest route can cross the ace–two seam.

Place the thirteen ranks around a circle in their usual order. The distance between rank numbers a and b is the shorter of the clockwise and counterclockwise routes. In symbols it is $\min(|a-b|, 13-|a-b|)$. The largest possible pairwise distance on this odd circle is six.

This convention makes ace and two neighbors in the map. It does not mean that every poker straight wraps around the circle. A-K-Q-J-T is a straight, and A-2-3-4-5 is a straight; Q-K-A-2-3 is not. The circle is the geometry of the feature, while legal poker hands are evaluated by separate rules.

Distance to a reference set means the smallest distance to any reference in that set. If one reference is far away but another is adjacent, the rank is one away. Repeated references do not add extra weight. Four reference expressions can collapse into fewer distinct points.

On each atlas page, the reference points have one color, their immediate neighbors another, and the remaining ranks a third. Trace a route yourself before reading the numerical row. This makes the zero/one/two/three-plus buckets feel like a physical map instead of a memorized label.

$$d(a,b) = \min(|a-b|, 13-|a-b|)$$

Try it first

Can you travel from A to 3 in two circular steps while keeping poker straight rules as a separate guide?

Worked answer. Yes. The map distance is two: $A \rightarrow 2 \rightarrow 3$. Poker straights follow their own five-card sequences; A-2-3-4-5 is the ace-low straight. Keeping both rules clear lets you explore each kind of pattern.

FOUNDATIONS

The four reference expressions

A compact construction, with duplicates removed.

Given the two rank numbers a and b , form the reference set $\{a, b, (a+b) \bmod 13, |a-b|\}$. The first two terms anchor the map to the cards. The sum wraps around the thirteen-rank circle. The difference is the nonnegative separation before taking circular distances to the resulting set.

For $7\spadesuit 5\clubsuit$, the rank numbers are 5 and 3. The reference numbers are 5, 3, 8, and 2, corresponding to 7, 5, T, and 4. These four locations generate all thirteen distance values. Their immediate neighborhoods overlap, so counting three ranks per reference would overcount the near band.

Pocket pairs provide especially useful examples. If $a=b$, the difference is zero and the two direct references coincide. Depending on the doubled rank modulo thirteen, the entire reference set can contain only one, two, or three distinct points. A pair can therefore have a narrow map even though its poker strength is substantial.

The reference set is symmetric in its two inputs: exchanging the reference cards does not change it. Suits also do not change the map. Those invariances help you check an implementation. They do not imply that swapping a hole card with a public board card preserves the meaning of the hand.

$$R(a,b) = \{a, b, (a+b) \bmod 13, |a-b|\}$$

Try it first

For $2\clubsuit 2\spadesuit$, do all four reference expressions meet at one point: rank 2?

Worked answer. Yes. Both rank numbers are zero. Every expression gives zero, so there is one distinct reference point: the rank 2. Its near ranks are A, 2, and 3.

FOUNDATIONS

What LIKELY names

Coverage of the rank circle.

A rank is near when its shortest distance to the reference set is zero or one. The whole reference pair is labeled LIKELY when more than half of the thirteen ranks are near: seven or more. Six or fewer gives UNLIKELY. This book follows the executable LRO convention documented in the source receipt.

The label refers to the size of a rank band. It is not a statement that the player is favored to win, that a particular card is due, or that a bet is profitable. Those questions have different denominators and need different information. Treating all of them as one question makes a compact map less useful.

The word UNLIKELY deserves just as much attention as LIKELY. It identifies a narrower near band, so more rank locations lie farther from the references. An unusual-looking map can help you notice a change that a familiar map hides. In the training data, both labels receive deliberate coverage so the model has examples from each.

A useful habit is to say the full sentence once: "This pair is LIKELY because nine of thirteen ranks are near." That sentence preserves the definition. Later, you can shorten it to the label while still remembering what was counted.

LIKELY $\Leftrightarrow$ near-rank count ≥ 7

Try it first

Your map has six near ranks and your hand is a full house. Can you celebrate that made strength and explore the board, opponents, and price together?

Worked answer. Yes. The map is UNLIKELY by coverage, and the full house brings its own made strength. Explore that strength together with the board, opponents, price, and available actions.

FOUNDATIONS

Two meanings of zone

A rank map and a forest pool are different objects.

The guides use zones to make patterns manageable, and WSRF uses zones to organize learning. In this room these ideas meet, but they are not identical. A LIKELY/UNLIKELY rank label is computed directly from card geometry. A model-routing zone chooses which collection of trees evaluates a feature vector.

The current equity model has eight routing pools: heads-up or multiway, crossed with preflop, flop, turn, or river. Within each pool, both dynamic rank labels appear in training. The LIKELY/UNLIKELY label and coverage values remain explicit features. A tree can use them when a split is useful without requiring separate forests for each label.

A competing design did split the pools again by dynamic label. In the recorded comparison, the shared design performed better among the two zone-aware choices. That result is useful engineering information. A smaller subpool is more specialized, but it also gives each tree fewer examples from which to learn.

When looking at a tree, distinguish the chosen routing pool from a branch inside it. “Table-turn” tells you where the model started. “Dynamic rank coverage $\leq$ threshold” would be one possible decision within that pool. The vocabulary becomes clearer when those two levels stay separate.

Routing pool $\neq$ rank-coverage label

Try it first

A six-seat hand reaches the turn with two players active. Does the equity model use its heads-up turn pool?

Worked answer. Yes. The heads-up turn pool, because the prediction is against one active opponent. The original table size remains relevant to other public context; the routing distinction uses the active field.

FOUNDATIONS

Remove the cards you know

A rank count is not an unseen-card count.

A full deck contains four cards of each rank. Once cards are known, those multiplicities change. A nine-rank near band starts with thirty-six physical cards, but some may be in your pocket or on the board. Counting unseen cards requires removing every card known to the observer exactly once.

For the pocket $7\spadesuit 5\clubsuit$, the near band contains nine ranks. Both pocket cards lie in that band, leaving thirty-four near cards among fifty unseen cards before the flop. Under a uniform unconditioned deck, the next physical card belongs to the near band with probability $34/50$, or 68%. Nine thirteenths and thirty-four fiftieths answer related but different questions.

On later streets, update the count from the observer's pocket and public board. Do not remove an opponent's actual private cards merely because a practice peek is visible. The adviser's information boundary stays the same in peek mode. A separate omniscient exercise would need to say explicitly that it assumes those cards are known.

Card removal also changes blockers. Holding a particular ace removes one ace from possible opposing pockets. Holding a heart removes a heart from possible flush combinations. The same act of removal can alter both a distance bucket and a poker range, through different relationships.

Uniform next-card share = cards in bucket ÷ unseen cards

Try it first

With 15 bucket cards among 47 unseen cards, is the uniform next-card bucket share $15/47$, about 31.91%?

Worked answer. Yes. $15/47$, about 31.91%. This is a bucket event. It becomes a winning-out calculation only if every counted card has been checked against the relevant opposing hands.

FOUNDATIONS

Pocket map, moving map

Choose the reference frame before reading the color.

The pocket map always uses the player's two hole cards as references. The dynamic map starts with those cards, then uses the last two revealed board cards. At the flop it uses flop cards two and three. At the turn it uses flop card three and the turn. At the river it uses the turn and river.

That convention gives a simple, reproducible sequence. It also means the order of the flop cards matters to the dynamic map even though the three-card flop is simultaneous information for ordinary poker decisions. The book preserves the displayed dealing order and states it in each journey. The dynamic label should not be mistaken for an order-invariant property of the board.

A stable pocket map lets you ask how the board moves relative to your original hand. A dynamic map lets you ask how the newest local pair reshapes the circle. Reading both gives a useful comparison: did the local geometry change while the original anchor stayed broad, or did a narrow pocket map remain narrow throughout?

Before a flop, the dynamic update arrives as a whole flop in this convention: three board cards arrive together. The exact next-card transition counts in the journeys therefore begin after the flop. Preflop-to-flop changes are explored through sampled whole flops, not a misleading one-card shortcut.

Pocket: fixed holes · Dynamic: last two revealed cards

Try it first

On A♣ K♦ 2♥ / 9♥, do 2♥ and 9♥ anchor the dynamic map at the turn?

Worked answer. Yes. 2♥ and 9♥. At the flop the dynamic references were K♦ and 2♥. The pocket map still uses your original hole cards.

FOUNDATIONS

Where the board sits

Alignment is a third question.

Pocket coverage asks how much of the rank circle lies near the pocket references. Dynamic coverage asks the same question around the newest reference pair. Board alignment asks whether a majority of the revealed board ranks lie near the pocket references. These can disagree without any contradiction.

Count board cards, including repeated ranks, when measuring alignment. On a paired board, two cards of the paired rank are two observations of that rank. If both are near, both contribute to the majority. This makes alignment a description of the visible board, rather than a second calculation of the number of distinct near ranks.

A board-majority label uses a strict majority in this implementation. A two-near, two-far turn board does not have a near majority. Before the flop the board is undealt, so asking for its alignment has its observations still ahead. An empty board should not be read as evidence of disagreement.

Try saying three independent sentences: “My pocket covers nine ranks. The dynamic pair covers five. Two of the three flop cards are near my pocket.” Each sentence describes a different count. Keeping them separate makes it much easier to understand a tree split or to reproduce an example by hand.

$$\text{Alignment} = \text{near board cards} \div \text{revealed board cards}$$

Try it first

A turn board has two near and two far cards. Is its near alignment exactly half, with a strict majority beginning above half?

Worked answer. Yes. Two of four is exactly half, and the rule requires more than half. The pocket and dynamic coverage labels must be calculated separately.

FOUNDATIONS

Compression without lost honesty

A smaller vocabulary is a thinking tool.

The distance map compresses thirteen rank locations into a few distance categories. Compression can be useful because it makes comparisons easier to remember. It necessarily discards detail: two different ranks can land in the same bucket, and suits are omitted entirely.

For a uniform choice among fifty unseen cards, the uncertainty of the physical card identity is $\log_2(50)$, about 5.64 bits. Naming a distance bucket is a coarser observation. It can have fewer possible labels, but that does not mean the underlying card became predictable. The identity information was grouped, not created.

The interesting empirical question is whether a compact feature helps a model learn a useful regularity with available data. This is tested by comparing feature sets on held-out examples. In the recorded equity experiment, the base feature comparison was slightly more accurate overall. The distance map remained useful for explanation and organized study; that result did not establish extra predictive information.

Treat the map as a way to spend attention. If it helps you notice an unusual board change, ask what specific poker consequences follow. If it merely gives a familiar situation a memorable name, that can still help learning. A descriptive success and a predictive success are different achievements, and both can be measured.

Grouping card identities changes the description, not the shuffle.

Try it first

Two hearts and two spades share a distance bucket. Can returning to their suits and remaining counts reveal the heart possibilities?

Worked answer. Yes. The physical cards retain the suit detail. Returning to those cards and their remaining counts lets you explore the heart question precisely.

FOUNDATIONS

Suits are a second geometry

Two identical rank maps can play differently.

Suited and offsuit versions of the same unequal-rank pocket have the same reference set and the same rank distances. Their paths to flushes differ. That makes them an excellent controlled comparison: the rank geometry stays fixed while the suit relationship changes.

The rank atlas reports both versions using independent Monte Carlo samples. Compare their estimated showdown shares, but also look at the sampling scale. A tiny observed difference may reflect finite sampling. Larger, repeated differences under the same assumptions offer more useful evidence about the suit relationship.

A suited pocket does not guarantee a flush draw on the flop. The public suits determine whether the hand has a direct draw, a backdoor possibility, or a fresh suit pattern to explore. On a three-heart board, a single high heart can matter in a way that is invisible to a rank-only map.

The equity model includes board-suit counts and hole-suit relationships alongside the distance features. This lets the forest distinguish situations that share a rank label but differ in hand-making opportunities. When a hint surprises you, inspect whether its explanation mentions suits, board pairing, or kickers rather than assuming the zone drove the choice.

Same ranks + different suits → same map, different possibilities

Try it first

Do A♥ Q♥ and A♣ Q♦ share a pocket rank map while opening different suit possibilities?

Worked answer. Yes. Their ranks match, so their pocket maps and labels match. Their suit relationships differ, which can change showdown share and betting considerations.

FOUNDATIONS

Name the hand you actually have

Made strength comes before imagined strength.

The evaluator ranks high card, one pair, two pair, three of a kind, straight, flush, full house, four of a kind, and straight flush. With seven available cards, the best legal five-card hand determines the showdown. The player is not required to use both hole cards.

On a board that already makes a strong five-card hand, your private cards may add nothing. A visually impressive pocket can still play the board. Conversely, a modest pocket may supply the critical kicker or the card that improves the board's category. Category and kicker information both matter.

The brain view estimates a pot share, which includes ties. If every remaining player has the same best five-card hand, nobody owns the whole pot by virtue of a prettier-looking pocket. A split is a fractional share, and the simulator preserves that fraction rather than labeling every tie as a full win.

Before evaluating a draw, say the made category out loud. Then identify the exact improvement you are hoping for. "I have high card with a flush draw" and "I have a made flush" are different states. The improvement hint counts category changes; the showdown estimator answers a broader comparison against possible opposing hands.

Best five cards determine the hand; ties divide the eligible pot.

Try it first

With a royal flush on the board, can every active player use that royal flush and share the eligible pot?

Worked answer. Yes. Every active player can use the same royal flush on the board. The eligible pot is split, subject to the table's integer-chip remainder rule.

FOUNDATIONS

Count overlapping draws once

A card can do two jobs.

Consider $A♥ Q♥$ on $J♥ T♥ 2♣$. Nine unseen hearts complete a flush on the next card. Four kings complete a straight. $K♥$ belongs to both lists, so the union contains twelve physical cards. Adding nine and four without subtracting the overlap counts one card twice.

Those twelve are nominal draw completions, not twelve guaranteed winning cards. The opponent can hold one of them, have a hand that remains ahead in another example, or improve on a later street. A draw-completion count is a useful first calculation; a winning-out count requires a specified opposing range or hand.

The room's "Count my improvements" tool asks a different, deliberately broad question: which next cards improve the made-hand category? Pairing a hole card can satisfy that question. It may not satisfy a player who is counting only flush or straight completions. Read the label on the hint before comparing its number with your own.

Use sets when the possibilities overlap. Write the physical cards, merge the lists, and count unique members. The same discipline applies to straight windows, blockers, and cards that both pair the board and complete a suit draw. A clear set beats a quick but ambiguous total.

$$|A \cup B| = |A| + |B| - |A \cap B|$$

Try it first

For the draw example above, is the nominal next-card completion rate $12/47$, about 25.53%, when the five displayed cards are known?

Worked answer. Yes. $12/47$, about 25.53%. It is the chance of drawing a card in that union under a uniform unseen deck, not a guaranteed chance of winning the pot.

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Two cards still to come

State what must remain true on the second draw.

A two-card calculation can be tempting because it turns a draw into one memorable percentage. Start by defining the event. “At least one card from a fixed set arrives by the river” is not always the same event as “my final hand wins.” The board can pair, draws can change, and another player can improve.

If there are U unseen cards and a fixed target set of O cards, the probability of missing that set on both of two draws without replacement is $((U-O)/U) \times ((U-O-1)/(U-1))$. Subtract from one to find the chance of hitting at least once. This is exact for the stated fixed-set event.

With nine fixed target cards among forty-seven unseen cards, the expression gives $1 - (38/47)(37/46)$, about 34.97%. This is useful for a simplified flush-completion question when the target set is defined correctly. It does not price additional bets or account for every way the eventual flush could lose.

The Monte Carlo lab samples full remaining boards and compares complete hands. That is a better tool when several improving and deteriorating paths overlap. The formula remains valuable because it gives you a transparent check on a simple event and clarifies what a more complex simulation is estimating.

$$P(\text{hit by two draws}) = 1 - ((U-O)/U)((U-O-1)/(U-1))$$

Try it first

Can including the price of a possible turn bet help you use a two-card draw percentage wisely?

Worked answer. Yes. The percentage assumes access to both future cards. A betting decision must account for the cost and possibility of continuing on the turn.

FOUNDATIONS

The price of a call

Use the pot you can actually win.

At a decision with betting held fixed, a call costing C into an eligible current pot P breaks even at a showdown share of $C/(P+C)$. The current pot includes chips already committed by the other players. Your call adds C to the final amount being contested.

For a call of thirty into ninety, the threshold is twenty-five percent. At a true showdown share of thirty percent, the simplified expected result from the decision is $0.30 \times 90 - 0.70 \times 30$, or plus six chips. That calculation treats chips you previously put in as already spent.

The word eligible matters. A short stack cannot win every side pot on the table. Using the total displayed pot in place of the portion you can contest can make a call look cheaper than it is. Multiway ties also belong in the share estimate: a three-way split contributes one third, not one half or one.

Earlier streets add future betting and strategic choices. A hand may not realize its raw showdown equity if pressure forces it to fold later. Conversely, later folds by opponents can add value. The call threshold is a clean reference point, and the learned continuation model attempts to account for more of the decision tree under its simulated opponents.

$$\text{Break-even call share} = C / (P + C)$$

Try it first

With a river call of 40 into an eligible pot of 160 and all betting ending after the call, does a 20% share break even in a rake-free game?

Worked answer. Yes. $40/(160+40)=20\%$, assuming betting complete and rake set to zero. If the pot is not fully eligible to you, first replace 160 with the relevant contestable amount.

FOUNDATIONS

The price of a bluff

The fold assumption does the work.

For a pure bluff that loses whenever called, expected return is $F \times P - (1-F) \times B$, where F is the probability everyone relevant folds, P is the pot you win immediately, and B is the amount you risk. The break-even fold rate is $B/(P+B)$.

A half-pot bluff needs one third folds. A pot-sized bluff needs one half. A two-and-a-half-pot bluff needs 2.5/3.5, or about 71.43%. Increasing the size can change how opponents respond, but the response must improve enough to pay for the larger risk.

This is why an assumed fold percentage deserves scrutiny. Betting twenty-five into ten with a seventy-five-percent fold rate gives plus 1.25 chips in the simplified model. At sixty-five percent folds, the same bet gives minus 2.25. The cards and size did not change; the behavioral assumption did.

A semi-bluff retains some chance to win when called and therefore needs a more complete calculation. A multiway bluff must consider the whole field, not one opponent's fold statistic. Use the simple equation as a transparent baseline, then identify which additional branches matter in the actual spot.

$$\text{Pure-bluff threshold} = B / (P + B)$$

Try it first

When a pure bluff risks 60 to win 40, does a 60% fold rate reach the simplified break-even point?

Worked answer. Yes. $60/(40+60)=60\%$. That is the simplified break-even point. At exactly that rate the expected result is zero before any additional costs.

FOUNDATIONS

Give a value bet a customer

Being ahead is only the beginning.

A value bet seeks profitable calls from worse hands, or gains from denying opponents a cheap chance to improve. The important comparison is between available actions, not merely between your hand and the board. A strong hand can still prefer different sizes against different continuing ranges.

Imagine a river where worse pairs call a small bet but fold to a large one, while better hands continue against either size. The large bet risks concentrating the calling range against you. In another spot, a larger size can earn more because many worse hands continue. A single raw equity number does not identify which behavioral pattern is present.

The action forest learns from complete continuations after the legal sizes offered by the table. Its chip-return estimate includes the reactions of its simulated opponents. That is more specific than saying “strong hand, raise.” It is also why the estimate can fail when the opponent behaves differently from the training population.

Use the comparison as a prompt: which worse hands are paying, and which better hands are folding? If you cannot name either group, inspect the range assumption. A memorable zone label can organize the board, but the value-bet question lives in the interaction between hand strength, size and response.

Compare returns across actions, not strength in isolation.

Try it first

Can comparing calls, folds, calling ranges, and bet sizes help you discover which action has the stronger expected value?

Worked answer. Yes. The frequency of calls and the strength of the calling range can change with size. Compare the whole distribution of outcomes, including folds and losses.

FOUNDATIONS

A crowded pot changes the question

One fold does not end a multiway hand.

At a full table, several players may have a claim on the pot. A bluff that would succeed against one opponent can fail because another continues. Showdown share can also fall when additional hands have a chance to beat yours. The number of seats at the table and the number of active opponents are different counts.

Do not multiply two observed fold percentages automatically. Such a product would assume the relevant fold events behave independently under the same conditions. Opponents share a board, react to the same bet, and can react to each other. Their decisions and ranges can be related.

The simulator handles these interactions by dealing disjoint pockets, taking actions in order, and resolving the resulting pots. It still uses an assumed population of policies. More players make the assumptions matter in more places, which is a reason to compare several plausible scenarios rather than to trust a narrower numerical display.

In the worked decisions, notice both the original table size and the active field. A nine-seat table can produce a heads-up river. Conversely, a six-seat flop with five opponents is genuinely crowded. Read the current view before choosing which atlas comparison is relevant.

Original seats $\neq$ active opponents

Try it first

At a nine-seat river with just you and Fern active, does the showdown comparison focus on one active opponent?

Worked answer. Yes. It compares you with one active opponent. Folded cards remain unknown card-removal variables; they are not eight live claims on the pot.

FOUNDATIONS

Position is an information advantage

The order of decisions changes what you know.

The dealer button determines the action order, with the heads-up blind convention handled separately by the engine. Acting later often means seeing more public decisions before making your own. That additional information can change the value of a check, call or bet even when the private cards are unchanged.

Position is not a universal permission to bet. A later player can still face a strong range, a poor price, or several opponents waiting behind in a different street configuration. Treat it as context: who has already acted, who can still act, and who can apply pressure after you commit chips?

The model's features include position relative to the button and whether the actor is the dealer. The table view also records which players remain active and have chips. Those details let the action model distinguish some situations that an equity-only policy would treat alike.

For a practice exercise, replay a saved hand and pause at each decision. Ask what the actor knew at that moment. Do not use a later reveal to explain an earlier choice as though the information had already been available. A good retrospective separates what was observable from what became known afterward.

What happened before my turn? Who can act after it?

Try it first

Can a change of seat open different choices through action order, available information, and stack relationships?

Worked answer. Yes. The action order changes available information and exposure to later bets or raises. Stack relationships and active players can also differ, even though the card-based equity comparison looks similar.

FOUNDATIONS

Stacks shape the branches

A pot has a future, and stacks limit it.

A bet cannot risk more chips than a player has, and a player cannot win an unmatched amount from an opponent. Effective stack therefore matters alongside pot size. Two otherwise similar hands can present very different choices at twenty and one hundred big blinds.

The continuation target used by the action model divides chip return by a scale based on the pot and effective stack. This keeps many sizes in a manageable numerical range. It does not make every stack depth strategically equivalent. The public features preserve stack-to-pot and action-cost relationships so the model can distinguish them.

The earlier tournament alternated forty and one hundred big blinds at the start of each hand. Training also sampled several stack sizes. Persistent play can create larger imbalances and deeper stacks than those benchmark conditions. In those situations, the hint is an extrapolation from a finite training distribution.

Use the room's refill option for a continuing play-chip table. Empty opponent seats can receive fresh chips, and the notebook tracks the funding so a refill is not counted as profit. A table that keeps running is useful for practice, provided you remember that fresh funding changes the bankroll total.

Stack-to-pot ratio describes room for future betting.

Try it first

When a seat receives 2,000 fresh play chips, should its recorded funding also rise by 2,000 to keep the hand results clear?

Worked answer. Yes. The chips came from a refill, not from winning hands. The saved funding total must rise by the same amount so net results remain interpretable.

FOUNDATIONS

Side pots and short raises

Follow eligibility, not just the largest number.

When players commit different all-in amounts, the engine divides the contributions into layers. Each layer is contested only by the players who contributed to it and remain eligible. A short stack may win the main pot while another player wins a side pot.

An unmatched contribution is returned rather than awarded as a contested win. This matters when reading the hand result and the HUD: an uncalled return is not evidence that the player beat another hand at showdown. The game distinguishes refunds from contested pots in its result structure.

A short all-in raise can increase the amount another player must call without reopening unrestricted raising for someone who already acted. The engine tracks the amount faced at a player's last action and the minimum full raise. This is a rules constraint, not a strategic preference of the model.

The adviser chooses from the legal actions supplied by the engine. If a raise is unavailable, it should not invent one. A useful debugging habit is to inspect the legal-action list before blaming a model for not selecting an imagined option. Rules correctness gives every later training result its meaning.

Contribution layers determine pot eligibility.

Try it first

With contributions of 100, 250, and 250, do you get a 300-chip main pot and a 300-chip side pot?

Worked answer. Yes. The main pot is 300: 100 from each player. The remaining 150 from each deeper contributor forms a 300-chip side pot contested by those two eligible players.

FOUNDATIONS

Let the HUD remember

Statistics are compressed histories too.

The room's HUD records completed hands at each table size. VPIP is the fraction of hands with a voluntary preflop call or raise. PFR is the fraction with a preflop raise. Forced blinds do not count as voluntary entries. These definitions make the counters interpretable when a player is repeatedly short-stacked.

Aggression factor is bets plus raises divided by calls; checks are not in that denominator. Fold to bet uses decisions facing a bet as its opportunities. WTSD compares showdowns with hands that saw the flop. WSD counts showdowns winning any contested pot, including a split as a win. A dash means there is a denominator still waiting for its first opportunity.

These are the room's documented definitions, not a claim that every commercial HUD uses identical conventions. Read a statistic with its opportunity count and context. A high fold rate across small bets on early streets is not automatically the fold rate facing a river overbet.

The current models do not consume the displayed HUD totals. They are a memory aid for the player. The new range-conditioning experiment uses public actions within a hand, which is a different information source. Keeping that distinction explicit prevents a friendly interface from implying an adaptation the model has not learned.

A percentage needs an event, an opportunity, and a sample size.

Try it first

With two folds in three opportunities, can you describe the recorded 67% and keep gathering hands to develop your read?

Worked answer. Yes. It describes three recorded opportunities. The sample is small, and its situations may differ from the decision you are considering now.

FOUNDATIONS

Small samples, gentle conclusions

Leave room for the next observation.

A HUD can turn a few memorable hands into a very confident-looking number. The display may be exact about the sample while the inference about the player remains uncertain. Four calls in five opportunities is exactly eighty percent of that sample; it is not proof of a stable eighty-percent calling tendency.

One way to think gently is to combine a modest prior expectation with new observations. For a hypothetical fold tendency, a Beta prior with parameters α and β gives a posterior mean $(\text{folds} + \alpha) / (\text{opportunities} + \alpha + \beta)$. The prior contributes a stated amount of smoothing. It should be chosen for a reason and exposed as an assumption.

This formula is a teaching example, not a hidden feature in the current room. It also assumes a suitable repeated-event model. Pooling unlike decisions can still be misleading even with smoothing. A model that averages preflop blind defense with river decisions may answer neither question well.

Build confidence by making a prediction before the next relevant opportunity, then recording what happened. Keep the situation definition narrow enough to be useful. The purpose is not to label Fern forever, but to learn whether a particular response pattern helps explain this table.

$$\text{Smoothed fold mean} = (\text{folds} + \alpha) / (\text{opportunities} + \alpha + \beta)$$

Try it first

With a Beta(2,2) teaching prior and two folds in three opportunities, is the smoothed mean 4/7, about 57.14%?

Worked answer. Yes. $(2+2)/(3+2+2)=4/7$, about 57.14%. The raw sample rate is 66.67%. The difference shows the influence of the stated prior; neither number is a guaranteed future frequency.

FOUNDATIONS

Actions can inform a range

Condition on what was observed, not what was hidden.

An opponent's public call or raise can make some private hands more plausible than others under a behavioral model. Bayes' rule expresses the relationship: posterior weight is proportional to prior weight times the likelihood of the observed action. The difficult part is specifying that likelihood honestly.

The new training experiment proposes possible pockets and scores how compatible each is with the player's last observed call or raise under a fixed mixture of practice policies. It retains a small likelihood floor so an unexpected action does not eliminate every candidate. Twelve proposals per active opponent make this a finite approximation.

The sampler works sequentially to keep private cards disjoint. It ignores earlier action evidence once a later relevant action replaces it, and it uses an assumed population rather than a perfectly identified opponent. Those design choices save computation but prevent the result from being an exact joint posterior.

This is a concrete way to push the model beyond uniform unknown pockets while staying within public information. The experiment earns confidence only through evaluation. Better agreement with its own continuation labels is one check; improved returns against fresh opponents and decks are another. Neither check should be silently substituted for the other.

$$\text{Posterior weight} \propto \text{prior weight} \times \text{action likelihood}$$

Try it first

Can a practice peek help your human exploration while the adviser keeps using its own cards and public information?

Worked answer. Yes. The sampler uses the observer's own cards, public board, and public action evidence. A displayed peek adds a human learning opportunity while preserving that information boundary.

FOUNDATIONS

Monte Carlo is an experiment

Specify the world you are sampling.

A Monte Carlo estimate starts with a defined situation and a source of randomness. Here the observer knows a pocket and a public board. The simulator samples disjoint opposing pockets and any remaining board cards, evaluates every final hand, and records the observer's exact pot share.

The chosen range width changes the relative weights of possible opposing pockets. A width of one is uniform. Narrower settings favor stronger pockets according to the room's stated preflop-strength weighting function. This is a synthetic range assumption, not a database of what Fern actually holds.

Each sample draws without replacement within that simulated deal. Across samples, the deck is reset because each sample represents a different possible world consistent with the known cards. Confusing those two levels can make Monte Carlo sound as though it either reuses a card illegally or exhausts the deck after a few trials.

The book's examples use fixed namespaces and seeds so they can be reproduced. Reproducibility does not make one random sample uniquely correct. It makes it possible to inspect a calculation, compare a changed assumption, and find a software discrepancy without the result moving simply because the random stream changed.

Known cards + range assumption + samples → estimated
showdown share

Try it first

Can a physical card appear again in a fresh Monte Carlo sample because each sample starts a separate possible deal?

Worked answer. Yes. Each sample is a separate possible deal. Cards cannot repeat within one deal, but the pool resets between independent simulated worlds.

FOUNDATIONS

Two kinds of spread

Outcomes vary; averages can become more precise.

Standard deviation describes the spread of individual sampled outcomes. Standard error describes the sampling uncertainty in their mean under the model used. A hand can remain volatile even when millions of samples estimate its average accurately.

For independent samples, the estimated standard error of the mean scales as the sample standard deviation divided by the square root of the sample count. Increasing the count fourfold therefore roughly halves the standard error. It does not halve the spread of the next single outcome.

The room displays an approximate interval around a sampled showdown mean. It is a sampling interval under the selected range model, not a guarantee about the next hand or a remedy for a wrong range. Near boundaries or with small samples, a simple normal approximation can be crude. The experiments show actual repeated estimates so that the approximation can be inspected.

A confidence procedure is interpreted through repeated use: under its assumptions, a stated proportion of intervals would cover the fixed quantity being estimated. It is not a promise that a particular displayed interval contains the truth. More samples sharpen one kind of uncertainty while leaving model assumptions open to challenge.

$$SE \approx SD / \sqrt{N}$$

Try it first

With outcome SD of 0.40 and 1,600 independent samples, is estimated standard error 0.01, or one percentage point?

Worked answer. Yes. $0.40/40=0.01$, or one percentage point of showdown share. A rough 1.96-SE interval has a half-width near 1.96 percentage points, subject to the approximation's assumptions.

FOUNDATIONS

Compare on the same decks

Pairing spends randomness carefully.

Suppose two policies are evaluated on unrelated decks. A lucky sequence for one and an unlucky sequence for the other can obscure their difference. Pairing evaluates both on the same deck fixtures and corresponding seats, so much of the shared card difficulty can cancel in the comparison.

The tournaments rotate the candidate through every seat for a given deck and average those seat outcomes. The paired incumbent uses the same deck and opponent configuration. The difference between the two deck averages is the basic comparison unit. Confidence intervals are then formed across independent deck fixtures.

Seat rotations are related observations because they share the same deck. Treating every rotation as an independent deck would make uncertainty look smaller than it is. The published receipts state the number of complete hands and the number of independent deck fixtures separately.

Pairing does not guarantee identical random actions after two policies take different paths. Their future public states can diverge. It remains a useful controlled comparison because the starting cards, seats, stacks and opponent definitions are aligned. Read it as a reduction in one source of noise, not a removal of all uncertainty.

Compare paired deck averages; keep the grouping in the interval.

Try it first

Do the six seats rotated around one deck belong to a shared fixture that should be grouped when estimating uncertainty?

Worked answer. Yes. The six hands share the same deck fixture and are deliberately related. Grouping them by deck respects that dependence when estimating uncertainty.

FOUNDATIONS

Give both labels room to learn

Training balance and natural frequency answer different needs.

A naturally sampled deck does not produce every rank label equally often. If training follows that frequency without adjustment, a less common label may receive fewer examples, especially after dividing by street and active field. Deliberate balancing gives the model more chances to learn those situations.

The equity training balances dynamic LIKELY and UNLIKELY groups across street and heads-up/multiway routing. The action collections target both labels on every street while playing actual hands at two, six and nine seats. Some later-street situations become heads-up because other players fold, so their resulting routing counts need not be equal.

Balanced training changes which examples the fitting procedure sees most often. Evaluation should therefore state its sampling design. A naturally occurring test distribution answers one deployment question; a balanced test answers another. Reporting per-label results helps show whether a good overall score hides a weak subgroup.

A zone label does not deserve a reward merely because it is the theme of the book. Labels come from sampled showdowns and continuations. Features and routing are tools for learning those labels. Their usefulness is assessed by comparison, including a simpler feature set when practical.

Balance the learning opportunity; describe the evaluation distribution.

Try it first

Can reporting LIKELY and UNLIKELY errors separately help you discover how each zone contributes to the overall result?

Worked answer. Yes. The separate scores show the experience of each group. A common group can dominate the overall average, so studying both zones helps you see where the next improvement can shine.

FOUNDATIONS

How a forest answers

Many explicit paths, one combined estimate.

A regression tree asks a sequence of threshold questions about a feature vector and ends at a numerical leaf. A forest combines predictions from multiple trees. The exported WSRF models in this room store those branches and leaves directly, so the browser can reproduce the fitted prediction and display an example path.

WSRF organizes the trees into named pools. The selected equity model uses street and active-field context to choose its pool, then evaluates features describing the pocket, board, suits, range assumption and distance geometry. The action model adds public betting context and a candidate legal action.

A displayed path is one tree's explanation, not a proof that a feature caused the final outcome. Other trees may ask different questions. Tree disagreement is a useful descriptive signal about the ensemble, but it is not the same thing as a calibrated confidence interval around a true poker value.

The implementation checks Python-to-browser parity, including values close to split thresholds. That matters because the browser and Python must make the same branch decisions. A beautiful explanation is not enough if the served model silently differs from the model that was evaluated.

Feature vector → routing pool → tree paths → combined prediction

Try it first

Can other trees reveal distance-feature paths beyond the first displayed tree, with fresh comparisons testing their predictive contribution?

Worked answer. Yes. Other trees may use it. The displayed path is a local explanation from one tree, and even feature usage alone does not establish predictive benefit.

FOUNDATIONS

Equity and action value

A showdown estimate is not a betting policy.

Equity estimates the expected share of a showdown under specified cards and opposing ranges. It says nothing by itself about how much must be paid, whether an opponent will fold, or what later betting will occur. A betting policy chooses among actions in that larger decision process.

The action trainer starts at a legal decision and simulates each available action through to the end of the hand. It records final stack minus current stack, normalized by a pot/effective-stack scale. Earlier contributions are sunk at that decision. Folding is therefore assigned zero additional chips when actions are ranked.

The remaining continuations are played by fixed practice policies. Their reactions determine part of the target being learned. An action can look attractive because those opponents fold too often, call too loosely, or choose particular sizes. A model that learns those targets accurately is not automatically optimal against every opponent.

The room offers patient and bolder nudges as small adjustments to the action ranking. These nudges do not alter the cards or the equity estimate. When comparing a hint with a tournament result, remember which policy was measured: the benchmark uses a defined balanced setting, while a player can choose a different nudge.

$$\text{Action target} = (\text{final stack} - \text{current stack}) / \text{scale}$$

Try it first

Can folds and favorable later branches make an aggressive action attractive even with lower raw showdown equity?

Worked answer. Yes. The action may win through folds or create favorable later branches. That preference depends on the response model and bet size, so it must be evaluated rather than inferred from the zone label.

FOUNDATIONS

Separate learning from judging

A fresh test earns its name only once.

Training data fits the model. Validation data helps choose parameters, feature designs or candidate policies. A final test estimates performance after those choices are frozen. If the final test is repeatedly used to select the next design, it has become another validation set, whatever the filename says.

The new experiment uses a new seed namespace for its training and position tests. Its played-match validation compares candidates on several opponent/table settings. The promotion rule is recorded before the final tournament: the chosen candidate must improve the mean paired result and improve the tight-opponent comparison on validation, or the incumbent remains the serving policy.

Final results can still disappoint. That is information to publish and use in a later experiment with another fresh evaluation. It should not trigger a silent relabeling of which data was supposedly held out. Keeping the receipts makes the sequence of decisions reviewable.

The atlas examples form another independent collection. They are explanations and experiments, not secretly added training rows. A reader can study them without confusing the page count with the training sample count. More pages and more learning data are both useful only when their roles remain clear.

Train → validate → freeze the choice → evaluate fresh fixtures

Try it first

After a test helps select a model, can a fresh independent evaluation give you a clearer view of its generalization?

Worked answer. Yes. The earlier test helped shape the choice. A new, independent evaluation gives the next estimate of how that choice transfers to fresh hands.

FOUNDATIONS

Confidence that can grow

Keep the wonder and keep the receipt.

Confidence grows when a useful explanation survives a new example, a changed assumption, and an independent test. It does not need to become certainty about the next card. The pleasure of the distance approach is that a complicated hand can acquire a readable shape while the underlying uncertainty remains visible.

The earlier WSRF model improved on its predecessor at all three tested table sizes, yet struggled against a tight practice policy. That combination is a good research starting point. It identifies both a demonstrated capability and a specific failure mode. The new training targets that weakness and publishes the outcome rather than assuming that more fitting must help.

At the table, distinguish a sound decision from a lucky result. In study, distinguish a memorable feature from a proven predictive contribution. In development, distinguish a passed software check from strong strategic performance. These distinctions let a project become more ambitious without becoming less clear.

Use this book as a laboratory you can return to. Pick a map, follow a journey, pause at a worked decision, and answer a drill before reading the solution. The pattern becomes yours through repeated, understandable encounters. That is a durable kind of confidence: curious, revisable, and ready for another hand.

Confidence = clear assumptions + reproducible work + fresh evidence

Try it first

If an experiment points toward further improvement, can you keep the strongest validated model in play and use the findings to inspire the next experiment?

Worked answer. Yes. Keep the strongest validated model for play, publish the comparison, and design a fresh experiment around what you learned. Every carefully recorded result gives your next idea a firmer starting point.

RANK ATLAS

22 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 3/13 near ranks

Reference numbers: 0.
Reference ranks: 2.

Unseen near cards: 10/50 = 20.0%.
Farther ranks: 4 · 5 · 6 · 7 · 8 · 9 · T · J · Q · K.

The four buckets contain 2 / 8 / 8 / 32 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	51.0% [49.4%–52.5%]	—	49.7%
1	35% width	46.1% [44.6%–47.7%]	—	45.2%
5	All	15.5% [14.3%–16.6%]	—	15.7%
5	35% width	17.6% [16.5%–18.8%]	—	15.7%
8	All	11.0% [10.0%–12.0%]	—	13.4%
8	35% width	14.2% [13.1%–15.3%]	—	14.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 51.0% under all pockets to 46.1% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 0 and 0 reveal 3 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

32 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 4/13 near ranks

Reference numbers: 1, 0.
Reference ranks: 3 · 2.

Unseen near cards: 14/50 = 28.0%.
Farther ranks: 5 · 6 · 7 · 8 · 9 · T · J · Q · K.

The four buckets contain 6 / 8 / 8 / 28 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	32.5% [31.2%–33.9%]	35.8% [34.4%–37.3%]	32.7% / 35.8%
1	35% width	29.3% [27.9%–30.6%]	33.6% [32.2%–35.0%]	29.7% / 33.6%
5	All	9.5% [8.7%–10.4%]	13.3% [12.3%–14.3%]	9.3% / 15.2%
5	35% width	10.9% [10.0%–11.9%]	15.4% [14.3%–16.5%]	11.5% / 16.0%
8	All	6.2% [5.5%–7.0%]	9.3% [8.4%–10.2%]	7.0% / 10.0%
8	35% width	9.7% [8.8%–10.6%]	11.7% [10.7%–12.7%]	9.1% / 12.5%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 32.5% under all pockets to 29.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 1 and 0 reveal 4 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

33 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 5/13 near ranks

Reference numbers: 1, 2, 0.
Reference ranks: 3 · 4 · 2.

Unseen near cards: 18/50 = 36.0%.
Farther ranks: 6 · 7 · 8 · 9 · T · J · Q · K.

The four buckets contain 10 / 8 / 8 / 24 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	53.9% [52.3%–55.4%]	—	53.7%
1	35% width	46.6% [45.1%–48.1%]	—	47.3%
5	All	16.2% [15.0%–17.3%]	—	18.1%
5	35% width	17.7% [16.6%–18.9%]	—	18.1%
8	All	13.8% [12.8%–14.9%]	—	12.9%
8	35% width	15.2% [14.1%–16.3%]	—	13.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 53.9% under all pockets to 46.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 1 and 1 reveal 5 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

42 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 5/13 near ranks

Reference numbers: 2, 0.
Reference ranks: 4 · 2.

Unseen near cards: 18/50 = 36.0%.
Farther ranks: 6 · 7 · 8 · 9 · T · J · Q · K.

The four buckets contain 6 / 12 / 8 / 24 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	33.3% [31.9%–34.7%]	37.0% [35.6%–38.5%]	33.4% / 36.2%
1	35% width	30.4% [29.0%–31.8%]	33.3% [31.9%–34.7%]	30.0% / 33.9%
5	All	9.4% [8.6%–10.3%]	13.6% [12.6%–14.6%]	9.7% / 14.7%
5	35% width	12.1% [11.1%–13.1%]	15.0% [13.9%–16.1%]	12.1% / 15.4%
8	All	6.2% [5.5%–6.9%]	10.9% [10.0%–11.8%]	6.7% / 10.9%
8	35% width	9.3% [8.5%–10.2%]	13.2% [12.2%–14.3%]	9.9% / 12.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 33.3% under all pockets to 30.4% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 2 and 0 reveal 5 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

43 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 5/13 near ranks

Reference numbers: 2, 1, 3.
Reference ranks: 4 · 3 · 5.

Unseen near cards: 18/50 = 36.0%.
Farther ranks: 7 · 8 · 9 · T · J · Q · K · A.

The four buckets contain 10 / 8 / 8 / 24 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	34.2% [32.8%–35.6%]	38.1% [36.6%–39.5%]	35.5% / 37.9%
1	35% width	32.2% [30.8%–33.6%]	34.4% [32.9%–35.8%]	31.7% / 35.3%
5	All	10.6% [9.7%–11.5%]	14.0% [13.0%–15.1%]	10.9% / 16.2%
5	35% width	12.8% [11.8%–13.9%]	17.3% [16.1%–18.4%]	13.1% / 15.4%
8	All	7.6% [6.8%–8.4%]	11.1% [10.2%–12.1%]	7.0% / 12.2%
8	35% width	11.2% [10.2%–12.1%]	13.3% [12.3%–14.3%]	10.7% / 13.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 34.2% under all pockets to 32.2% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 2 and 1 reveal 5 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

44 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 7/13 near ranks

Reference numbers: 2, 4, 0.
Reference ranks: 4 · 6 · 2.

Unseen near cards: 26/50 = 52.0%.
Farther ranks: 8 · 9 · T · J · Q · K.

The four buckets contain 10 / 16 / 8 / 16 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	57.4% [55.9%–58.9%]	—	59.1%
1	35% width	49.7% [48.1%–51.2%]	—	48.7%
5	All	16.9% [15.7%–18.0%]	—	17.6%
5	35% width	17.2% [16.1%–18.4%]	—	17.9%
8	All	12.5% [11.4%–13.5%]	—	13.5%
8	35% width	14.2% [13.1%–15.3%]	—	13.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 57.4% under all pockets to 49.7% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 2 and 2 reveal 7 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

52 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 6/13 near ranks

Reference numbers: 3, 0.
Reference ranks: 5 · 2.

Unseen near cards: $22/50 = 44.0\%$.
Farther ranks: 7 · 8 · 9 · T · J · Q · K.

The four buckets contain 6 / 16 / 8 / 20 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	35.4% [34.0%–36.8%]	36.6% [35.1%–38.0%]	34.7% / 36.5%
1	35% width	30.2% [28.8%–31.5%]	34.4% [33.0%–35.8%]	30.7% / 35.3%
5	All	10.1% [9.2%–11.0%]	14.7% [13.6%–15.8%]	10.0% / 13.5%
5	35% width	12.6% [11.6%–13.7%]	15.9% [14.8%–17.0%]	11.6% / 15.9%
8	All	6.2% [5.5%–6.9%]	11.2% [10.3%–12.2%]	7.9% / 11.1%
8	35% width	9.2% [8.4%–10.1%]	13.8% [12.7%–14.8%]	10.1% / 13.6%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 35.4% under all pockets to 30.2% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 3 and 0 reveal 6 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

53 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 6/13 near ranks

Reference numbers: 3, 1, 4, 2.
Reference ranks: 5 · 3 · 6 · 4.

Unseen near cards: $22/50 = 44.0\%$.
Farther ranks: 8 · 9 · T · J · Q · K · A.

The four buckets contain 14 / 8 / 8 / 20 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	37.4% [36.0%–38.8%]	40.3% [38.9%–41.8%]	36.3% / 39.8%
1	35% width	31.6% [30.2%–33.0%]	37.4% [35.9%–38.9%]	32.0% / 35.6%
5	All	11.8% [10.8%–12.8%]	15.0% [13.9%–16.1%]	10.4% / 15.7%
5	35% width	13.5% [12.4%–14.5%]	16.3% [15.2%–17.5%]	13.7% / 15.7%
8	All	7.9% [7.1%–8.7%]	11.5% [10.5%–12.4%]	8.3% / 12.0%
8	35% width	10.9% [9.9%–11.8%]	14.6% [13.5%–15.7%]	12.7% / 13.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 37.4% under all pockets to 31.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

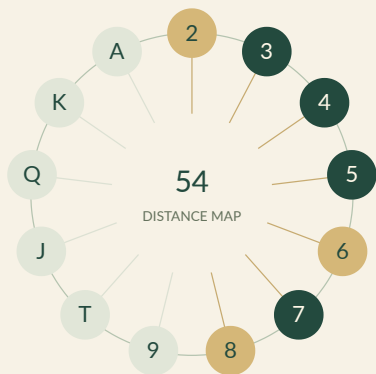
A small map discovery

Can rank numbers 3 and 1 reveal 6 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

54 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 7/13 near ranks

Reference numbers: 3, 2, 5, 1.
Reference ranks: 5 · 4 · 7 · 3.

Unseen near cards: 26/50 = 52.0%.
Farther ranks: 9 · T · J · Q · K · A.

The four buckets contain 14 / 12 / 8 / 16 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	38.6% [37.2%–40.1%]	42.0% [40.5%–43.4%]	37.9% / 41.2%
1	35% width	32.3% [30.8%–33.7%]	37.1% [35.6%–38.6%]	32.5% / 38.6%
5	All	11.9% [11.0%–12.9%]	16.9% [15.7%–18.0%]	13.4% / 15.0%
5	35% width	14.8% [13.7%–15.9%]	17.8% [16.6%–19.0%]	14.2% / 14.7%
8	All	9.1% [8.2%–9.9%]	12.6% [11.6%–13.6%]	8.1% / 13.4%
8	35% width	11.8% [10.8%–12.8%]	15.7% [14.6%–16.8%]	13.6% / 15.6%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 38.6% under all pockets to 32.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 3 and 2 reveal 7 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

55 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 3, 6, 0.
Reference ranks: 5 · 8 · 2.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: T · J · Q · K.

The four buckets contain 10 / 24 / 8 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	60.0% [58.5%–61.5%]	—	58.3%
1	35% width	52.1% [50.5%–53.6%]	—	49.7%
5	All	18.1% [16.9%–19.3%]	—	18.0%
5	35% width	18.6% [17.4%–19.8%]	—	18.2%
8	All	12.8% [11.8%–13.9%]	—	13.4%
8	35% width	14.9% [13.8%–16.0%]	—	13.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 60.0% under all pockets to 52.1% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

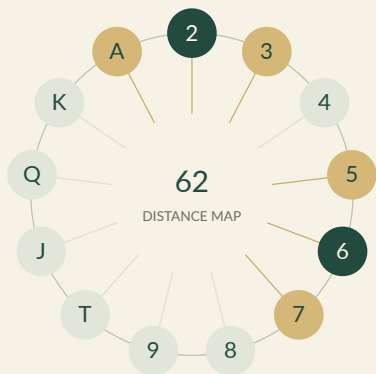
A small map discovery

Can rank numbers 3 and 3 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

62 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 6/13 near ranks

Reference numbers: 4, 0.
Reference ranks: 6 · 2.

Unseen near cards: 22/50 = 44.0%.
Farther ranks: 4 · 8 · 9 · T · J · Q · K.

The four buckets contain 6 / 16 / 12 / 16 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	35.5% [34.1%–36.9%]	37.7% [36.2%–39.1%]	34.5% / 37.9%
1	35% width	29.9% [28.5%–31.2%]	34.2% [32.7%–35.6%]	30.3% / 32.6%
5	All	9.0% [8.2%–9.8%]	13.6% [12.6%–14.6%]	9.9% / 13.9%
5	35% width	10.5% [9.6%–11.4%]	14.3% [13.2%–15.3%]	10.1% / 15.9%
8	All	5.7% [5.1%–6.4%]	10.3% [9.4%–11.2%]	6.0% / 9.8%
8	35% width	9.5% [8.6%–10.4%]	12.0% [11.0%–13.0%]	9.1% / 11.7%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 35.5% under all pockets to 29.9% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

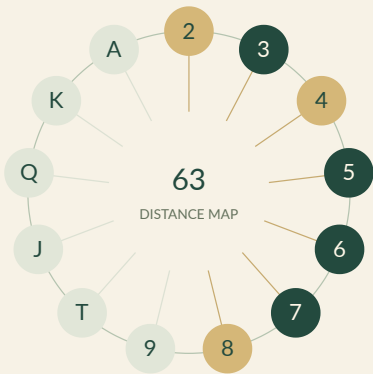
A small map discovery

Can rank numbers 4 and 0 reveal 6 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

63 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 7/13 near ranks

Reference numbers: 4, 1, 5, 3.
Reference ranks: 6 · 3 · 7 · 5.

Unseen near cards: 26/50 = 52.0%.
Farther ranks: 9 · T · J · Q · K · A.

The four buckets contain 14 / 12 / 8 / 16 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	35.4% [34.0%–36.8%]	39.5% [38.1%–41.0%]	36.1% / 38.7%
1	35% width	32.5% [31.1%–33.9%]	35.8% [34.3%–37.2%]	30.2% / 37.1%
5	All	11.4% [10.4%–12.3%]	14.6% [13.6%–15.7%]	10.1% / 14.5%
5	35% width	12.5% [11.5%–13.5%]	16.1% [15.0%–17.3%]	12.5% / 14.7%
8	All	7.1% [6.3%–7.8%]	10.5% [9.6%–11.4%]	6.6% / 12.2%
8	35% width	11.0% [10.1%–12.0%]	12.8% [11.8%–13.8%]	10.4% / 14.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 35.4% under all pockets to 32.5% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 4 and 1 reveal 7 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

64 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 7/13 near ranks

Reference numbers: 4, 2, 6.
Reference ranks: 6 · 4 · 8.

Unseen near cards: 26/50 = 52.0%.
Farther ranks: 2 · T · J · Q · K · A.

The four buckets contain 10 / 16 / 8 / 16 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	37.4% [36.0%–38.8%]	40.7% [39.2%–42.1%]	38.5% / 38.5%
1	35% width	31.6% [30.2%–33.0%]	36.1% [34.6%–37.5%]	32.4% / 37.0%
5	All	11.5% [10.6%–12.5%]	16.3% [15.2%–17.4%]	12.5% / 14.6%
5	35% width	13.6% [12.6%–14.7%]	16.1% [15.0%–17.2%]	13.3% / 14.6%
8	All	8.3% [7.5%–9.1%]	11.4% [10.4%–12.3%]	7.5% / 11.9%
8	35% width	11.5% [10.6%–12.5%]	14.3% [13.2%–15.3%]	11.3% / 13.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 37.4% under all pockets to 31.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 4 and 2 reveal 7 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

65 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 4, 3, 7, 1.
Reference ranks: 6 · 5 · 9 · 3.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: J · Q · K · A.

The four buckets contain 14 / 20 / 8 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	40.1% [38.6%–41.5%]	42.7% [41.2%–44.1%]	38.3% / 43.2%
1	35% width	33.9% [32.4%–35.3%]	39.1% [37.7%–40.6%]	34.8% / 37.9%
5	All	12.9% [11.9%–13.9%]	17.0% [15.9%–18.2%]	14.8% / 15.4%
5	35% width	15.1% [14.0%–16.2%]	18.1% [17.0%–19.3%]	15.4% / 13.9%
8	All	9.2% [8.3%–10.0%]	12.3% [11.3%–13.3%]	8.6% / 12.4%
8	35% width	13.1% [12.1%–14.1%]	15.1% [14.1%–16.2%]	12.8% / 14.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 40.1% under all pockets to 33.9% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

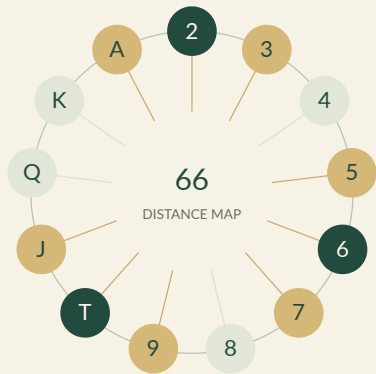
A small map discovery

Can rank numbers 4 and 3 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

66 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 4, 8, 0.
Reference ranks: 6 · T · 2.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 4 · 8 · Q · K.

The four buckets contain 10 / 24 / 16 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	62.6% [61.1%–64.1%]	—	59.0%
1	35% width	53.7% [52.2%–55.3%]	—	50.7%
5	All	20.8% [19.6%–22.1%]	—	20.4%
5	35% width	17.9% [16.8%–19.1%]	—	20.3%
8	All	14.6% [13.6%–15.7%]	—	14.2%
8	35% width	14.6% [13.5%–15.7%]	—	15.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 62.6% under all pockets to 53.7% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 4 and 4 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

72 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 6/13 near ranks

Reference numbers: 5, 0.
Reference ranks: 7 · 2.

Unseen near cards: $22/50 = 44.0\%$.
Farther ranks: 4 · 5 · 9 · T · J · Q · K.

The four buckets contain 6 / 16 / 16 / 12 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	33.9% [32.5%–35.3%]	39.0% [37.5%–40.4%]	34.7% / 38.4%
1	35% width	28.8% [27.4%–30.1%]	34.0% [32.6%–35.4%]	28.4% / 33.3%
5	All	8.2% [7.4%–9.0%]	12.6% [11.6%–13.6%]	8.2% / 13.2%
5	35% width	9.7% [8.8%–10.6%]	12.5% [11.5%–13.5%]	9.4% / 12.3%
8	All	5.5% [4.8%–6.1%]	10.1% [9.2%–11.0%]	6.0% / 10.0%
8	35% width	8.5% [7.7%–9.3%]	10.6% [9.7%–11.5%]	7.5% / 10.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 33.9% under all pockets to 28.8% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

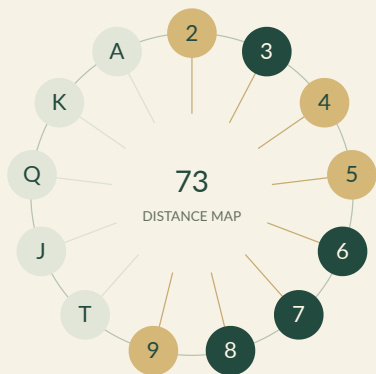
A small map discovery

Can rank numbers 5 and 0 reveal 6 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

73 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 5, 1, 6, 4.
Reference ranks: 7 · 3 · 8 · 6.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: T · J · Q · K · A.

The four buckets contain 14 / 16 / 8 / 12 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	36.9% [35.5%–38.3%]	41.5% [40.0%–42.9%]	38.1% / 39.7%
1	35% width	31.2% [29.8%–32.6%]	33.7% [32.2%–35.1%]	30.8% / 36.8%
5	All	10.6% [9.7%–11.6%]	13.0% [12.0%–14.0%]	9.7% / 14.4%
5	35% width	10.5% [9.6%–11.5%]	14.4% [13.3%–15.4%]	11.5% / 12.5%
8	All	7.0% [6.2%–7.7%]	10.6% [9.7%–11.5%]	6.4% / 10.9%
8	35% width	8.8% [7.9%–9.6%]	10.8% [9.8%–11.7%]	7.8% / 12.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 36.9% under all pockets to 31.2% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

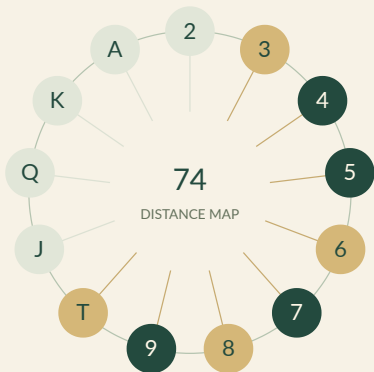
A small map discovery

Can rank numbers 5 and 1 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

74 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 5, 2, 7, 3.
Reference ranks: 7 · 4 · 9 · 5.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 2 · J · Q · K · A.

The four buckets contain 14 / 16 / 8 / 12 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	38.7% [37.3%–40.2%]	41.4% [40.0%–42.9%]	37.8% / 40.8%
1	35% width	32.3% [30.9%–33.8%]	35.4% [33.9%–36.8%]	33.2% / 36.1%
5	All	10.9% [10.0%–11.8%]	15.4% [14.4%–16.5%]	11.4% / 14.4%
5	35% width	11.4% [10.5%–12.4%]	15.4% [14.3%–16.5%]	12.0% / 12.7%
8	All	8.4% [7.6%–9.2%]	10.7% [9.8%–11.6%]	7.1% / 12.2%
8	35% width	9.8% [8.9%–10.7%]	12.8% [11.8%–13.8%]	8.9% / 14.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 38.7% under all pockets to 32.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

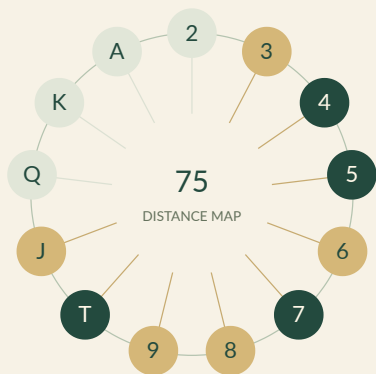
A small map discovery

Can rank numbers 5 and 2 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

75 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 5, 3, 8, 2.
Reference ranks: 7 · 5 · T · 4.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 2 · Q · K · A.

The four buckets contain 14 / 20 / 8 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	41.0% [39.5%–42.4%]	43.6% [42.1%–45.0%]	40.8% / 42.6%
1	35% width	35.2% [33.7%–36.6%]	37.6% [36.1%–39.0%]	35.0% / 37.0%
5	All	12.8% [11.8%–13.8%]	17.5% [16.4%–18.6%]	14.9% / 15.2%
5	35% width	13.7% [12.6%–14.7%]	16.6% [15.5%–17.8%]	12.7% / 13.6%
8	All	8.1% [7.3%–8.9%]	12.5% [11.5%–13.5%]	8.6% / 12.0%
8	35% width	10.6% [9.6%–11.5%]	14.4% [13.4%–15.5%]	11.9% / 13.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 41.0% under all pockets to 35.2% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

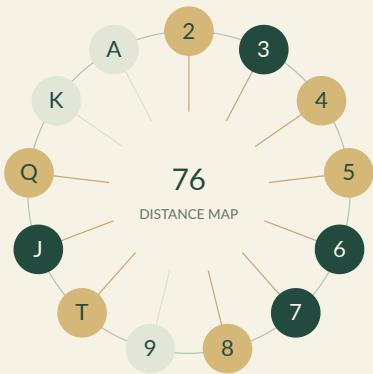
A small map discovery

Can rank numbers 5 and 3 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

76 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 5, 4, 9, 1.
Reference ranks: 7 · 6 · J · 3.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 9 · K · A.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	41.6% [40.1%–43.1%]	45.8% [44.3%–47.3%]	42.4% / 44.5%
1	35% width	35.9% [34.4%–37.3%]	39.9% [38.4%–41.4%]	34.8% / 38.8%
5	All	15.0% [14.0%–16.1%]	17.5% [16.3%–18.6%]	14.9% / 19.6%
5	35% width	14.2% [13.2%–15.3%]	17.9% [16.7%–19.0%]	15.1% / 17.3%
8	All	10.2% [9.3%–11.1%]	13.2% [12.2%–14.2%]	9.2% / 12.2%
8	35% width	10.9% [10.0%–11.8%]	14.8% [13.8%–15.9%]	11.9% / 12.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 41.6% under all pockets to 35.9% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 5 and 4 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

77 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 5, 10, 0.
Reference ranks: 7 · Q · 2.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 4 · 5 · 9 · T.

The four buckets contain 10 / 24 / 16 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	67.1% [65.6%–68.5%]	—	65.3%
1	35% width	56.4% [54.9%–57.9%]	—	55.5%
5	All	21.7% [20.5%–23.0%]	—	21.2%
5	35% width	20.2% [19.0%–21.4%]	—	20.5%
8	All	14.3% [13.3%–15.4%]	—	14.1%
8	35% width	14.2% [13.1%–15.3%]	—	14.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 67.1% under all pockets to 56.4% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 5 and 5 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

82 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 6/13 near ranks

Reference numbers: 6, 0.
Reference ranks: 8 · 2.

Unseen near cards: 22/50 = 44.0%.
Farther ranks: 4 · 5 · 6 · T · J · Q · K.

The four buckets contain 6 / 16 / 16 / 12 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	37.3% [35.8%–38.7%]	40.4% [38.9%–41.8%]	36.4% / 41.4%
1	35% width	31.6% [30.2%–33.0%]	35.0% [33.6%–36.4%]	29.9% / 33.6%
5	All	9.1% [8.3%–10.0%]	12.3% [11.3%–13.3%]	8.2% / 13.3%
5	35% width	9.1% [8.3%–10.0%]	13.6% [12.5%–14.6%]	9.4% / 12.2%
8	All	5.3% [4.6%–5.9%]	9.1% [8.2%–9.9%]	6.2% / 9.9%
8	35% width	7.4% [6.7%–8.2%]	10.5% [9.6%–11.5%]	7.0% / 10.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 37.3% under all pockets to 31.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 6 and 0 reveal 6 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

83 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 6, 1, 7, 5.
Reference ranks: 8 · 3 · 9 · 7.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 5 · J · Q · K · A.

The four buckets contain 14 / 16 / 12 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	37.0% [35.6%–38.4%]	40.6% [39.2%–42.1%]	35.8% / 40.9%
1	35% width	30.7% [29.4%–32.1%]	34.6% [33.2%–36.0%]	31.3% / 35.7%
5	All	9.4% [8.6%–10.3%]	13.3% [12.3%–14.3%]	10.1% / 14.1%
5	35% width	9.5% [8.6%–10.3%]	12.7% [11.7%–13.7%]	9.5% / 12.8%
8	All	5.7% [5.0%–6.4%]	9.3% [8.5%–10.2%]	6.0% / 10.3%
8	35% width	6.8% [6.1%–7.6%]	9.9% [9.0%–10.8%]	6.4% / 11.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 37.0% under all pockets to 30.7% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 6 and 1 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

84 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 6, 2, 8, 4.
Reference ranks: 8 · 4 · T · 6.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 2 · Q · K · A.

The four buckets contain 14 / 20 / 8 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	39.1% [37.6%–40.5%]	43.3% [41.8%–44.7%]	39.0% / 42.2%
1	35% width	32.0% [30.6%–33.4%]	37.2% [35.7%–38.6%]	31.5% / 35.6%
5	All	10.4% [9.5%–11.3%]	14.7% [13.6%–15.7%]	10.0% / 14.1%
5	35% width	10.3% [9.4%–11.2%]	13.9% [12.8%–14.9%]	11.4% / 11.8%
8	All	7.3% [6.5%–8.0%]	10.3% [9.4%–11.2%]	6.2% / 10.9%
8	35% width	8.0% [7.2%–8.8%]	11.0% [10.1%–12.0%]	8.5% / 11.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 39.1% under all pockets to 32.0% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

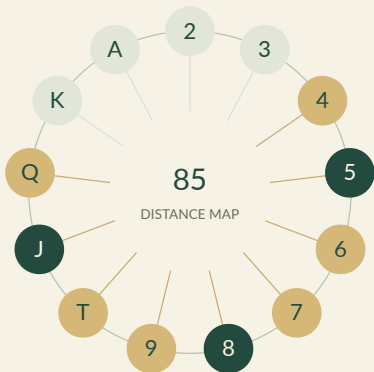
A small map discovery

Can rank numbers 6 and 2 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

85 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 6, 3, 9.
Reference ranks: 8 · 5 · J.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 2 · 3 · K · A.

The four buckets contain 10 / 24 / 8 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	42.2% [40.8%–43.7%]	45.0% [43.6%–46.5%]	42.8% / 43.7%
1	35% width	34.2% [32.8%–35.6%]	37.5% [36.0%–38.9%]	35.1% / 37.4%
5	All	11.8% [10.9%–12.8%]	16.2% [15.1%–17.3%]	11.6% / 14.7%
5	35% width	12.1% [11.1%–13.1%]	15.2% [14.1%–16.3%]	12.4% / 12.5%
8	All	8.1% [7.3%–8.9%]	10.9% [9.9%–11.8%]	8.8% / 12.2%
8	35% width	9.2% [8.3%–10.0%]	12.1% [11.1%–13.0%]	8.7% / 13.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 42.2% under all pockets to 34.2% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 6 and 3 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

86 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 6, 4, 10, 2.
Reference ranks: 8 · 6 · Q · 4.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 2 · T · A.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	43.7% [42.3%–45.2%]	46.6% [45.1%–48.1%]	43.1% / 45.4%
1	35% width	36.1% [34.6%–37.5%]	38.6% [37.1%–40.1%]	35.5% / 37.9%
5	All	13.6% [12.6%–14.6%]	17.4% [16.3%–18.6%]	14.7% / 19.5%
5	35% width	13.7% [12.7%–14.7%]	16.6% [15.5%–17.7%]	13.1% / 17.1%
8	All	9.1% [8.3%–9.9%]	13.4% [12.4%–14.4%]	8.5% / 11.9%
8	35% width	10.2% [9.3%–11.1%]	13.0% [12.0%–14.0%]	10.4% / 11.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 43.7% under all pockets to 36.1% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 6 and 4 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

87 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 6, 5, 11, 1.
Reference ranks: 8 · 7 · K · 3.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 5 · T · J.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	43.4% [41.9%–44.8%]	47.2% [45.7%–48.7%]	45.3% / 47.0%
1	35% width	35.7% [34.2%–37.1%]	41.6% [40.1%–43.0%]	36.7% / 40.9%
5	All	15.5% [14.4%–16.6%]	19.2% [18.0%–20.4%]	14.7% / 19.7%
5	35% width	13.9% [12.9%–15.0%]	17.7% [16.5%–18.8%]	15.0% / 17.6%
8	All	10.2% [9.3%–11.1%]	14.0% [12.9%–15.0%]	9.5% / 12.7%
8	35% width	10.0% [9.1%–10.9%]	13.3% [12.2%–14.3%]	11.3% / 12.3%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 43.4% under all pockets to 35.7% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 6 and 5 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

88 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 7/13 near ranks

Reference numbers: 6, 12, 0.
Reference ranks: 8 · A · 2.

Unseen near cards: 26/50 = 52.0%.
Farther ranks: 4 · 5 · 6 · T · J · Q.

The four buckets contain 10 / 16 / 16 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	69.7% [68.3%–71.1%]	—	68.3%
1	35% width	60.0% [58.5%–61.5%]	—	57.8%
5	All	24.3% [23.0%–25.6%]	—	20.7%
5	35% width	20.5% [19.3%–21.7%]	—	20.4%
8	All	15.6% [14.5%–16.7%]	—	14.8%
8	35% width	14.8% [13.7%–15.9%]	—	15.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 69.7% under all pockets to 60.0% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 6 and 6 reveal 7 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

92 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 6/13 near ranks

Reference numbers: 7, 0.
Reference ranks: 9 · 2.

Unseen near cards: $22/50 = 44.0\%$.
Farther ranks: 4 · 5 · 6 · 7 · J · Q · K.

The four buckets contain 6 / 16 / 16 / 12 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	39.1% [37.7%–40.6%]	40.7% [39.2%–42.1%]	39.9% / 43.1%
1	35% width	32.3% [30.9%–33.7%]	35.4% [33.9%–36.8%]	30.7% / 35.4%
5	All	9.7% [8.8%–10.5%]	14.7% [13.6%–15.7%]	8.7% / 15.2%
5	35% width	9.1% [8.2%–9.9%]	13.6% [12.5%–14.6%]	9.0% / 12.1%
8	All	5.5% [4.9%–6.2%]	9.4% [8.6%–10.3%]	6.2% / 9.9%
8	35% width	5.8% [5.1%–6.5%]	10.4% [9.5%–11.4%]	6.6% / 10.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 39.1% under all pockets to 32.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 7 and 0 reveal 6 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

93 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 7, 1, 8, 6.
Reference ranks: 9 · 3 · T · 8.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 5 · 6 · Q · K · A.

The four buckets contain 14 / 16 / 16 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	39.5% [38.1%–41.0%]	45.2% [43.8%–46.7%]	40.0% / 42.7%
1	35% width	31.7% [30.3%–33.1%]	34.9% [33.4%–36.3%]	33.3% / 38.4%
5	All	9.5% [8.7%–10.4%]	14.1% [13.1%–15.1%]	9.5% / 14.8%
5	35% width	9.5% [8.7%–10.4%]	13.2% [12.2%–14.2%]	9.2% / 13.3%
8	All	6.5% [5.8%–7.2%]	10.4% [9.5%–11.3%]	6.1% / 10.3%
8	35% width	6.4% [5.7%–7.2%]	9.9% [9.0%–10.8%]	6.7% / 11.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 39.5% under all pockets to 31.7% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

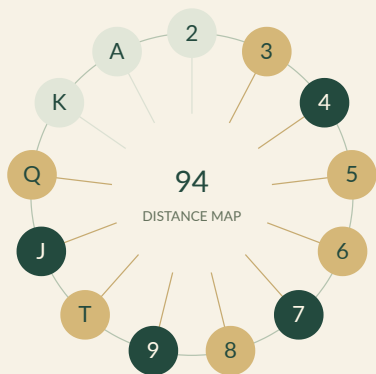
A small map discovery

Can rank numbers 7 and 1 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

94 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 7, 2, 9, 5.
Reference ranks: 9 · 4 · J · 7.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 2 · K · A.

The four buckets contain 14 / 24 / 8 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	41.3% [39.9%–42.8%]	44.7% [43.2%–46.2%]	41.0% / 45.1%
1	35% width	33.2% [31.8%–34.6%]	36.2% [34.7%–37.6%]	32.0% / 36.4%
5	All	10.8% [9.8%–11.7%]	14.7% [13.6%–15.7%]	10.9% / 14.6%
5	35% width	9.0% [8.2%–9.9%]	13.3% [12.3%–14.3%]	9.4% / 12.0%
8	All	6.5% [5.8%–7.2%]	10.5% [9.6%–11.4%]	5.8% / 11.3%
8	35% width	6.8% [6.0%–7.5%]	10.2% [9.3%–11.1%]	6.3% / 11.6%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 41.3% under all pockets to 33.2% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

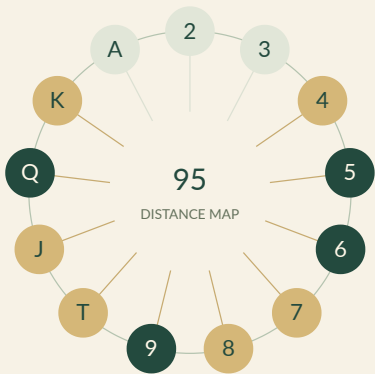
A small map discovery

Can rank numbers 7 and 2 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

95 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 7, 3, 10, 4.
Reference ranks: 9 · 5 · Q · 6.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 2 · 3 · A.

The four buckets contain 14 / 24 / 8 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	42.2% [40.7%–43.7%]	45.2% [43.7%–46.7%]	42.3% / 45.4%
1	35% width	33.3% [31.9%–34.8%]	38.1% [36.6%–39.5%]	33.7% / 36.8%
5	All	12.7% [11.7%–13.7%]	16.1% [15.0%–17.2%]	12.0% / 15.1%
5	35% width	10.3% [9.3%–11.2%]	15.1% [14.0%–16.2%]	12.0% / 12.5%
8	All	7.7% [6.9%–8.5%]	11.7% [10.8%–12.7%]	8.9% / 10.7%
8	35% width	7.3% [6.5%–8.1%]	11.1% [10.1%–12.0%]	9.0% / 11.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 42.2% under all pockets to 33.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 7 and 3 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

96 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 7, 4, 11, 3.
Reference ranks: 9 · 6 · K · 5.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 2 · 3 · J.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	44.3% [42.8%–45.8%]	48.5% [47.0%–50.0%]	44.6% / 46.9%
1	35% width	35.2% [33.7%–36.6%]	38.2% [36.7%–39.7%]	35.7% / 37.9%
5	All	14.4% [13.4%–15.4%]	16.9% [15.8%–18.0%]	13.2% / 19.4%
5	35% width	11.4% [10.4%–12.3%]	15.3% [14.2%–16.4%]	11.7% / 16.6%
8	All	9.2% [8.4%–10.1%]	13.0% [12.0%–14.0%]	8.0% / 11.9%
8	35% width	8.7% [7.9%–9.5%]	11.9% [10.9%–12.9%]	8.1% / 11.7%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 44.3% under all pockets to 35.2% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 7 and 4 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

97 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 11/13 near ranks

Reference numbers: 7, 5, 12, 2.
Reference ranks: 9 · 7 · A · 4.

Unseen near cards: 42/50 = 84.0%.
Farther ranks: J · Q.

The four buckets contain 14 / 28 / 8 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	45.6% [44.1%–47.1%]	48.4% [46.9%–49.8%]	48.1% / 49.9%
1	35% width	37.8% [36.4%–39.3%]	39.8% [38.3%–41.2%]	38.2% / 38.7%
5	All	14.7% [13.7%–15.8%]	19.2% [18.1%–20.4%]	14.4% / 19.8%
5	35% width	12.9% [11.9%–13.9%]	15.6% [14.5%–16.7%]	12.4% / 16.8%
8	All	10.3% [9.4%–11.2%]	13.6% [12.6%–14.7%]	9.3% / 12.5%
8	35% width	9.2% [8.3%–10.0%]	12.6% [11.6%–13.6%]	8.8% / 11.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 45.6% under all pockets to 37.8% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

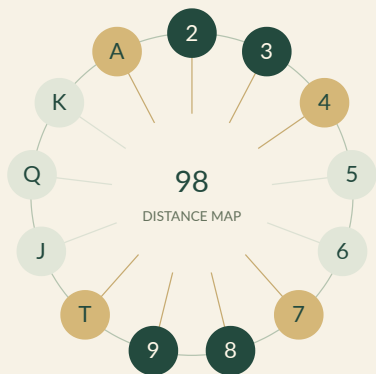
A small map discovery

Can rank numbers 7 and 5 reveal 11 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

98 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 7, 6, 0, 1.
Reference ranks: 9 · 8 · 2 · 3.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 5 · 6 · J · Q · K.

The four buckets contain 14 / 16 / 16 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	47.3% [45.8%–48.8%]	51.3% [49.8%–52.8%]	47.1% / 48.6%
1	35% width	38.4% [36.9%–39.9%]	42.4% [40.9%–43.9%]	38.4% / 43.6%
5	All	17.2% [16.0%–18.3%]	20.9% [19.7%–22.1%]	16.8% / 21.1%
5	35% width	13.7% [12.6%–14.7%]	17.3% [16.1%–18.4%]	15.2% / 18.5%
8	All	10.8% [9.9%–11.7%]	15.0% [13.9%–16.1%]	10.1% / 13.1%
8	35% width	9.0% [8.1%–9.8%]	12.4% [11.4%–13.4%]	10.8% / 13.6%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 47.3% under all pockets to 38.4% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 7 and 6 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

99 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 7/13 near ranks

Reference numbers: 7, 1, 0.
Reference ranks: 9 · 3 · 2.

Unseen near cards: 26/50 = 52.0%.
Farther ranks: 5 · 6 · 7 · J · Q · K.

The four buckets contain 10 / 16 / 16 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	71.1% [69.7%–72.5%]	—	70.9%
1	35% width	62.6% [61.1%–64.1%]	—	61.7%
5	All	26.6% [25.3%–28.0%]	—	24.3%
5	35% width	20.1% [18.8%–21.3%]	—	23.2%
8	All	17.7% [16.5%–18.8%]	—	15.5%
8	35% width	14.1% [13.0%–15.2%]	—	16.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 71.1% under all pockets to 62.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 7 and 7 reveal 7 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

T2 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 6/13 near ranks

Reference numbers: 8, 0.
Reference ranks: T · 2.

Unseen near cards: 22/50 = 44.0%.
Farther ranks: 4 · 5 · 6 · 7 · 8 · Q · K.

The four buckets contain 6 / 16 / 16 / 12 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	43.9% [42.4%–45.3%]	45.4% [43.9%–46.9%]	41.8% / 44.3%
1	35% width	35.0% [33.5%–36.4%]	36.4% [35.0%–37.9%]	32.8% / 36.1%
5	All	11.2% [10.2%–12.1%]	15.5% [14.5%–16.6%]	10.0% / 14.4%
5	35% width	9.0% [8.1%–9.8%]	12.6% [11.6%–13.6%]	9.7% / 11.3%
8	All	6.7% [6.0%–7.4%]	10.3% [9.4%–11.2%]	6.3% / 10.1%
8	35% width	6.4% [5.6%–7.1%]	10.1% [9.2%–11.1%]	7.0% / 9.6%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 43.9% under all pockets to 35.0% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 8 and 0 reveal 6 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

T3 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 8, 1, 9, 7.
Reference ranks: T · 3 · J · 9.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 5 · 6 · 7 · K · A.

The four buckets contain 14 / 16 / 16 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	41.5% [40.1%–43.0%]	47.6% [46.1%–49.1%]	42.8% / 45.1%
1	35% width	33.8% [32.4%–35.2%]	37.2% [35.8%–38.7%]	31.9% / 38.1%
5	All	11.1% [10.2%–12.1%]	15.5% [14.4%–16.6%]	10.2% / 15.3%
5	35% width	9.8% [8.9%–10.6%]	13.3% [12.3%–14.3%]	10.1% / 13.5%
8	All	6.6% [5.9%–7.4%]	10.8% [9.9%–11.7%]	6.8% / 10.5%
8	35% width	6.9% [6.2%–7.7%]	9.2% [8.4%–10.1%]	7.0% / 10.5%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 41.5% under all pockets to 33.8% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 8 and 1 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

T4 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 8, 2, 10, 6.
Reference ranks: T · 4 · Q · 8.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 2 · 6 · A.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	44.3% [42.9%–45.8%]	46.2% [44.7%–47.7%]	43.0% / 45.5%
1	35% width	35.3% [33.9%–36.8%]	38.6% [37.1%–40.1%]	32.9% / 37.4%
5	All	11.1% [10.2%–12.0%]	15.5% [14.4%–16.6%]	11.8% / 14.4%
5	35% width	9.2% [8.3%–10.0%]	14.2% [13.2%–15.3%]	10.4% / 12.7%
8	All	5.8% [5.1%–6.5%]	11.1% [10.2%–12.0%]	6.9% / 10.5%
8	35% width	6.8% [6.1%–7.6%]	9.4% [8.5%–10.2%]	6.8% / 9.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 44.3% under all pockets to 35.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 8 and 2 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

T5 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 11/13 near ranks

Reference numbers: 8, 3, 11, 5.
Reference ranks: T · 5 · K · 7.

Unseen near cards: 42/50 = 84.0%.
Farther ranks: 2 · 3.

The four buckets contain 14 / 28 / 8 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	44.6% [43.1%–46.1%]	48.0% [46.5%–49.5%]	44.7% / 47.8%
1	35% width	34.5% [33.1%–36.0%]	37.7% [36.3%–39.2%]	34.3% / 37.0%
5	All	11.2% [10.2%–12.1%]	16.0% [14.9%–17.1%]	12.2% / 15.1%
5	35% width	9.1% [8.3%–10.0%]	13.5% [12.5%–14.6%]	9.5% / 13.0%
8	All	7.1% [6.4%–7.8%]	10.8% [9.9%–11.7%]	7.7% / 10.9%
8	35% width	6.4% [5.7%–7.1%]	10.0% [9.1%–10.9%]	6.5% / 10.3%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 44.6% under all pockets to 34.5% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

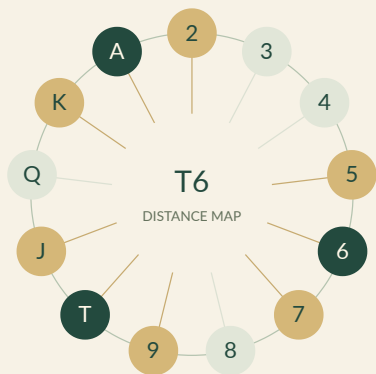
A small map discovery

Can rank numbers 8 and 3 reveal 11 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

T6 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 8, 4, 12.
Reference ranks: T · 6 · A.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 3 · 4 · 8 · Q.

The four buckets contain 10 / 24 / 16 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	45.8% [44.3%–47.3%]	47.6% [46.1%–49.1%]	44.2% / 48.5%
1	35% width	36.8% [35.3%–38.2%]	40.1% [38.6%–41.6%]	36.5% / 37.9%
5	All	13.5% [12.5%–14.5%]	17.4% [16.3%–18.5%]	12.5% / 19.0%
5	35% width	10.3% [9.4%–11.2%]	15.6% [14.5%–16.7%]	10.9% / 16.7%
8	All	8.9% [8.0%–9.7%]	11.6% [10.7%–12.6%]	9.0% / 10.3%
8	35% width	7.8% [7.0%–8.6%]	10.8% [9.8%–11.7%]	7.7% / 10.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 45.8% under all pockets to 36.8% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 8 and 4 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

T7 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 11/13 near ranks

Reference numbers: 8, 5, 0, 3.
Reference ranks: T · 7 · 2 · 5.

Unseen near cards: 42/50 = 84.0%.
Farther ranks: Q · K.

The four buckets contain 14 / 28 / 8 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	49.2% [47.7%–50.7%]	49.9% [48.4%–51.4%]	47.1% / 48.3%
1	35% width	38.0% [36.6%–39.5%]	40.5% [39.1%–42.0%]	37.9% / 39.2%
5	All	15.2% [14.1%–16.3%]	18.9% [17.7%–20.1%]	13.7% / 19.6%
5	35% width	11.7% [10.7%–12.7%]	15.6% [14.5%–16.7%]	11.8% / 16.6%
8	All	9.1% [8.2%–9.9%]	13.9% [12.9%–14.9%]	11.0% / 12.5%
8	35% width	7.4% [6.6%–8.2%]	11.0% [10.1%–12.0%]	8.8% / 11.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 49.2% under all pockets to 38.0% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

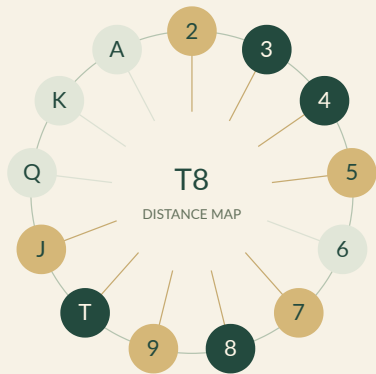
A small map discovery

Can rank numbers 8 and 5 reveal 11 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

T8 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 8, 6, 1, 2.
Reference ranks: T · 8 · 3 · 4.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 6 · Q · K · A.

The four buckets contain 14 / 20 / 12 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	50.2% [48.7%–51.7%]	51.4% [49.9%–52.9%]	50.2% / 50.0%
1	35% width	39.9% [38.5%–41.4%]	44.4% [42.9%–45.9%]	40.1% / 42.4%
5	All	17.7% [16.5%–18.8%]	20.5% [19.3%–21.7%]	16.4% / 21.3%
5	35% width	12.6% [11.6%–13.6%]	15.9% [14.8%–17.0%]	13.5% / 18.3%
8	All	11.8% [10.9%–12.8%]	14.4% [13.4%–15.5%]	11.5% / 12.5%
8	35% width	8.0% [7.2%–8.8%]	12.0% [11.0%–13.0%]	8.9% / 12.5%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 50.2% under all pockets to 39.9% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

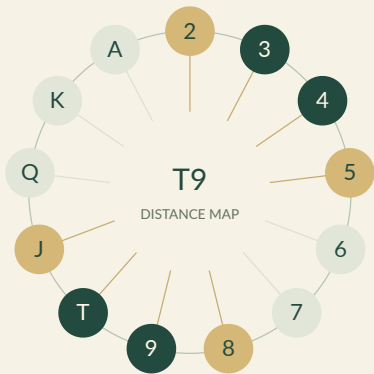
A small map discovery

Can rank numbers 8 and 6 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

T9 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 8, 7, 2, 1.
Reference ranks: T · 9 · 4 · 3.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 6 · 7 · Q · K · A.

The four buckets contain 14 / 16 / 16 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	50.7% [49.2%–52.2%]	53.7% [52.2%–55.2%]	51.0% / 51.6%
1	35% width	41.4% [39.9%–42.9%]	46.1% [44.6%–47.6%]	41.1% / 43.4%
5	All	17.4% [16.3%–18.5%]	22.6% [21.4%–23.9%]	19.9% / 20.6%
5	35% width	13.0% [12.0%–14.0%]	15.8% [14.7%–16.9%]	14.1% / 18.7%
8	All	13.3% [12.3%–14.4%]	15.5% [14.4%–16.6%]	11.6% / 14.1%
8	35% width	9.1% [8.2%–10.0%]	12.7% [11.7%–13.7%]	10.4% / 13.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 50.7% under all pockets to 41.4% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

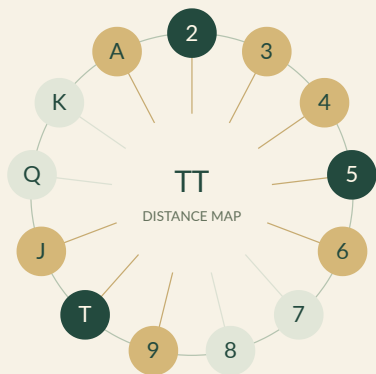
A small map discovery

Can rank numbers 8 and 7 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

TT · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 8, 3, 0.
Reference ranks: T · 5 · 2.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 7 · 8 · Q · K.

The four buckets contain 10 / 24 / 16 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	74.6% [73.3%–75.9%]	—	74.5%
1	35% width	66.6% [65.1%–68.0%]	—	65.3%
5	All	29.4% [28.0%–30.8%]	—	25.3%
5	35% width	23.3% [22.0%–24.6%]	—	23.8%
8	All	20.0% [18.8%–21.2%]	—	20.3%
8	35% width	14.8% [13.7%–15.9%]	—	16.0%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 74.6% under all pockets to 66.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 8 and 8 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

J2 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 6/13 near ranks

Reference numbers: 9, 0.
Reference ranks: J · 2.

Unseen near cards: 22/50 = 44.0%.
Farther ranks: 4 · 5 · 6 · 7 · 8 · 9 · K.

The four buckets contain 6 / 16 / 12 / 16 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	44.9% [43.4%–46.4%]	47.5% [46.0%–49.0%]	44.6% / 47.1%
1	35% width	36.5% [35.0%–37.9%]	39.6% [38.1%–41.0%]	35.0% / 38.0%
5	All	11.1% [10.2%–12.1%]	15.6% [14.5%–16.7%]	12.2% / 15.2%
5	35% width	9.4% [8.5%–10.3%]	13.8% [12.7%–14.8%]	9.2% / 15.6%
8	All	6.7% [5.9%–7.4%]	11.0% [10.1%–12.0%]	6.3% / 11.2%
8	35% width	6.3% [5.6%–7.1%]	10.3% [9.3%–11.2%]	6.3% / 9.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 44.9% under all pockets to 36.5% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

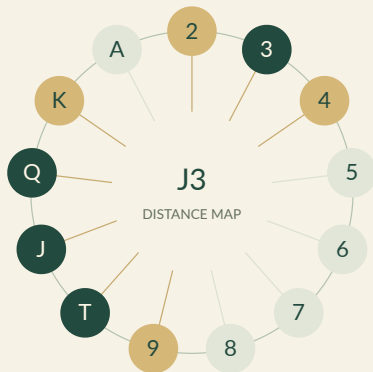
A small map discovery

Can rank numbers 9 and 0 reveal 6 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

J3 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 9, 1, 10, 8.
Reference ranks: J · 3 · Q · T.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 5 · 6 · 7 · 8 · A.

The four buckets contain 14 / 16 / 12 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	44.4% [42.9%–45.9%]	48.5% [47.0%–50.0%]	44.1% / 48.6%
1	35% width	35.6% [34.1%–37.0%]	38.7% [37.2%–40.2%]	36.6% / 38.9%
5	All	11.6% [10.6%–12.5%]	15.2% [14.2%–16.3%]	12.9% / 15.1%
5	35% width	10.1% [9.2%–11.0%]	13.5% [12.4%–14.5%]	9.6% / 12.6%
8	All	8.1% [7.3%–8.9%]	12.3% [11.3%–13.3%]	6.9% / 11.6%
8	35% width	6.7% [6.0%–7.4%]	10.4% [9.5%–11.3%]	7.7% / 9.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 44.4% under all pockets to 35.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 9 and 1 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

J4 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 9, 2, 11, 7.
Reference ranks: J · 4 · K · 9.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 2 · 6 · 7.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	45.5% [44.0%–47.0%]	49.7% [48.2%–51.2%]	46.4% / 47.5%
1	35% width	36.3% [34.9%–37.8%]	41.0% [39.5%–42.5%]	35.4% / 39.0%
5	All	12.1% [11.1%–13.1%]	16.5% [15.4%–17.6%]	12.1% / 15.2%
5	35% width	9.9% [9.0%–10.8%]	14.4% [13.3%–15.4%]	10.7% / 12.7%
8	All	6.9% [6.1%–7.6%]	12.6% [11.6%–13.6%]	7.4% / 11.4%
8	35% width	6.5% [5.8%–7.3%]	11.1% [10.2%–12.1%]	7.3% / 9.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 45.5% under all pockets to 36.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

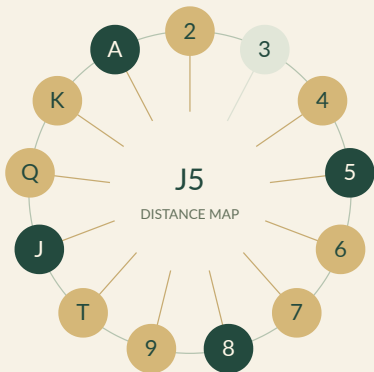
A small map discovery

Can rank numbers 9 and 2 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

J5 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 12/13 near ranks

Reference numbers: 9, 3, 12, 6.
Reference ranks: J · 5 · A · 8.

Unseen near cards: 46/50 = 92.0%.
Farther ranks: 3.

The four buckets contain 14 / 32 / 4 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	47.0% [45.5%–48.5%]	51.3% [49.8%–52.8%]	47.4% / 49.7%
1	35% width	38.0% [36.5%–39.4%]	40.6% [39.2%–42.1%]	37.4% / 38.8%
5	All	12.5% [11.5%–13.5%]	16.1% [15.0%–17.2%]	12.2% / 14.9%
5	35% width	10.8% [9.9%–11.8%]	14.4% [13.3%–15.4%]	10.5% / 13.1%
8	All	7.9% [7.1%–8.7%]	12.7% [11.8%–13.7%]	7.7% / 12.0%
8	35% width	6.7% [6.0%–7.5%]	11.6% [10.6%–12.6%]	6.3% / 11.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 47.0% under all pockets to 38.0% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

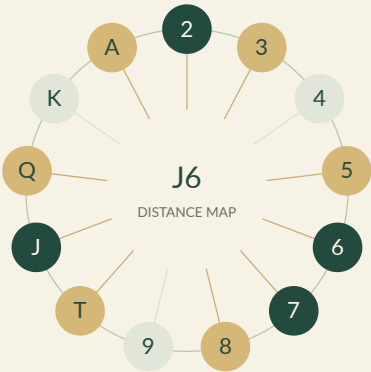
A small map discovery

Can rank numbers 9 and 3 reveal 12 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

J6 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 9, 4, 0, 5.
Reference ranks: J · 6 · 2 · 7.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 4 · 9 · K.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	48.4% [46.9%–49.9%]	50.8% [49.3%–52.3%]	47.7% / 49.8%
1	35% width	37.5% [36.0%–38.9%]	40.8% [39.3%–42.3%]	37.1% / 38.7%
5	All	12.4% [11.4%–13.3%]	17.2% [16.0%–18.3%]	12.1% / 19.3%
5	35% width	10.4% [9.5%–11.3%]	13.8% [12.8%–14.8%]	9.7% / 16.3%
8	All	8.1% [7.3%–8.9%]	12.0% [11.0%–13.0%]	7.5% / 11.1%
8	35% width	6.5% [5.8%–7.2%]	10.5% [9.6%–11.4%]	6.2% / 9.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 48.4% under all pockets to 37.5% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

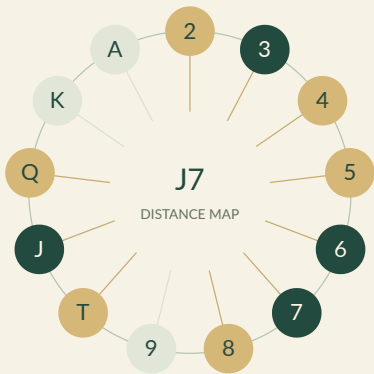
A small map discovery

Can rank numbers 9 and 4 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

J7 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 9, 5, 1, 4.
Reference ranks: J · 7 · 3 · 6.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 9 · K · A.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	50.5% [49.0%–52.0%]	52.6% [51.1%–54.1%]	50.4% / 50.6%
1	35% width	40.1% [38.6%–41.6%]	43.0% [41.5%–44.5%]	38.9% / 40.0%
5	All	13.8% [12.8%–14.8%]	18.9% [17.7%–20.1%]	12.5% / 19.5%
5	35% width	11.7% [10.8%–12.7%]	14.9% [13.8%–16.0%]	10.9% / 15.9%
8	All	9.3% [8.4%–10.1%]	13.8% [12.8%–14.9%]	11.2% / 11.1%
8	35% width	6.4% [5.7%–7.1%]	10.6% [9.6%–11.5%]	7.1% / 9.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 50.5% under all pockets to 40.1% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

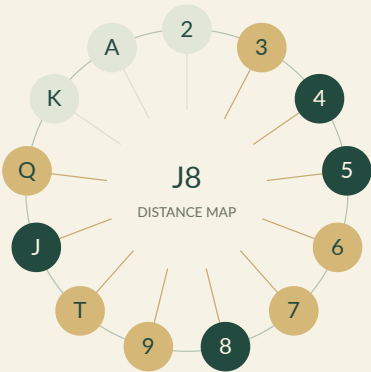
A small map discovery

Can rank numbers 9 and 5 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

J8 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 9, 6, 2, 3.
Reference ranks: J · 8 · 4 · 5.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 2 · K · A.

The four buckets contain 14 / 24 / 8 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	52.5% [51.0%–54.0%]	54.4% [52.9%–55.9%]	52.9% / 53.5%
1	35% width	41.4% [40.0%–42.9%]	42.5% [41.0%–44.0%]	40.1% / 42.5%
5	All	17.4% [16.3%–18.6%]	21.2% [20.0%–22.4%]	14.8% / 20.0%
5	35% width	11.8% [10.8%–12.8%]	16.6% [15.4%–17.7%]	11.7% / 15.8%
8	All	10.9% [10.0%–11.8%]	14.6% [13.6%–15.7%]	12.5% / 12.2%
8	35% width	7.6% [6.8%–8.4%]	11.3% [10.3%–12.2%]	8.7% / 10.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 52.5% under all pockets to 41.4% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

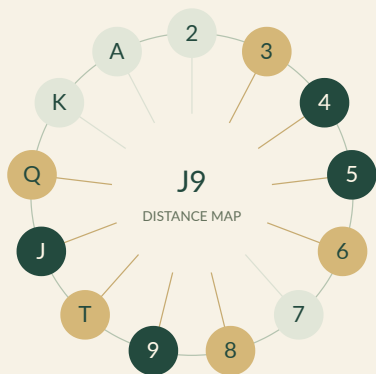
A small map discovery

Can rank numbers 9 and 6 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

J9 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 9, 7, 3, 2.
Reference ranks: J · 9 · 5 · 4.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 2 · 7 · K · A.

The four buckets contain 14 / 20 / 12 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	52.3% [50.8%–53.8%]	55.5% [54.0%–57.0%]	54.6% / 54.9%
1	35% width	43.1% [41.6%–44.6%]	45.3% [43.8%–46.8%]	42.3% / 43.4%
5	All	18.7% [17.6%–19.9%]	23.3% [22.0%–24.5%]	19.6% / 20.8%
5	35% width	11.8% [10.8%–12.7%]	17.3% [16.2%–18.4%]	13.7% / 17.7%
8	All	12.1% [11.1%–13.0%]	15.7% [14.6%–16.8%]	11.8% / 14.0%
8	35% width	7.8% [7.0%–8.6%]	11.8% [10.9%–12.8%]	9.2% / 12.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 52.3% under all pockets to 43.1% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

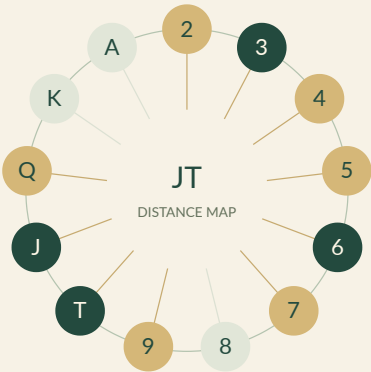
A small map discovery

Can rank numbers 9 and 7 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

JT · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 9, 8, 4, 1.
Reference ranks: J · T · 6 · 3.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 8 · K · A.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	56.0% [54.5%–57.5%]	57.8% [56.4%–59.3%]	55.4% / 56.2%
1	35% width	46.8% [45.3%–48.3%]	48.9% [47.4%–50.4%]	44.6% / 46.6%
5	All	21.3% [20.1%–22.6%]	25.4% [24.1%–26.7%]	23.7% / 23.9%
5	35% width	14.5% [13.5%–15.6%]	17.7% [16.5%–18.8%]	13.9% / 17.5%
8	All	14.3% [13.3%–15.4%]	18.2% [17.0%–19.3%]	16.0% / 17.9%
8	35% width	8.2% [7.3%–9.0%]	13.0% [12.0%–14.0%]	8.8% / 12.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 56.0% under all pockets to 46.8% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

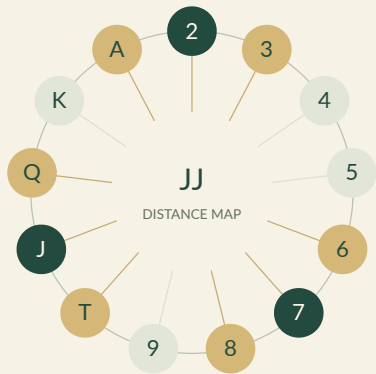
A small map discovery

Can rank numbers 9 and 8 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

JJ · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 9, 5, 0.
Reference ranks: J · 7 · 2.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 4 · 5 · 9 · K.

The four buckets contain 10 / 24 / 16 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	80.0% [78.8%–81.2%]	—	76.0%
1	35% width	70.1% [68.7%–71.5%]	—	69.1%
5	All	34.7% [33.2%–36.1%]	—	30.1%
5	35% width	27.6% [26.2%–28.9%]	—	28.0%
8	All	21.2% [19.9%–22.4%]	—	20.9%
8	35% width	17.7% [16.6%–18.9%]	—	16.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 80.0% under all pockets to 70.1% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 9 and 9 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

Q2 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 6/13 near ranks

Reference numbers: 10, 0.
Reference ranks: Q · 2.

Unseen near cards: 22/50 = 44.0%.
Farther ranks: 4 · 5 · 6 · 7 · 8 · 9 · T.

The four buckets contain 6 / 16 / 8 / 20 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	46.9% [45.4%–48.4%]	49.3% [47.8%–50.8%]	47.7% / 51.2%
1	35% width	39.4% [37.9%–40.8%]	42.7% [41.2%–44.2%]	37.2% / 40.4%
5	All	12.0% [11.0%–13.0%]	16.8% [15.7%–18.0%]	11.5% / 16.2%
5	35% width	9.8% [8.9%–10.7%]	13.5% [12.5%–14.6%]	9.8% / 15.1%
8	All	7.4% [6.6%–8.2%]	12.2% [11.3%–13.2%]	8.0% / 12.1%
8	35% width	6.8% [6.0%–7.5%]	9.8% [8.9%–10.7%]	6.4% / 10.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 46.9% under all pockets to 39.4% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 10 and 0 reveal 6 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

Q3 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 10, 1, 11, 9.
Reference ranks: Q · 3 · K · J.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 5 · 6 · 7 · 8 · 9.

The four buckets contain 14 / 16 / 8 / 12 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	48.4% [46.9%–49.9%]	49.9% [48.4%–51.4%]	47.8% / 51.7%
1	35% width	38.3% [36.8%–39.7%]	43.6% [42.1%–45.0%]	38.9% / 43.3%
5	All	12.5% [11.5%–13.5%]	17.6% [16.4%–18.7%]	12.8% / 16.0%
5	35% width	10.3% [9.4%–11.2%]	14.5% [13.5%–15.6%]	10.9% / 12.6%
8	All	8.0% [7.2%–8.8%]	11.0% [10.1%–11.9%]	8.5% / 12.0%
8	35% width	6.1% [5.4%–6.8%]	10.4% [9.5%–11.3%]	7.2% / 11.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 48.4% under all pockets to 38.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 10 and 1 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

Q4 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 10, 2, 12, 8.
Reference ranks: Q · 4 · A · T.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 6 · 7 · 8.

The four buckets contain 14 / 24 / 8 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	49.5% [48.0%–51.0%]	51.3% [49.8%–52.8%]	48.3% / 51.6%
1	35% width	40.3% [38.8%–41.8%]	41.9% [40.4%–43.4%]	39.7% / 42.5%
5	All	13.8% [12.8%–14.8%]	16.9% [15.8%–18.0%]	12.8% / 16.6%
5	35% width	10.5% [9.6%–11.4%]	13.9% [12.9%–15.0%]	10.9% / 12.8%
8	All	7.8% [7.0%–8.6%]	11.8% [10.8%–12.8%]	8.5% / 12.3%
8	35% width	6.7% [6.0%–7.5%]	10.3% [9.4%–11.3%]	7.4% / 11.3%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 49.5% under all pockets to 40.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 10 and 2 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

Q5 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 12/13 near ranks

Reference numbers: 10, 3, 0, 7.
Reference ranks: Q · 5 · 2 · 9.

Unseen near cards: 46/50 = 92.0%.
Farther ranks: 7.

The four buckets contain 14 / 32 / 4 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	50.2% [48.7%–51.7%]	53.0% [51.5%–54.5%]	48.6% / 50.9%
1	35% width	40.6% [39.1%–42.0%]	44.2% [42.7%–45.7%]	38.9% / 41.8%
5	All	13.6% [12.6%–14.6%]	17.5% [16.4%–18.6%]	13.6% / 16.8%
5	35% width	11.2% [10.2%–12.1%]	15.4% [14.3%–16.5%]	11.2% / 13.4%
8	All	8.8% [7.9%–9.6%]	12.8% [11.8%–13.8%]	8.5% / 12.0%
8	35% width	7.5% [6.7%–8.3%]	10.6% [9.7%–11.6%]	7.6% / 11.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 50.2% under all pockets to 40.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

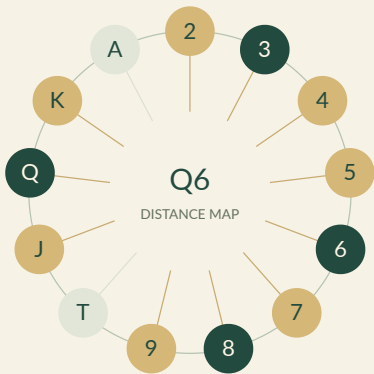
A small map discovery

Can rank numbers 10 and 3 reveal 12 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

Q6 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 11/13 near ranks

Reference numbers: 10, 4, 1, 6.
Reference ranks: Q · 6 · 3 · 8.

Unseen near cards: 42/50 = 84.0%.
Farther ranks: T · A.

The four buckets contain 14 / 28 / 8 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	51.3% [49.8%–52.8%]	53.2% [51.7%–54.7%]	49.4% / 51.4%
1	35% width	41.0% [39.6%–42.5%]	44.8% [43.3%–46.3%]	40.4% / 41.3%
5	All	13.9% [12.9%–14.9%]	19.1% [17.9%–20.2%]	13.5% / 19.9%
5	35% width	10.2% [9.3%–11.1%]	14.8% [13.7%–15.8%]	11.2% / 15.3%
8	All	9.7% [8.9%–10.6%]	12.7% [11.7%–13.7%]	8.0% / 11.4%
8	35% width	7.3% [6.5%–8.0%]	10.9% [9.9%–11.8%]	7.4% / 9.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 51.3% under all pockets to 41.0% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 10 and 4 reveal 11 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

Q7 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 10, 5, 2.
Reference ranks: Q · 7 · 4.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 2 · 9 · T · A.

The four buckets contain 10 / 24 / 16 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	51.2% [49.7%–52.7%]	53.0% [51.5%–54.5%]	51.6% / 53.3%
1	35% width	40.3% [38.8%–41.8%]	44.5% [43.0%–46.0%]	40.4% / 42.2%
5	All	15.8% [14.7%–16.8%]	18.9% [17.7%–20.1%]	14.2% / 20.1%
5	35% width	11.2% [10.2%–12.1%]	15.4% [14.3%–16.5%]	10.8% / 16.3%
8	All	9.0% [8.2%–9.9%]	13.2% [12.2%–14.2%]	8.3% / 11.6%
8	35% width	5.9% [5.2%–6.6%]	10.4% [9.5%–11.3%]	6.5% / 9.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 51.2% under all pockets to 40.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

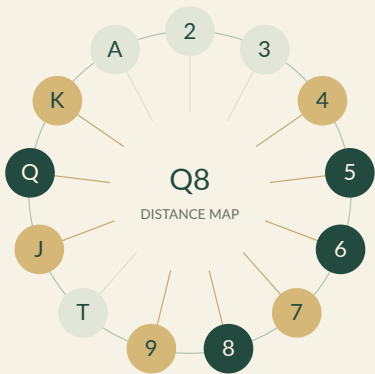
A small map discovery

Can rank numbers 10 and 5 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

Q8 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 10, 6, 3, 4.
Reference ranks: Q · 8 · 5 · 6.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 2 · 3 · T · A.

The four buckets contain 14 / 20 / 12 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	53.9% [52.4%–55.4%]	55.1% [53.6%–56.6%]	54.2% / 56.5%
1	35% width	44.2% [42.7%–45.7%]	47.0% [45.5%–48.5%]	42.6% / 44.1%
5	All	16.8% [15.7%–18.0%]	20.6% [19.4%–21.8%]	14.8% / 21.1%
5	35% width	11.3% [10.4%–12.3%]	16.3% [15.2%–17.4%]	11.1% / 15.3%
8	All	11.1% [10.2%–12.0%]	14.0% [13.0%–15.0%]	10.6% / 11.2%
8	35% width	7.3% [6.6%–8.1%]	10.8% [9.9%–11.7%]	6.9% / 10.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 53.9% under all pockets to 44.2% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

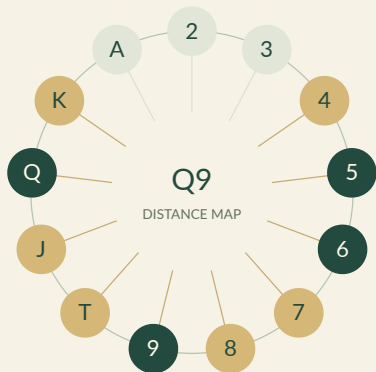
A small map discovery

Can rank numbers 10 and 6 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

Q9 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 10, 7, 4, 3.
Reference ranks: Q · 9 · 6 · 5.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 2 · 3 · A.

The four buckets contain 14 / 24 / 8 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	56.5% [55.0%–58.0%]	58.2% [56.7%–59.7%]	56.5% / 57.9%
1	35% width	45.6% [44.1%–47.1%]	49.4% [47.9%–50.9%]	43.7% / 46.7%
5	All	17.5% [16.4%–18.6%]	22.9% [21.6%–24.1%]	18.7% / 19.6%
5	35% width	11.7% [10.7%–12.6%]	16.8% [15.6%–17.9%]	13.5% / 16.0%
8	All	11.6% [10.7%–12.6%]	15.3% [14.2%–16.4%]	13.2% / 13.1%
8	35% width	7.2% [6.4%–7.9%]	10.9% [10.0%–11.8%]	9.1% / 11.0%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 56.5% under all pockets to 45.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

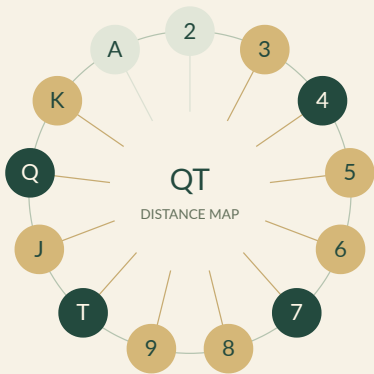
A small map discovery

Can rank numbers 10 and 7 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

QT · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 11/13 near ranks

Reference numbers: 10, 8, 5, 2.
Reference ranks: Q · T · 7 · 4.

Unseen near cards: 42/50 = 84.0%.
Farther ranks: 2 · A.

The four buckets contain 14 / 28 / 8 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	57.2% [55.7%–58.7%]	59.4% [57.9%–60.9%]	59.0% / 58.7%
1	35% width	47.7% [46.2%–49.2%]	50.6% [49.1%–52.1%]	47.6% / 48.8%
5	All	21.5% [20.3%–22.7%]	25.8% [24.5%–27.2%]	22.9% / 23.7%
5	35% width	14.9% [13.8%–15.9%]	18.8% [17.6%–19.9%]	14.1% / 17.5%
8	All	14.8% [13.7%–15.8%]	18.0% [16.9%–19.2%]	14.5% / 18.0%
8	35% width	8.5% [7.7%–9.4%]	13.2% [12.2%–14.2%]	9.0% / 11.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 57.2% under all pockets to 47.7% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

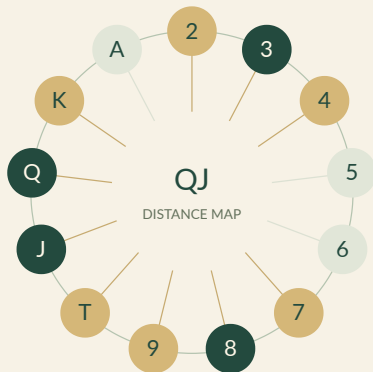
A small map discovery

Can rank numbers 10 and 8 reveal 11 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

QJ · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 10, 9, 6, 1.
Reference ranks: Q · J · 8 · 3.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 5 · 6 · A.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	58.0% [56.5%–59.5%]	59.4% [57.9%–60.8%]	59.2% / 58.4%
1	35% width	48.9% [47.4%–50.4%]	52.5% [51.0%–54.0%]	49.0% / 51.3%
5	All	21.8% [20.5%–23.0%]	27.1% [25.8%–28.5%]	22.4% / 22.9%
5	35% width	15.6% [14.5%–16.7%]	18.3% [17.2%–19.5%]	16.9% / 17.8%
8	All	14.8% [13.7%–15.9%]	18.8% [17.6%–19.9%]	16.9% / 18.4%
8	35% width	9.6% [8.7%–10.5%]	11.5% [10.6%–12.5%]	9.4% / 12.7%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 58.0% under all pockets to 48.9% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 10 and 9 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

QQ · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 10, 7, 0.
Reference ranks: Q · 9 · 2.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 4 · 5 · 6 · 7.

The four buckets contain 10 / 24 / 8 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	79.6% [78.4%–80.8%]	—	79.2%
1	35% width	74.4% [73.0%–75.7%]	—	75.3%
5	All	38.5% [37.0%–39.9%]	—	33.9%
5	35% width	30.8% [29.4%–32.3%]	—	32.4%
8	All	25.4% [24.1%–26.7%]	—	22.6%
8	35% width	19.6% [18.4%–20.8%]	—	20.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 79.6% under all pockets to 74.4% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 10 and 10 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

K2 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 5/13 near ranks

Reference numbers: **11, 0**.
Reference ranks: **K · 2**.

Unseen near cards: **18/50 = 36.0%**.
Farther ranks: 4 · 5 · 6 · 7 · 8 · 9 · T · J.

The four buckets contain 6 / 12 / 8 / 24 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	51.1% [49.6%–52.6%]	54.6% [53.1%–56.1%]	50.5% / 53.0%
1	35% width	43.0% [41.5%–44.5%]	44.8% [43.3%–46.3%]	41.1% / 43.9%
5	All	13.9% [12.9%–14.9%]	17.5% [16.3%–18.6%]	14.9% / 18.5%
5	35% width	10.2% [9.3%–11.1%]	14.4% [13.3%–15.4%]	10.1% / 13.3%
8	All	8.5% [7.7%–9.3%]	13.5% [12.5%–14.6%]	8.1% / 13.7%
8	35% width	6.7% [5.9%–7.4%]	9.9% [9.0%–10.8%]	6.6% / 10.3%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 51.1% under all pockets to 43.0% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 11 and 0 reveal 5 near ranks and a UNLIKELY pocket? **Yes**. Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

K3 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 7/13 near ranks

Reference numbers: 11, 1, 12, 10.
Reference ranks: K · 3 · A · Q.

Unseen near cards: 26/50 = 52.0%.
Farther ranks: 5 · 6 · 7 · 8 · 9 · T.

The four buckets contain 14 / 12 / 8 / 16 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	50.2% [48.7%–51.7%]	54.7% [53.2%–56.2%]	50.8% / 53.4%
1	35% width	44.2% [42.7%–45.7%]	44.7% [43.2%–46.2%]	40.7% / 46.0%
5	All	14.9% [13.8%–16.0%]	17.9% [16.7%–19.0%]	14.1% / 18.2%
5	35% width	10.5% [9.6%–11.4%]	15.1% [14.0%–16.2%]	11.4% / 13.8%
8	All	8.5% [7.7%–9.3%]	13.0% [12.0%–14.0%]	8.6% / 13.8%
8	35% width	6.7% [5.9%–7.4%]	11.3% [10.3%–12.2%]	7.9% / 10.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 50.2% under all pockets to 44.2% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

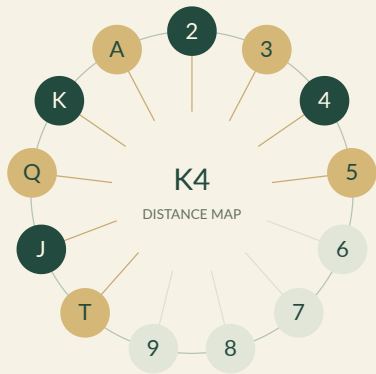
A small map discovery

Can rank numbers 11 and 1 reveal 7 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

K4 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 11, 2, 0, 9.
Reference ranks: K · 4 · 2 · J.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 6 · 7 · 8 · 9.

The four buckets contain 14 / 20 / 8 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	52.1% [50.6%–53.6%]	55.6% [54.1%–57.1%]	51.4% / 54.9%
1	35% width	44.9% [43.4%–46.4%]	46.8% [45.3%–48.3%]	41.5% / 46.1%
5	All	14.8% [13.7%–15.8%]	19.1% [17.9%–20.2%]	14.3% / 18.1%
5	35% width	11.4% [10.4%–12.3%]	15.7% [14.6%–16.8%]	11.9% / 14.3%
8	All	9.4% [8.6%–10.3%]	13.2% [12.2%–14.3%]	8.7% / 13.6%
8	35% width	6.6% [5.8%–7.3%]	11.1% [10.1%–12.0%]	6.5% / 11.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 52.1% under all pockets to 44.9% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

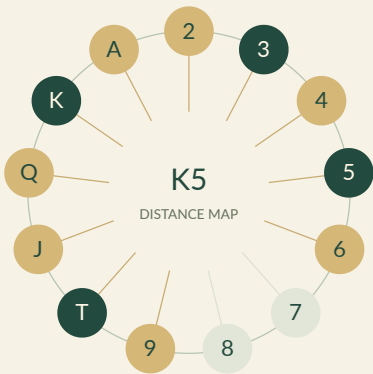
A small map discovery

Can rank numbers 11 and 2 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

K5 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 11/13 near ranks

Reference numbers: 11, 3, 1, 8.
Reference ranks: K · 5 · 3 · T.

Unseen near cards: 42/50 = 84.0%.
Farther ranks: 7 · 8.

The four buckets contain 14 / 28 / 8 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	54.6% [53.1%–56.1%]	56.3% [54.8%–57.7%]	54.0% / 57.0%
1	35% width	44.6% [43.1%–46.1%]	46.4% [44.9%–47.9%]	42.8% / 45.1%
5	All	16.2% [15.1%–17.3%]	19.6% [18.4%–20.8%]	15.2% / 18.5%
5	35% width	11.2% [10.2%–12.1%]	15.7% [14.6%–16.7%]	12.2% / 14.7%
8	All	9.6% [8.8%–10.5%]	13.7% [12.7%–14.7%]	8.6% / 12.6%
8	35% width	7.9% [7.1%–8.7%]	10.7% [9.8%–11.7%]	7.7% / 11.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 54.6% under all pockets to 44.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 11 and 3 reveal 11 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

K6 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 11/13 near ranks

Reference numbers: 11, 4, 2, 7.
Reference ranks: K · 6 · 4 · 9.

Unseen near cards: 42/50 = 84.0%.
Farther ranks: 2 · J.

The four buckets contain 14 / 28 / 8 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	54.9% [53.4%–56.4%]	57.6% [56.1%–59.1%]	52.9% / 56.7%
1	35% width	45.7% [44.2%–47.2%]	48.6% [47.1%–50.1%]	44.7% / 46.6%
5	All	16.0% [14.9%–17.0%]	20.0% [18.8%–21.2%]	15.1% / 19.4%
5	35% width	11.3% [10.3%–12.2%]	15.4% [14.3%–16.5%]	12.6% / 15.5%
8	All	9.3% [8.5%–10.2%]	14.3% [13.3%–15.4%]	8.5% / 12.6%
8	35% width	6.8% [6.1%–7.6%]	11.7% [10.7%–12.6%]	7.3% / 11.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 54.9% under all pockets to 45.7% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

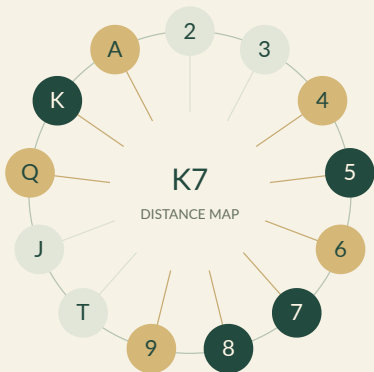
A small map discovery

Can rank numbers 11 and 4 reveal 11 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

K7 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 11, 5, 3, 6.
Reference ranks: K · 7 · 5 · 8.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 2 · 3 · T · J.

The four buckets contain 14 / 20 / 16 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	55.5% [54.0%–56.9%]	57.7% [56.2%–59.2%]	53.5% / 56.1%
1	35% width	45.3% [43.8%–46.8%]	49.0% [47.5%–50.5%]	46.0% / 48.8%
5	All	16.4% [15.3%–17.5%]	20.6% [19.4%–21.9%]	16.6% / 18.9%
5	35% width	11.4% [10.5%–12.4%]	16.1% [15.0%–17.2%]	12.2% / 16.2%
8	All	10.5% [9.6%–11.4%]	14.4% [13.3%–15.4%]	8.1% / 13.8%
8	35% width	7.4% [6.6%–8.2%]	11.5% [10.5%–12.4%]	6.5% / 10.6%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 55.5% under all pockets to 45.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

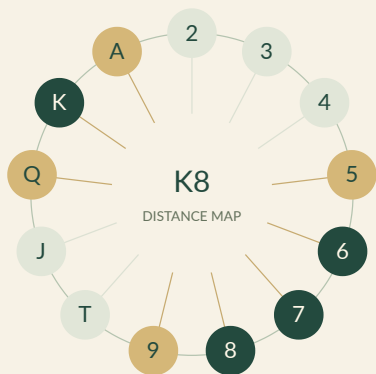
A small map discovery

Can rank numbers 11 and 5 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

K8 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 11, 6, 4, 5.
Reference ranks: K · 8 · 6 · 7.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 2 · 3 · 4 · T · J.

The four buckets contain 14 / 16 / 16 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	55.6% [54.1%–57.1%]	58.7% [57.2%–60.2%]	56.4% / 58.7%
1	35% width	45.9% [44.4%–47.4%]	49.6% [48.1%–51.1%]	45.6% / 47.1%
5	All	17.9% [16.7%–19.0%]	21.2% [20.0%–22.5%]	16.6% / 21.3%
5	35% width	12.3% [11.3%–13.3%]	16.2% [15.0%–17.3%]	12.3% / 17.0%
8	All	11.2% [10.3%–12.1%]	14.8% [13.8%–15.9%]	9.0% / 13.9%
8	35% width	7.2% [6.5%–8.0%]	11.6% [10.6%–12.5%]	7.0% / 11.0%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 55.6% under all pockets to 45.9% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 11 and 6 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

K9 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 11, 7, 5, 4.
Reference ranks: K · 9 · 7 · 6.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 2 · 3 · 4 · J.

The four buckets contain 14 / 20 / 12 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	58.6% [57.2%–60.1%]	60.4% [58.9%–61.9%]	58.6% / 60.8%
1	35% width	48.4% [46.9%–49.9%]	52.1% [50.6%–53.5%]	45.7% / 46.8%
5	All	19.8% [18.6%–21.0%]	23.1% [21.9%–24.4%]	19.8% / 21.2%
5	35% width	12.7% [11.7%–13.7%]	17.3% [16.1%–18.4%]	13.3% / 17.7%
8	All	12.1% [11.1%–13.0%]	15.3% [14.2%–16.3%]	10.9% / 13.1%
8	35% width	7.6% [6.9%–8.4%]	11.9% [10.9%–12.9%]	7.0% / 10.8%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 58.6% under all pockets to 48.4% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

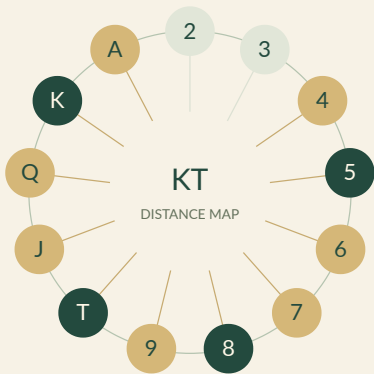
A small map discovery

Can rank numbers 11 and 7 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

KT · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 11/13 near ranks

Reference numbers: 11, 8, 6, 3.
Reference ranks: K · T · 8 · 5.

Unseen near cards: 42/50 = 84.0%.
Farther ranks: 2 · 3.

The four buckets contain 14 / 28 / 8 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	60.0% [58.5%–61.5%]	62.7% [61.3%–64.2%]	59.2% / 61.0%
1	35% width	52.3% [50.8%–53.8%]	52.7% [51.2%–54.2%]	50.9% / 52.0%
5	All	22.7% [21.5%–24.0%]	24.6% [23.3%–25.8%]	22.9% / 23.5%
5	35% width	14.8% [13.7%–15.8%]	19.1% [18.0%–20.3%]	14.0% / 17.7%
8	All	15.5% [14.4%–16.5%]	19.0% [17.8%–20.2%]	14.0% / 17.9%
8	35% width	8.0% [7.2%–8.8%]	13.3% [12.3%–14.3%]	9.8% / 12.3%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 60.0% under all pockets to 52.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 11 and 8 reveal 11 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

KJ · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 11, 9, 7, 2.
Reference ranks: K · J · 9 · 4.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 2 · 6 · 7.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	60.4% [58.9%–61.9%]	61.3% [59.8%–62.8%]	60.3% / 62.6%
1	35% width	53.0% [51.5%–54.5%]	56.4% [54.9%–57.9%]	51.7% / 55.8%
5	All	23.9% [22.6%–25.2%]	27.0% [25.6%–28.3%]	23.2% / 23.6%
5	35% width	16.8% [15.6%–17.9%]	19.2% [18.0%–20.4%]	17.1% / 18.2%
8	All	15.4% [14.4%–16.5%]	19.7% [18.5%–20.9%]	16.2% / 18.6%
8	35% width	10.0% [9.1%–10.9%]	13.5% [12.5%–14.5%]	10.3% / 12.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 60.4% under all pockets to 53.0% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 11 and 9 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

KQ · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 11, 10, 8, 1.
Reference ranks: K · Q · T · 3.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 5 · 6 · 7 · 8.

The four buckets contain 14 / 20 / 8 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	61.3% [59.8%–62.8%]	63.5% [62.0%–64.9%]	61.0% / 62.7%
1	35% width	56.2% [54.7%–57.7%]	58.0% [56.5%–59.5%]	53.4% / 56.3%
5	All	23.8% [22.5%–25.1%]	28.8% [27.4%–30.1%]	23.7% / 24.0%
5	35% width	18.0% [16.9%–19.2%]	21.5% [20.2%–22.7%]	16.3% / 17.6%
8	All	16.5% [15.4%–17.6%]	20.7% [19.5%–21.9%]	17.9% / 19.3%
8	35% width	10.8% [9.9%–11.7%]	13.4% [12.4%–14.4%]	10.2% / 13.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 61.3% under all pockets to 56.2% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 11 and 10 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

KK · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 7/13 near ranks

Reference numbers: 11, 9, 0.
Reference ranks: K · J · 2.

Unseen near cards: 26/50 = 52.0%.
Farther ranks: 4 · 5 · 6 · 7 · 8 · 9.

The four buckets contain 10 / 16 / 8 / 16 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	82.4% [81.2%–83.6%]	—	82.3%
1	35% width	78.8% [77.6%–80.1%]	—	78.5%
5	All	43.0% [41.5%–44.5%]	—	35.7%
5	35% width	38.5% [37.0%–40.0%]	—	33.9%
8	All	29.6% [28.3%–31.0%]	—	32.2%
8	35% width	26.6% [25.3%–27.9%]	—	29.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 82.4% under all pockets to 78.8% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 11 and 11 reveal 7 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

A2 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 4/13 near ranks

Reference numbers: 12, 0.
Reference ranks: A · 2.

Unseen near cards: 14/50 = 28.0%.
Farther ranks: 4 · 5 · 6 · 7 · 8 · 9 · T · J · Q.

The four buckets contain 6 / 8 / 8 / 28 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	54.8% [53.3%–56.3%]	57.9% [56.4%–59.4%]	54.9% / 56.8%
1	35% width	48.7% [47.2%–50.2%]	50.5% [49.0%–52.0%]	47.0% / 50.0%
5	All	17.2% [16.1%–18.3%]	20.0% [18.8%–21.2%]	15.4% / 20.4%
5	35% width	12.3% [11.3%–13.3%]	17.7% [16.6%–18.9%]	12.5% / 16.8%
8	All	9.6% [8.7%–10.4%]	14.3% [13.2%–15.3%]	12.1% / 13.6%
8	35% width	8.5% [7.7%–9.3%]	12.2% [11.2%–13.1%]	8.9% / 12.3%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 54.8% under all pockets to 48.7% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 12 and 0 reveal 4 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

A3 · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY • 6/13 near ranks

Reference numbers: **12, 1, 0, 11.**

Reference ranks: **A · 3 · 2 · K.**

Unseen near cards: $22/50 = 44.0\%$.

Farther ranks: 5 · 6 · 7 · 8 · 9 · T · J.

The four buckets contain 14 / 8 / 8 / 20 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	56.9% [55.4%–58.3%]	56.9% [55.4%–58.4%]	55.3% / 57.9%
1	35% width	48.3% [46.8%–49.8%]	52.3% [50.8%–53.8%]	47.7% / 50.6%
5	All	16.4% [15.3%–17.5%]	21.3% [20.1%–22.5%]	17.4% / 20.5%
5	35% width	12.9% [11.9%–13.9%]	18.3% [17.2%–19.5%]	12.4% / 17.3%
8	All	10.4% [9.5%–11.3%]	16.0% [14.9%–17.1%]	11.0% / 14.0%
8	35% width	8.6% [7.8%–9.4%]	14.0% [13.0%–15.0%]	8.9% / 12.0%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 56.9% under all pockets to 48.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

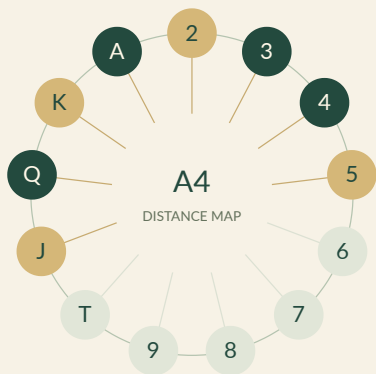
A small map discovery

Can rank numbers 12 and 1 reveal 6 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

A4 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 12, 2, 1, 10.
Reference ranks: A · 4 · 3 · Q.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 6 · 7 · 8 · 9 · T.

The four buckets contain 14 / 16 / 8 / 12 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	56.9% [55.5%–58.4%]	58.7% [57.2%–60.2%]	55.7% / 57.9%
1	35% width	49.9% [48.4%–51.4%]	52.0% [50.5%–53.5%]	48.7% / 52.8%
5	All	17.6% [16.5%–18.7%]	21.6% [20.4%–22.8%]	17.0% / 20.9%
5	35% width	14.3% [13.3%–15.3%]	17.3% [16.2%–18.5%]	15.1% / 17.7%
8	All	11.7% [10.7%–12.6%]	15.8% [14.7%–16.9%]	10.3% / 13.5%
8	35% width	9.4% [8.5%–10.2%]	13.3% [12.3%–14.3%]	9.4% / 12.1%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 56.9% under all pockets to 49.9% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 12 and 2 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

A5 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 12, 3, 2, 9.
Reference ranks: A · 5 · 4 · J.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 7 · 8 · 9.

The four buckets contain 14 / 24 / 8 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	57.4% [55.9%–58.8%]	59.1% [57.7%–60.6%]	57.4% / 60.3%
1	35% width	49.7% [48.2%–51.2%]	52.9% [51.4%–54.3%]	48.6% / 52.8%
5	All	18.5% [17.4%–19.7%]	22.4% [21.2%–23.7%]	17.4% / 20.7%
5	35% width	14.9% [13.8%–16.0%]	18.0% [16.8%–19.2%]	14.7% / 17.8%
8	All	11.8% [10.9%–12.8%]	15.7% [14.6%–16.8%]	11.4% / 13.2%
8	35% width	9.6% [8.8%–10.5%]	13.4% [12.4%–14.4%]	9.1% / 11.9%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 57.4% under all pockets to 49.7% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

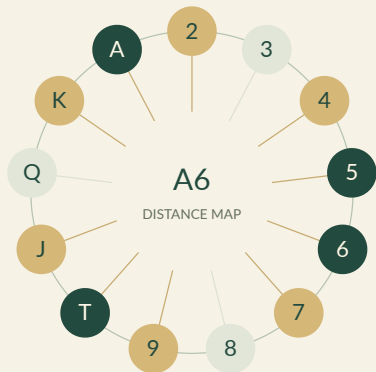
A small map discovery

Can rank numbers 12 and 3 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

A6 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 12, 4, 3, 8.
Reference ranks: A · 6 · 5 · T.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 3 · 8 · Q.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	58.5% [57.1%–60.0%]	59.4% [58.0%–60.9%]	58.3% / 59.8%
1	35% width	50.8% [49.3%–52.3%]	51.7% [50.2%–53.2%]	46.9% / 53.3%
5	All	17.7% [16.6%–18.9%]	21.4% [20.1%–22.6%]	17.6% / 21.0%
5	35% width	13.9% [12.9%–15.0%]	17.7% [16.6%–18.9%]	12.2% / 18.7%
8	All	10.6% [9.7%–11.5%]	15.1% [14.1%–16.2%]	10.4% / 13.5%
8	35% width	8.3% [7.5%–9.1%]	11.9% [10.9%–12.8%]	9.0% / 12.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 58.5% under all pockets to 50.8% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 12 and 4 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

A7 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 12, 5, 4, 7.
Reference ranks: A · 7 · 6 · 9.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 3 · 4 · J · Q.

The four buckets contain 14 / 20 / 16 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	57.9% [56.5%–59.4%]	61.1% [59.6%–62.6%]	59.2% / 60.5%
1	35% width	51.0% [49.5%–52.5%]	52.8% [51.3%–54.3%]	48.9% / 53.4%
5	All	17.5% [16.3%–18.6%]	21.4% [20.2%–22.7%]	18.1% / 21.0%
5	35% width	13.9% [12.9%–14.9%]	16.9% [15.8%–18.0%]	13.3% / 17.9%
8	All	11.4% [10.4%–12.3%]	15.4% [14.3%–16.5%]	10.3% / 14.2%
8	35% width	7.5% [6.8%–8.3%]	11.6% [10.6%–12.5%]	8.8% / 12.5%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 57.9% under all pockets to 51.0% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

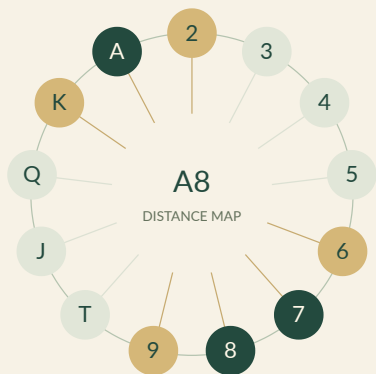
A small map discovery

Can rank numbers 12 and 5 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

A8 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 7/13 near ranks

Reference numbers: 12, 6, 5.
Reference ranks: A · 8 · 7.

Unseen near cards: 26/50 = 52.0%.
Farther ranks: 3 · 4 · 5 · T · J · Q.

The four buckets contain 10 / 16 / 16 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	59.3% [57.8%–60.8%]	61.9% [60.4%–63.3%]	61.0% / 62.6%
1	35% width	51.4% [49.9%–52.9%]	55.1% [53.6%–56.5%]	52.1% / 54.2%
5	All	18.2% [17.0%–19.3%]	22.4% [21.2%–23.7%]	18.7% / 21.1%
5	35% width	12.9% [11.9%–13.9%]	18.1% [17.0%–19.3%]	13.3% / 18.4%
8	All	11.7% [10.7%–12.6%]	16.0% [14.9%–17.1%]	11.5% / 13.9%
8	35% width	7.0% [6.3%–7.8%]	11.7% [10.8%–12.7%]	8.5% / 12.6%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 59.3% under all pockets to 51.4% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 12 and 6 reveal 7 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

A9 · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 8/13 near ranks

Reference numbers: 12, 7, 6, 5.
Reference ranks: A · 9 · 8 · 7.

Unseen near cards: 30/50 = 60.0%.
Farther ranks: 3 · 4 · 5 · J · Q.

The four buckets contain 14 / 16 / 16 / 4 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	61.4% [60.0%–62.9%]	62.7% [61.2%–64.2%]	59.9% / 63.3%
1	35% width	53.1% [51.6%–54.6%]	56.2% [54.7%–57.7%]	53.5% / 55.3%
5	All	20.4% [19.2%–21.6%]	23.6% [22.3%–24.9%]	19.6% / 20.8%
5	35% width	12.5% [11.5%–13.5%]	18.1% [17.0%–19.3%]	15.8% / 18.5%
8	All	12.8% [11.8%–13.8%]	16.6% [15.4%–17.7%]	11.1% / 13.8%
8	35% width	7.2% [6.4%–8.0%]	12.4% [11.4%–13.4%]	8.1% / 12.3%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 61.4% under all pockets to 53.1% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

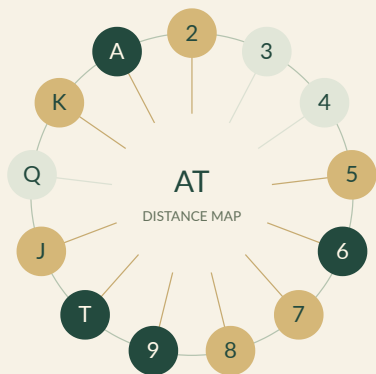
A small map discovery

Can rank numbers 12 and 7 reveal 8 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

AT · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 12, 8, 7, 4.
Reference ranks: A · T · 9 · 6.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 3 · 4 · Q.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	62.3% [60.9%–63.8%]	64.3% [62.9%–65.8%]	61.2% / 63.4%
1	35% width	56.5% [55.1%–58.0%]	58.5% [57.0%–60.0%]	56.7% / 58.3%
5	All	23.4% [22.1%–24.7%]	27.4% [26.1%–28.8%]	23.1% / 23.7%
5	35% width	15.4% [14.3%–16.4%]	19.9% [18.7%–21.1%]	16.3% / 18.4%
8	All	16.0% [14.9%–17.1%]	18.8% [17.7%–20.0%]	14.7% / 18.9%
8	35% width	8.5% [7.7%–9.3%]	13.8% [12.8%–14.8%]	8.7% / 13.2%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 62.3% under all pockets to 56.5% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

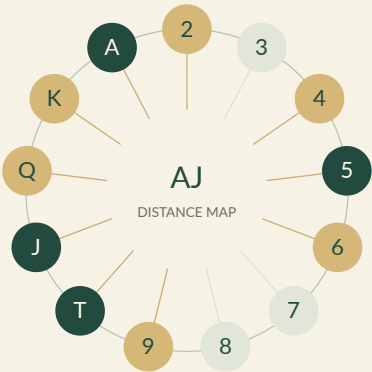
A small map discovery

Can rank numbers 12 and 8 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

AJ · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 10/13 near ranks

Reference numbers: 12, 9, 8, 3.
Reference ranks: A · J · T · 5.

Unseen near cards: 38/50 = 76.0%.
Farther ranks: 3 · 7 · 8.

The four buckets contain 14 / 24 / 12 / 0 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	64.1% [62.7%–65.6%]	65.3% [63.9%–66.8%]	63.3% / 64.8%
1	35% width	60.0% [58.5%–61.4%]	61.7% [60.2%–63.2%]	60.4% / 60.9%
5	All	23.5% [22.2%–24.8%]	29.0% [27.6%–30.4%]	23.2% / 23.6%
5	35% width	18.0% [16.9%–19.2%]	22.4% [21.2%–23.7%]	18.0% / 19.0%
8	All	16.1% [15.0%–17.2%]	20.7% [19.5%–21.9%]	15.5% / 19.3%
8	35% width	10.3% [9.4%–11.2%]	15.1% [14.0%–16.2%]	9.7% / 13.6%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 64.1% under all pockets to 60.0% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 12 and 9 reveal 10 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

AQ · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 9/13 near ranks

Reference numbers: 12, 10, 9, 2.
Reference ranks: A · Q · J · 4.

Unseen near cards: 34/50 = 68.0%.
Farther ranks: 6 · 7 · 8 · 9.

The four buckets contain 14 / 20 / 8 / 8 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	63.1% [61.6%–64.6%]	65.9% [64.5%–67.3%]	64.5% / 67.2%
1	35% width	61.3% [59.8%–62.8%]	61.8% [60.3%–63.3%]	59.4% / 61.0%
5	All	25.9% [24.6%–27.2%]	29.0% [27.6%–30.4%]	24.5% / 24.8%
5	35% width	18.1% [17.0%–19.3%]	22.2% [20.9%–23.4%]	18.8% / 19.9%
8	All	17.2% [16.1%–18.3%]	21.5% [20.2%–22.7%]	16.8% / 19.6%
8	35% width	10.9% [9.9%–11.8%]	15.5% [14.4%–16.5%]	10.5% / 13.4%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 63.1% under all pockets to 61.3% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 12 and 10 reveal 9 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

AK · LIKELY

Every rank pair, with suit and field comparisons.



LIKELY · 7/13 near ranks

Reference numbers: 12, 11, 10, 1.
Reference ranks: A · K · Q · 3.

Unseen near cards: 26/50 = 52.0%.
Farther ranks: 5 · 6 · 7 · 8 · 9 · T.

The four buckets contain 14 / 12 / 8 / 16 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Offsuit MC [95%]	Suited MC [95%]	WSRF O / S
1	All	65.8% [64.3%–67.2%]	66.3% [64.8%–67.7%]	64.2% / 67.7%
1	35% width	62.6% [61.1%–64.0%]	64.9% [63.4%–66.3%]	62.2% / 65.0%
5	All	28.1% [26.8%–29.5%]	30.0% [28.7%–31.4%]	24.5% / 24.8%
5	35% width	21.3% [20.1%–22.5%]	26.7% [25.4%–28.0%]	19.8% / 20.8%
8	All	19.2% [18.0%–20.4%]	21.3% [20.1%–22.5%]	17.6% / 19.8%
8	35% width	13.0% [12.0%–14.0%]	17.7% [16.5%–18.8%]	14.9% / 17.3%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This unequal-rank pair has four suited and twelve offsuit combinations; compare the suited rows without changing the reference geometry.

For the offsuit pocket against one opponent, the measured share changes from 65.8% under all pockets to 62.6% under the narrower assumption. The stronger weighted opposition makes this particular comparison harder. The interval describes sampling, while the WSRF column is a learned estimate.

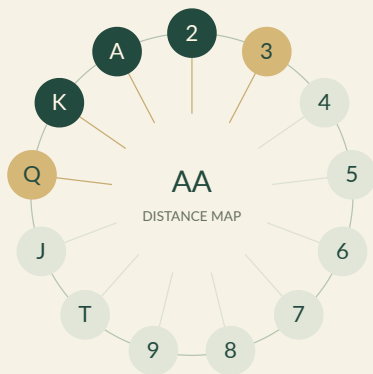
A small map discovery

Can rank numbers 12 and 11 reveal 7 near ranks and a LIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

RANK ATLAS

AA · UNLIKELY

Every rank pair, with suit and field comparisons.



UNLIKELY · 5/13 near ranks

Reference numbers: 12, 11, 0.
Reference ranks: A · K · 2.

Unseen near cards: 18/50 = 36.0%.
Farther ranks: 4 · 5 · 6 · 7 · 8 · 9 · T · J.

The four buckets contain 10 / 8 / 8 / 24 unseen cards at distances 0 / 1 / 2 / 3+. Rank coverage defines the label; physical-card counts define the uniform bucket event.

Same map, several possible tables

Opp.	Range	Pair MC [95%]	Suited MC [95%]	WSRF O / S
1	All	84.5% [83.4%–85.6%]	—	85.3%
1	35% width	84.5% [83.4%–85.6%]	—	84.3%
5	All	47.9% [46.4%–49.4%]	—	49.0%
5	35% width	48.4% [46.9%–49.9%]	—	49.3%
8	All	35.4% [33.9%–36.8%]	—	35.2%
8	35% width	32.8% [31.4%–34.3%]	—	34.3%

Each pocket/range/field combination uses 4,096 independent simulated showdowns. Brackets show approximate sampling intervals; WSRF O / S lists the two learned estimates. The range setting is a synthetic weighting assumption, not the literal percentage of combinations retained. This rank pair has six physical suit combinations and one suit-symmetric starting class.

For the pair against one opponent, the measured share changes from 84.5% under all pockets to 84.5% under the narrower assumption. This finite-sample comparison does not show the usual simple decrease; inspect sampling uncertainty and the specified weighting before generalizing. The interval describes sampling, while the WSRF column is a learned estimate.

A small map discovery

Can rank numbers 12 and 12 reveal 5 near ranks and a UNLIKELY pocket? **Yes.** Reconstruct the four references, count each near rank once, and watch the map take shape. Then explore a poker hand that can grow from this pocket.

DECISION LABORATORY

Heads-up · preflop · LIKELY

A shorter stack

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
2	1	590	30	10

This is a preflop decision. The suited pocket shares a suit, which creates possibilities absent from the offsuit version with the same map.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	43.6%	42.6%–44.6%	45.1%
60%	38.3%	37.3%–39.3%	37.5%
25%	35.0%	34.0%–36.0%	36.4%

Available choices

Action	Est. chips
Raise to 60	+11.9
Call 10	+10.3
Raise to 40	+5.1
Fold	0.0
All in · 600	-58.1

The archived v3 forest suggests **raise to 60**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 2/preflop/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · preflop · LIKELY

Room to maneuver

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
2	1	1,190	30	10

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	52.4%	51.4%–53.5%	54.2%
60%	46.9%	45.8%–47.9%	45.8%
25%	43.9%	42.8%–44.9%	42.6%

Available choices

Action	Est. chips
Raise to 40	+8.5
Raise to 60	+8.1
Fold	0.0
Call 10	-3.0
All in · 1200	-76.3

The archived v3 forest suggests **raise to 40**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

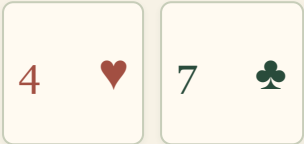
Study fixture 2/preflop/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · preflop · LIKELY

A deeper decision

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
2	1	1,990	30	10

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **LIKELY** at 8/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	38.5%	37.5%–39.6%	37.8%
60%	32.7%	31.7%–33.7%	32.8%
25%	32.7%	31.7%–33.7%	33.2%

Available choices

Action	Est. chips
Fold	0.0
Call 10	-40.8
Raise to 60	-62.5
Raise to 40	-70.0
All in · 2000	-434.5

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 2/preflop/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · preflop · UNLIKELY

A shorter stack

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
2	1	580	40	0

This is a preflop decision. The suited pocket shares a suit, which creates possibilities absent from the offsuit version with the same map.

The pocket is **UNLIKELY** at 6/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	57.5%	56.4%–58.5%	57.9%
60%	53.2%	52.1%–54.3%	53.4%
25%	50.7%	49.6%–51.8%	50.6%

Available choices

Action	Est. chips
All in · 600	+46.2
Check	+30.2
Raise to 60	+23.4
Raise to 40	+16.8

The archived v3 forest suggests **all in · 600**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 2/preflop/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · preflop · UNLIKELY

Room to maneuver

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
2	1	1,190	30	10

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **UNLIKELY** at 6/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	43.8%	42.7%–44.8%	44.6%
60%	37.3%	36.3%–38.4%	36.9%
25%	35.8%	34.7%–36.8%	35.0%

Available choices

Action	Est. chips
Fold	0.0
Raise to 40	-18.4
Raise to 60	-20.1
Call 10	-27.4
All in · 1200	-53.9

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 2/preflop/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · preflop · UNLIKELY

A deeper decision

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
2	1	1,990	30	10

This is a preflop decision. The suited pocket shares a suit, which creates possibilities absent from the offsuit version with the same map.

The pocket is **UNLIKELY** at 6/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	42.8%	41.7%–43.8%	43.1%
60%	37.0%	36.0%–38.0%	36.6%
25%	35.1%	34.1%–36.2%	35.4%

Available choices

Action	Est. chips
Fold	0.0
Raise to 40	-10.8
Raise to 60	-20.4
Call 10	-29.9
All in · 2000	-303.0

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 2/preflop/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · flop · LIKELY

A shorter stack

ACTOR'S POCKET



FLOP BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	580	40	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	30.2%	29.2%–31.1%	30.3%
60%	25.1%	24.2%–26.0%	22.8%
25%	24.0%	23.1%–24.9%	22.9%

Available choices

Action	Est. chips
Check	-12.4
Bet 40	-27.3
Bet 20	-32.4
All in · 580	-116.4

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 2/flop/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · flop · LIKELY

Room to maneuver

ACTOR'S POCKET



FLOP BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	1,180	40	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **LIKELY** at 11/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	37.8%	36.8%–38.8%	38.4%
60%	28.7%	27.8%–29.6%	26.3%
25%	24.9%	24.0%–25.7%	26.3%

Available choices

Action	Est. chips
Check	-36.3
Bet 20	-61.4
Bet 40	-88.2
All in · 1180	-379.3

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 2/flop/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · flop · LIKELY

A deeper decision

ACTOR'S POCKET

7♦

9♠

FLOP BOARD

Q♣

9♦

J♦

Original table	Active opponents	Stack	Pot	Call
2	1	1,980	40	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 11/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	60.2%	59.1%–61.2%	59.6%
60%	49.3%	48.2%–50.3%	50.9%
25%	45.3%	44.2%–46.3%	50.1%

Available choices

Action	Est. chips
Check	-16.3
Bet 20	-18.1
Bet 40	-23.7
All in · 1980	-45.7

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

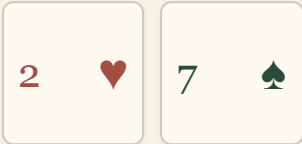
Study fixture 2/flop/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · flop · UNLIKELY

A shorter stack

ACTOR'S POCKET



FLOP BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	580	40	0

The made category is **two pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **UNLIKELY** at 6/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	60.0%	59.0%–61.1%	60.5%
60%	54.2%	53.1%–55.3%	55.9%
25%	51.4%	50.3%–52.5%	54.8%

Available choices

Action	Est. chips
Bet 40	-17.1
Bet 20	-17.8
Check	-18.6
All in · 580	-23.9

The archived v3 forest suggests **bet 40**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 45 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 3, 4, 5, 6, 7, 8, 9, T, Q, K, A, J. Your map makes the pattern visible.

Study fixture 2/flop/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · flop · UNLIKELY

Room to maneuver

ACTOR'S POCKET



FLOP BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	1,180	40	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 11/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	65.4%	64.4%–66.4%	66.7%
60%	65.6%	64.6%–66.6%	63.4%
25%	62.9%	61.9%–64.0%	60.5%

Available choices

Action	Est. chips
All in · 1180	+78.9
Bet 40	+46.2
Check	+44.0
Bet 20	+43.7

The archived v3 forest suggests **all in · 1180**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 29 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 6, 7, 8, 9, T, J, Q, K. Your map makes the pattern visible.

Study fixture 2/flop/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · flop · UNLIKELY

A deeper decision

ACTOR'S POCKET



FLOP BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	1,940	120	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	41.0%	40.0%–42.0%	39.9%
60%	33.5%	32.5%–34.5%	31.8%
25%	29.6%	28.7%–30.6%	31.0%

Available choices

Action	Est. chips
Check	-77.8
Bet 20	-82.7
Bet 60	-115.9
Bet 120	-133.0
All in · 1940	-545.6

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 45 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 3, 4, 5, 6, 7, 9, T, J, K, A, 8, Q. Your map makes the pattern visible.

Study fixture 2/flop/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · turn · LIKELY

A shorter stack

ACTOR'S POCKET

9♦

6♥

TURN BOARD

3♥

6♦

A♥

7♦

Original table	Active opponents	Stack	Pot	Call
2	1	580	40	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	59.6%	58.6%–60.7%	60.9%
60%	53.7%	52.6%–54.8%	53.0%
25%	49.0%	47.9%–50.0%	52.7%

Available choices

Action	Est. chips
All in · 580	-32.8
Check	-40.1
Bet 20	-41.1
Bet 40	-41.2

The archived v3 forest suggests **all in · 580**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 2/turn/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

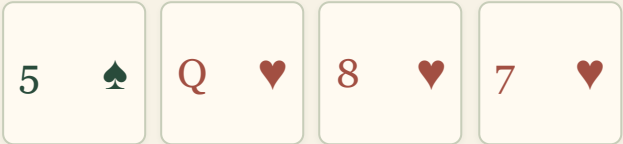
Heads-up · turn · LIKELY

Room to maneuver

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	1,140	120	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 11/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	71.6%	70.7%–72.6%	71.1%
60%	68.8%	67.8%–69.7%	65.7%
25%	66.6%	65.6%–67.6%	65.7%

Available choices

Action	Est. chips
All in · 1140	-3.7
Bet 60	-13.6
Bet 20	-21.9
Check	-22.0
Bet 120	-35.6

The archived v3 forest suggests **all in · 1140**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 2/turn/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · turn · LIKELY

A deeper decision

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	1,940	120	0

The made category is **full house** on a paired board. A strong category still needs comparison with possible better hands and shared-board ties.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	98.2%	98.0%–98.5%	97.0%
60%	97.1%	96.8%–97.5%	97.0%
25%	96.4%	96.0%–96.8%	97.0%

Available choices

Action	Est. chips
All in · 1940	+974.0
Bet 120	+858.4
Bet 60	+845.8
Check	+844.2
Bet 20	+844.2

The archived v3 forest suggests **all in · 1940**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 2/turn/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · turn · UNLIKELY

A shorter stack

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	580	40	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **UNLIKELY** at 5/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	21.8%	20.9%–22.6%	22.0%
60%	19.4%	18.5%–20.2%	20.1%
25%	17.6%	16.8%–18.5%	20.0%

Available choices

Action	Est. chips
Bet 20	-8.1
Check	-12.0
Bet 40	-15.6
All in · 580	-200.7

The archived v3 forest suggests **bet 20**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 0 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Every possible next card preserves this label. Your map makes the pattern visible.

Study fixture 2/turn/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

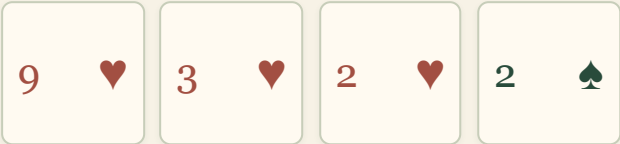
Heads-up · turn · UNLIKELY

Room to maneuver

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	1,140	120	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **UNLIKELY** at 3/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	18.0%	17.2%–18.8%	28.3%
60%	13.7%	13.0%–14.4%	16.9%
25%	12.0%	11.3%–12.7%	16.8%

Available choices

Action	Est. chips
Check	-6.0
Bet 20	-10.4
Bet 60	-59.1
Bet 120	-110.5
All in · 1140	-365.9

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 0 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Every possible next card preserves this label. Your map makes the pattern visible.

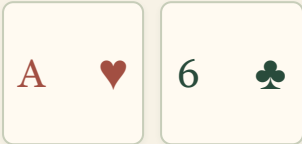
Study fixture 2/turn/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · turn · UNLIKELY

A deeper decision

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	1,980	40	0

The made category is **high card** on a dry board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **UNLIKELY** at 4/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	40.5%	39.4%–41.5%	39.0%
60%	38.8%	37.7%–39.8%	38.0%
25%	35.3%	34.2%–36.3%	35.7%

Available choices

Action	Est. chips
Check	-25.8
Bet 20	-53.7
Bet 40	-81.4
All in · 1980	-591.0

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 0 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Every possible next card preserves this label. Your map makes the pattern visible.

Study fixture 2/turn/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · river · LIKELY

A shorter stack

ACTOR'S POCKET

A♣

7♣

RIVER BOARD

5♦

2♠

4♥

J♦

3♦

Original table	Active opponents	Stack	Pot	Call
2	1	580	40	0

The made category is **straight** on a wet board. A strong category still needs comparison with possible better hands and shared-board ties.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 8/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	73.5%	72.6%–74.4%	83.1%
60%	74.1%	73.3%–74.9%	83.1%
25%	74.7%	73.8%–75.5%	83.1%

Available choices

Action	Est. chips
All in · 580	+219.1
Bet 40	+57.8
Bet 20	+54.3
Check	+51.2

The archived v3 forest suggests **all in · 580**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

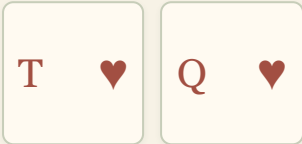
Study fixture 2/river/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · river · LIKELY

Room to maneuver

ACTOR'S POCKET



RIVER BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	240	1,920	0

The made category is **flush** on a wet board. A strong category still needs comparison with possible better hands and shared-board ties.

The pocket is **LIKELY** at 11/13 near ranks; the dynamic map is **LIKELY** at 8/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	99.2%	99.0%–99.4%	97.6%
60%	99.0%	98.8%–99.2%	97.6%
25%	98.9%	98.6%–99.1%	97.6%

Available choices

Action	Est. chips
All in · 240	+1999.6
Check	+1971.9
Bet 20	+1971.4

The archived v3 forest suggests **all in · 240**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 2/river/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · river · LIKELY

A deeper decision

ACTOR'S POCKET

3♠

3♥

RIVER BOARD

4♠

7♦

2♣

K♣

5♥

Original table	Active opponents	Stack	Pot	Call
2	1	1,940	120	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **UNLIKELY** at 5/13 near ranks; the dynamic map is **LIKELY** at 11/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	45.7%	44.7%–46.8%	44.9%
60%	47.3%	46.2%–48.4%	43.5%
25%	45.4%	44.4%–46.5%	42.7%

Available choices

Action	Est. chips
Check	-7.3
Bet 20	-11.1
Bet 60	-43.4
Bet 120	-94.8
All in · 1940	-786.0

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 2/river/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · river · UNLIKELY

A shorter stack

ACTOR'S POCKET



RIVER BOARD



Original table	Active opponents	Stack	Pot	Call
2	1	580	40	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **UNLIKELY** at 5/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	32.7%	31.7%–33.7%	31.1%
60%	33.3%	32.3%–34.3%	30.7%
25%	30.1%	29.1%–31.1%	30.7%

Available choices

Action	Est. chips
Check	-4.6
Bet 20	-9.4
Bet 40	-18.5
All in · 580	-218.6

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 2/river/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · river · UNLIKELY

Room to maneuver

ACTOR'S POCKET

Q♣

5♦

RIVER BOARD

K♣

9♣

9♠

2♣

Q♦

Original table	Active opponents	Stack	Pot	Call
2	1	1,180	40	0

The made category is **two pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 12/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	68.9%	67.9%–69.9%	67.8%
60%	59.4%	58.4%–60.4%	63.6%
25%	55.2%	54.1%–56.2%	58.7%

Available choices

Action	Est. chips
All in · 1180	+55.9
Bet 40	-10.8
Bet 20	-29.1
Check	-42.4

The archived v3 forest suggests **all in · 1180**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 2/river/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

Heads-up · river · UNLIKELY

A deeper decision

ACTOR'S POCKET

9♦

7♠

RIVER BOARD

Q♦

T♥

J♠

6♦

2♠

Original table	Active opponents	Stack	Pot	Call
2	1	1,940	120	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 11/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	18.8%	17.9%–19.6%	16.5%
60%	9.6%	9.0%–10.3%	6.8%
25%	6.3%	5.8%–6.8%	6.6%

Available choices

Action	Est. chips
Check	+3.6
Bet 20	+0.0
Bet 60	-44.2
Bet 120	-58.8
All in · 1940	-897.3

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 2/river/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · preflop · LIKELY

A shorter stack

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
6	5	600	30	20

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **LIKELY** at 7/13 near ranks; the dynamic map is **LIKELY** at 7/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	12.6%	11.9%–13.3%	13.4%
60%	14.0%	13.2%–14.7%	13.0%
25%	14.9%	14.1%–15.6%	14.2%

Available choices

Action	Est. chips
Fold	0.0
Raise to 45	-27.3
Raise to 40	-28.0
Raise to 70	-31.9
Call 20	-32.7
All in · 600	-112.7

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 6/preflop/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · preflop · LIKELY

Room to maneuver

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
6	5	1,200	30	20

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **LIKELY** at 11/13 near ranks; the dynamic map is **LIKELY** at 11/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	21.9%	21.0%–22.8%	22.9%
60%	16.8%	16.0%–17.6%	14.8%
25%	14.3%	13.6%–15.1%	14.0%

Available choices

Action	Est. chips
All in · 1200	+117.9
Raise to 45	+73.2
Raise to 70	+70.3
Raise to 40	+70.0
Call 20	+62.2
Fold	0.0

The archived v3 forest suggests **all in · 1200**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 6/preflop/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · preflop · LIKELY

A deeper decision

ACTOR'S POCKET

9♣

Q♦

PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
6	5	2,000	50	20

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	18.3%	17.5%–19.1%	18.7%
60%	14.2%	13.4%–14.9%	13.5%
25%	12.1%	11.4%–12.8%	13.5%

Available choices

Action	Est. chips
Fold	0.0
All in · 2000	-27.0
Raise to 90	-127.1
Call 20	-145.5
Raise to 55	-148.8
Raise to 40	-168.5

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

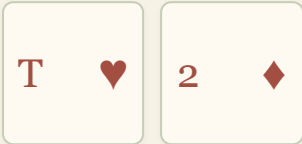
Study fixture 6/preflop/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · preflop · UNLIKELY

A shorter stack

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
6	1	580	40	0

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **UNLIKELY** at 6/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	42.6%	41.5%–43.6%	41.8%
60%	35.5%	34.5%–36.5%	34.9%
25%	32.6%	31.6%–33.6%	32.8%

Available choices

Action	Est. chips
Check	-35.5
Raise to 40	-60.7
Raise to 60	-64.2
All in · 600	-100.8

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 6/preflop/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · preflop · UNLIKELY

Room to maneuver

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
6	4	1,200	50	20

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **UNLIKELY** at 5/13 near ranks; the dynamic map is **UNLIKELY** at 5/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	17.5%	16.7%-18.3%	16.6%
60%	13.6%	12.9%-14.4%	13.9%
25%	12.8%	12.1%-13.6%	11.8%

Available choices

Action	Est. chips
Fold	0.0
Raise to 40	-18.5
Call 20	-24.2
Raise to 90	-56.4
All in · 1200	-58.4
Raise to 55	-58.6

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 6/preflop/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · preflop · UNLIKELY

A deeper decision

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
6	5	2,000	30	20

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **UNLIKELY** at 6/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	9.4%	8.8%–10.0%	8.2%
60%	9.2%	8.6%–9.9%	9.9%
25%	9.7%	9.1%–10.3%	9.4%

Available choices

Action	Est. chips
Fold	0.0
Call 20	-44.7
Raise to 45	-61.7
Raise to 40	-62.0
Raise to 70	-68.4
All in · 2000	-335.5

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

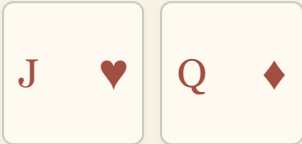
Study fixture 6/preflop/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · flop · LIKELY

A shorter stack

ACTOR'S POCKET



FLOP BOARD



Original table	Active opponents	Stack	Pot	Call
6	2	350	750	0

The made category is **one pair** on a dry board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	66.3%	65.2%–67.3%	64.8%
60%	59.3%	58.2%–60.3%	61.0%
25%	55.7%	54.6%–56.8%	59.0%

Available choices

Action	Est. chips
All in · 350	+760.7
Bet 20	+760.0
Check	+751.7

The archived v3 forest suggests **all in · 350**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 6/flop/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · flop · LIKELY

Room to maneuver

ACTOR'S POCKET

J♦

8♦

FLOP BOARD

3♥

K♦

A♣

Original table	Active opponents	Stack	Pot	Call
6	1	1,140	120	0

The made category is **high card** on a dry board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **LIKELY** at 7/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	43.8%	42.8%–44.9%	40.7%
60%	33.4%	32.4%–34.4%	28.2%
25%	28.2%	27.3%–29.2%	28.0%

Available choices

Action	Est. chips
Check	-61.3
Bet 20	-64.1
Bet 60	-86.1
Bet 120	-134.4
All in · 1140	-277.7

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 10 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2, 3, A. Your map makes the pattern visible.

Study fixture 6/flop/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · flop · LIKELY

A deeper decision

ACTOR'S POCKET

5♦

T♣

FLOP BOARD

6♠

A♦

8♠

Original table	Active opponents	Stack	Pot	Call
6	2	1,980	60	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 11/13 near ranks; the dynamic map is **LIKELY** at 7/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	13.0%	12.3%–13.7%	14.0%
60%	9.0%	8.4%–9.6%	10.1%
25%	7.9%	7.4%–8.5%	9.8%

Available choices

Action	Est. chips
Check	-83.9
Bet 30	-98.3
Bet 20	-101.6
Bet 60	-149.0
All in · 1980	-979.4

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 6/flop/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · flop · UNLIKELY

A shorter stack

ACTOR'S POCKET



FLOP BOARD



Original table	Active opponents	Stack	Pot	Call
6	4	580	100	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	14.5%	13.8%–15.3%	9.5%
60%	12.8%	12.1%–13.4%	9.1%
25%	10.8%	10.2%–11.4%	8.7%

Available choices

Action	Est. chips
Check	-30.1
Bet 20	-67.2
Bet 50	-104.7
Bet 100	-142.6
All in · 580	-198.9

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 0 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Every possible next card preserves this label. Your map makes the pattern visible.

Study fixture 6/flop/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · flop · UNLIKELY

Room to maneuver

ACTOR'S POCKET

J♠

4♦

FLOP BOARD

9♦

2♣

2♥

Original table	Active opponents	Stack	Pot	Call
6	3	1,180	80	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **UNLIKELY** at 3/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	9.5%	8.9%–10.1%	8.4%
60%	9.3%	8.6%–9.9%	8.5%
25%	7.0%	6.5%–7.6%	8.5%

Available choices

Action	Est. chips
Check	-70.0
Bet 20	-91.4
Bet 40	-147.4
Bet 80	-231.6
All in · 1180	-555.4

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 0 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Every possible next card preserves this label. Your map makes the pattern visible.

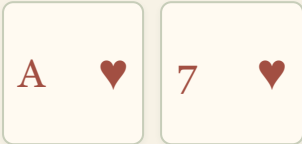
Study fixture 6/flop/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · flop · UNLIKELY

A deeper decision

ACTOR'S POCKET



FLOP BOARD



Original table	Active opponents	Stack	Pot	Call
6	2	1,950	150	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	52.5%	51.4%–53.6%	41.0%
60%	49.8%	48.7%–50.8%	40.3%
25%	46.4%	45.4%–47.5%	40.0%

Available choices

Action	Est. chips
All in · 1950	+243.3
Bet 150	+228.9
Bet 75	+227.2
Bet 20	+217.1
Check	+209.7

The archived v3 forest suggests **all in · 1950**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 0 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Every possible next card preserves this label. Your map makes the pattern visible.

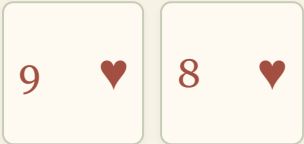
Study fixture 6/flop/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · turn · LIKELY

A shorter stack

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
6	3	580	80	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	12.2%	11.4%–12.9%	10.2%
60%	10.2%	9.5%–10.8%	9.7%
25%	9.6%	8.9%–10.2%	8.9%

Available choices

Action	Est. chips
Check	-17.2
Bet 20	-32.2
Bet 40	-65.6
Bet 80	-112.5
All in · 580	-267.6

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 6/turn/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · turn · LIKELY

Room to maneuver

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
6	4	970	1,170	0

The made category is **three of a kind** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	76.5%	75.6%–77.4%	67.8%
60%	70.1%	69.1%–71.0%	67.0%
25%	65.6%	64.6%–66.6%	66.7%

Available choices

Action	Est. chips
Bet 585	+1283.5
All in · 970	+1282.1
Bet 20	+1242.1
Check	+1228.0

The archived v3 forest suggests **bet 585**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 6/turn/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · turn · LIKELY

A deeper decision

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
6	2	1,687	939	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	5.0%	4.5%–5.4%	4.7%
60%	1.9%	1.6%–2.2%	2.4%
25%	1.2%	1.0%–1.4%	2.4%

Available choices

Action	Est. chips
Check	-91.2
Bet 20	-105.5
Bet 470	-724.1
Bet 939	-756.3
All in · 1687	-903.3

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 6/turn/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · turn · UNLIKELY

A shorter stack

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
6	2	351	747	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	16.5%	15.8%–17.3%	11.6%
60%	13.6%	12.9%–14.3%	11.6%
25%	12.4%	11.7%–13.1%	11.6%

Available choices

Action	Est. chips
Check	-2.8
Bet 20	-22.4
All in · 351	-111.8

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 0 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Every possible next card preserves this label. Your map makes the pattern visible.

Study fixture 6/turn/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · turn · UNLIKELY

Room to maneuver

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
6	3	1,140	240	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **UNLIKELY** at 4/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	10.3%	9.7%–10.9%	8.6%
60%	10.5%	9.9%–11.2%	8.5%
25%	10.2%	9.6%–10.9%	8.3%

Available choices

Action	Est. chips
Check	-49.4
Bet 20	-66.7
Bet 120	-261.4
Bet 240	-343.7
All in · 1140	-564.3

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 0 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Every possible next card preserves this label. Your map makes the pattern visible.

Study fixture 6/turn/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · turn · UNLIKELY

A deeper decision

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
6	2	1,940	200	0

The made category is **two pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **UNLIKELY** at 6/13 near ranks; the dynamic map is **UNLIKELY** at 4/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	31.1%	30.1%–32.1%	39.7%
60%	30.7%	29.7%–31.7%	38.8%
25%	25.9%	25.0%–26.9%	38.8%

Available choices

Action	Est. chips
Bet 200	-243.2
Bet 20	-244.7
Check	-248.4
Bet 100	-305.9
All in · 1940	-333.5

The archived v3 forest suggests **bet 200**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 39 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 4, 5, 6, 7, 8, 9, T, J, Q, K. Your map makes the pattern visible.

Study fixture 6/turn/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · river · LIKELY

A shorter stack

ACTOR'S POCKET



RIVER BOARD



Original table	Active opponents	Stack	Pot	Call
6	1	380	600	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **UNLIKELY** at 5/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	84.1%	83.3%–84.9%	83.1%
60%	85.4%	84.6%–86.1%	82.9%
25%	86.1%	85.3%–86.8%	82.9%

Available choices

Action	Est. chips
All in · 380	+723.6
Bet 300	+686.8
Bet 20	+569.1
Check	+563.2

The archived v3 forest suggests **all in · 380**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 6/river/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · river · LIKELY

Room to maneuver

ACTOR'S POCKET

J♠

9♦

RIVER BOARD

6♠

T♠

3♦

A♦

Q♣

Original table	Active opponents	Stack	Pot	Call
6	1	951	543	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	28.3%	27.3%–29.3%	25.1%
60%	18.1%	17.2%–18.9%	14.8%
25%	14.9%	14.1%–15.6%	14.2%

Available choices

Action	Est. chips
Check	+58.0
Bet 20	+53.8
Bet 272	-128.0
Bet 543	-248.3
All in · 951	-353.3

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 6/river/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · river · LIKELY

A deeper decision

ACTOR'S POCKET

3♥

Q♠

RIVER BOARD

9♥

4♣

4♦

6♣

A♥

Original table	Active opponents	Stack	Pot	Call
6	2	1,980	70	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	11.2%	10.6%–11.9%	8.3%
60%	5.0%	4.6%–5.5%	4.5%
25%	2.9%	2.6%–3.3%	4.3%

Available choices

Action	Est. chips
Check	-30.1
Bet 20	-57.0
Bet 35	-67.9
Bet 70	-111.7
All in · 1980	-1234.8

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 6/river/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · river · UNLIKELY

A shorter stack

ACTOR'S POCKET

K♠

8♣

RIVER BOARD

4♦

Q♣

9♥

2♥

T♣

Original table	Active opponents	Stack	Pot	Call
6	2	580	60	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	6.1%	5.6%–6.6%	3.2%
60%	3.6%	3.2%–4.0%	2.7%
25%	1.9%	1.6%–2.2%	2.7%

Available choices

Action	Est. chips
Check	-7.0
Bet 20	-26.5
Bet 30	-40.2
Bet 60	-75.6
All in · 580	-371.5

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 6/river/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · river · UNLIKELY

Room to maneuver

ACTOR'S POCKET

3♦

7♣

RIVER BOARD

T♦

9♣

2♦

A♦

A♣

Original table	Active opponents	Stack	Pot	Call
6	5	1,180	120	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **UNLIKELY** at 5/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	0.0%	0.0%-0.0%	0.0%
60%	0.0%	0.0%-0.0%	0.0%
25%	0.0%	0.0%-0.0%	0.0%

Available choices

Action	Est. chips
Check	-54.7
Bet 20	-58.5
Bet 60	-213.0
Bet 120	-259.3
All in · 1180	-770.6

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 6/river/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

6 seats · river · UNLIKELY

A deeper decision

ACTOR'S POCKET

J♠

Q♥

RIVER BOARD

8♣

K♦

J♥

4♦

2♠

Original table	Active opponents	Stack	Pot	Call
6	2	1,820	600	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **UNLIKELY** at 5/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	63.1%	62.0%–64.1%	45.0%
60%	52.0%	50.9%–53.0%	38.7%
25%	44.7%	43.6%–45.8%	38.7%

Available choices

Action	Est. chips
Bet 600	+322.6
Check	+251.6
Bet 20	+251.6
Bet 300	+244.2
All in · 1820	+194.9

The archived v3 forest suggests **bet 600**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 6/river/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · preflop · LIKELY

A shorter stack

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
9	8	600	30	20

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	7.6%	7.0%–8.1%	7.4%
60%	7.1%	6.6%–7.7%	7.2%
25%	6.5%	6.0%–7.0%	7.3%

Available choices

Action	Est. chips
Fold	0.0
Raise to 70	-54.5
Call 20	-68.8
Raise to 45	-77.1
All in · 600	-82.1
Raise to 40	-85.9

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/preflop/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · preflop · LIKELY

Room to maneuver

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
9	8	1,200	30	20

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	8.5%	7.9%–9.1%	8.3%
60%	7.5%	7.0%–8.1%	6.7%
25%	6.2%	5.7%–6.7%	6.5%

Available choices

Action	Est. chips
Fold	0.0
Raise to 45	-34.0
Raise to 40	-45.3
Call 20	-63.5
All in · 1200	-88.4
Raise to 70	-149.5

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

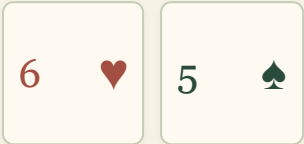
Study fixture 9/preflop/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · preflop · LIKELY

A deeper decision

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
9	8	2,000	30	20

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	9.4%	8.8%–10.0%	8.6%
60%	11.2%	10.5%–11.8%	11.8%
25%	13.0%	12.3%–13.7%	12.8%

Available choices

Action	Est. chips
Fold	0.0
Raise to 70	-37.1
Raise to 45	-53.9
Raise to 40	-66.7
Call 20	-70.0
All in · 2000	-261.2

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/preflop/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · preflop · UNLIKELY

A shorter stack

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
9	8	600	30	20

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **UNLIKELY** at 6/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	7.6%	7.0%–8.1%	8.0%
60%	7.3%	6.7%–7.8%	6.8%
25%	5.7%	5.2%–6.2%	6.4%

Available choices

Action	Est. chips
Fold	0.0
Raise to 45	-72.9
Raise to 40	-74.1
Call 20	-77.2
Raise to 70	-100.2
All in · 600	-100.8

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/preflop/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · preflop · UNLIKELY

Room to maneuver

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
9	5	1,190	110	10

This is a preflop decision. The suited pocket shares a suit, which creates possibilities absent from the offsuit version with the same map.

The pocket is **UNLIKELY** at 6/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	16.4%	15.6%–17.2%	16.2%
60%	14.6%	13.8%–15.3%	15.1%
25%	13.0%	12.3%–13.8%	15.1%

Available choices

Action	Est. chips
Fold	0.0
Call 10	-0.2
Raise to 40	-19.7
Raise to 80	-94.7
Raise to 140	-102.7
All in · 1200	-171.5

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/preflop/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · preflop · UNLIKELY

A deeper decision

ACTOR'S POCKET



PREFLOP BOARD

Flop ahead

Original table	Active opponents	Stack	Pot	Call
9	8	2,000	30	20

This is a preflop decision. The pocket is offsuit. Its rank relationships do not create a flush advantage by themselves.

The pocket is **UNLIKELY** at 6/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	5.8%	5.3%–6.3%	6.2%
60%	6.4%	5.8%–6.9%	6.5%
25%	6.2%	5.7%–6.8%	6.6%

Available choices

Action	Est. chips
Fold	0.0
Raise to 40	-29.9
Raise to 45	-35.9
Raise to 70	-44.0
Call 20	-46.7
All in · 2000	-152.0

The archived v3 forest suggests **fold**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On this street, compare price, active opponents, and future betting. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/preflop/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · flop · LIKELY

A shorter stack

ACTOR'S POCKET



FLOP BOARD



Original table	Active opponents	Stack	Pot	Call
9	4	580	100	0

The made category is **high card** on a dry board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	7.1%	6.5%–7.6%	6.3%
60%	5.4%	4.9%–5.9%	6.0%
25%	4.8%	4.3%–5.2%	6.0%

Available choices

Action	Est. chips
Check	-22.5
Bet 20	-62.3
Bet 50	-88.9
Bet 100	-155.9
All in · 580	-240.4

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 9/flop/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · flop · LIKELY

Room to maneuver

ACTOR'S POCKET

J♦

5♠

FLOP BOARD

K♦

8♦

K♣

Original table	Active opponents	Stack	Pot	Call
9	6	1,180	140	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 12/13 near ranks; the dynamic map is **LIKELY** at 8/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	6.0%	5.5%–6.5%	3.2%
60%	3.2%	2.8%–3.6%	2.1%
25%	2.0%	1.8%–2.3%	1.9%

Available choices

Action	Est. chips
Check	-131.9
Bet 20	-162.8
Bet 70	-261.6
Bet 140	-304.3
All in · 1180	-624.0

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 9/flop/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · flop · LIKELY

A deeper decision

ACTOR'S POCKET

T♥

8♣

FLOP BOARD

K♥

8♦

6♥

Original table	Active opponents	Stack	Pot	Call
9	4	1,980	100	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 10/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	28.8%	27.8%–29.8%	24.0%
60%	21.8%	20.9%–22.6%	20.5%
25%	17.2%	16.4%–18.0%	20.0%

Available choices

Action	Est. chips
Check	-113.1
Bet 20	-121.5
Bet 50	-154.0
All in · 1980	-173.8
Bet 100	-214.8

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 9/flop/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · flop · UNLIKELY

A shorter stack

ACTOR'S POCKET



FLOP BOARD



Original table	Active opponents	Stack	Pot	Call
9	1	580	40	0

The made category is **high card** on a dry board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 12/13 near ranks; the dynamic map is **UNLIKELY** at 5/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	37.9%	36.9%–39.0%	35.1%
60%	29.3%	28.3%–30.2%	26.0%
25%	24.7%	23.8%–25.6%	25.8%

Available choices

Action	Est. chips
Check	-17.1
Bet 20	-27.2
Bet 40	-54.9
All in · 580	-141.5

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 44 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 3, 4, 5, 6, 7, 8, 9, T, J, Q, K, A. Your map makes the pattern visible.

Study fixture 9/flop/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · flop · UNLIKELY

Room to maneuver

ACTOR'S POCKET

3

♠

Q

♣

FLOP BOARD

5

♣

3

♦

4

♦

Original table	Active opponents	Stack	Pot	Call
9	7	1,180	160	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **UNLIKELY** at 5/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	6.6%	6.1%–7.1%	10.7%
60%	7.9%	7.3%–8.5%	10.8%
25%	8.0%	7.5%–8.6%	11.0%

Available choices

Action	Est. chips
Check	-52.5
Bet 20	-72.5
Bet 80	-226.4
Bet 160	-250.2
All in · 1180	-346.2

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 41 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 4, 6, 7, 8, 9, T, J, K, A, 5, Q. Your map makes the pattern visible.

Study fixture 9/flop/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · flop · UNLIKELY

A deeper decision

ACTOR'S POCKET

9♣

8♦

FLOP BOARD

6♦

A♦

A♣

Original table	Active opponents	Stack	Pot	Call
9	4	1,980	100	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **UNLIKELY** at 5/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	12.5%	11.8%–13.2%	7.1%
60%	8.3%	7.7%–8.9%	6.4%
25%	5.9%	5.4%–6.4%	6.0%

Available choices

Action	Est. chips
Bet 20	-48.4
Check	-48.8
Bet 50	-106.1
Bet 100	-200.8
All in · 1980	-776.9

The archived v3 forest suggests **bet 20**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 37 of 47 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 4, 5, 6, 7, 8, T, J, Q, K, 9. Your map makes the pattern visible.

Study fixture 9/flop/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

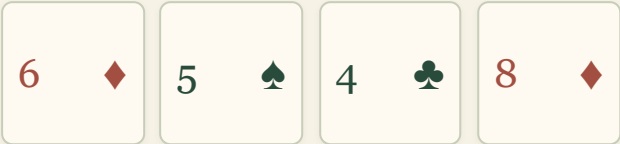
9 seats · turn · LIKELY

A shorter stack

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
9	2	555	135	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	13.4%	12.7%–14.1%	18.9%
60%	12.2%	11.5%–12.9%	18.1%
25%	12.7%	12.0%–13.4%	18.1%

Available choices

Action	Est. chips
Check	-9.0
Bet 20	-26.8
Bet 68	-93.2
Bet 135	-112.6
All in · 555	-190.3

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 9/turn/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · turn · LIKELY

Room to maneuver

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
9	4	1,180	100	0

The made category is **high card** on a wet board. The hand needs improvement or a favorable betting path; the rank label alone does not supply showdown strength.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	6.7%	6.1%–7.2%	5.8%
60%	4.8%	4.4%–5.3%	5.4%
25%	3.4%	3.0%–3.8%	5.4%

Available choices

Action	Est. chips
Check	-39.6
Bet 20	-50.4
Bet 50	-100.0
Bet 100	-175.7
All in · 1180	-704.9

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 4 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2. Your map makes the pattern visible.

Study fixture 9/turn/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · turn · LIKELY

A deeper decision

ACTOR'S POCKET

A♠

9♣

TURN BOARD

9♦

K♥

K♣

3♥

Original table	Active opponents	Stack	Pot	Call
9	1	1,511	1,103	0

The made category is **two pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **LIKELY** at 7/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	83.3%	82.5%–84.1%	80.2%
60%	74.5%	73.6%–75.4%	76.3%
25%	68.4%	67.4%–69.4%	75.0%

Available choices

Action	Est. chips
All in · 1511	+1295.8
Bet 1103	+1276.4
Bet 552	+1266.3
Bet 20	+1193.3
Check	+1178.9

The archived v3 forest suggests **all in · 1511**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 18 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 2, 3, 4, 5, A. Your map makes the pattern visible.

Study fixture 9/turn/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · turn · UNLIKELY

A shorter stack

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
9	4	580	100	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **UNLIKELY** at 5/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	11.8%	11.1%–12.5%	7.0%
60%	9.5%	8.9%–10.2%	6.6%
25%	7.2%	6.7%–7.7%	6.6%

Available choices

Action	Est. chips
Check	-32.1
Bet 20	-47.0
Bet 50	-136.9
Bet 100	-160.5
All in · 580	-303.9

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 29 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 6, 7, 9, J, Q, K, 8, T. Your map makes the pattern visible.

Study fixture 9/turn/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · turn · UNLIKELY

Room to maneuver

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
9	5	1,180	120	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	16.1%	15.4%–16.9%	13.1%
60%	9.3%	8.7%–9.9%	11.7%
25%	7.5%	7.0%–8.1%	11.2%

Available choices

Action	Est. chips
Check	-185.0
Bet 20	-191.4
Bet 60	-279.7
Bet 120	-349.6
All in · 1180	-534.2

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 28 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 6, 7, 8, 9, T, J, Q, K. Your map makes the pattern visible.

Study fixture 9/turn/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · turn · UNLIKELY

A deeper decision

ACTOR'S POCKET



TURN BOARD



Original table	Active opponents	Stack	Pot	Call
9	1	1,890	240	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **UNLIKELY** at 5/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	41.0%	40.0%–42.1%	44.3%
60%	29.7%	28.7%–30.7%	37.2%
25%	26.6%	25.6%–27.5%	34.5%

Available choices

Action	Est. chips
Check	-184.7
Bet 20	-184.7
Bet 120	-248.3
Bet 240	-293.2
All in · 1890	-557.9

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can you count 44 of 46 unseen next cards that change the dynamic label? **Yes**. Enumerating the remaining physical cards gives that exact count. Example ranks: 3, 5, 6, 7, 8, 9, T, J, Q, K, A, 4. Your map makes the pattern visible.

Study fixture 9/turn/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · river · LIKELY

A shorter stack

ACTOR'S POCKET



RIVER BOARD



Original table	Active opponents	Stack	Pot	Call
9	1	580	40	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **LIKELY** at 7/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	13.6%	12.9%–14.3%	14.2%
60%	12.7%	12.0%–13.4%	15.5%
25%	11.6%	10.9%–12.3%	15.2%

Available choices

Action	Est. chips
Check	-2.0
Bet 20	-27.9
Bet 40	-33.3
All in · 580	-301.4

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/river/true/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · river · LIKELY

Room to maneuver

ACTOR'S POCKET

8♦

6♥

RIVER BOARD

6♠

K♥

9♦

A♣

7♣

Original table	Active opponents	Stack	Pot	Call
9	2	1,030	550	0

The made category is **one pair** on a wet board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **LIKELY** at 9/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	17.9%	17.1%–18.7%	15.4%
60%	10.2%	9.5%–10.8%	14.6%
25%	7.3%	6.8%–7.9%	14.3%

Available choices

Action	Est. chips
Check	-67.6
Bet 20	-73.3
Bet 275	-318.5
Bet 550	-473.3
All in · 1030	-572.7

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/river/true/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · river · LIKELY

A deeper decision

ACTOR'S POCKET

T♣

9♦

RIVER BOARD

T♠

K♠

4♥

7♥

4♣

Original table	Active opponents	Stack	Pot	Call
9	2	1,940	200	0

The made category is **two pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 8/13 near ranks; the dynamic map is **LIKELY** at 8/13. Their matching labels do not imply that the two reference sets or every distance value are identical.

Change the assumption

Width	MC share	95% interval	WSRF
100%	51.4%	50.4%–52.5%	37.2%
60%	42.4%	41.4%–43.5%	32.4%
25%	35.4%	34.4%–36.4%	31.9%

Available choices

Action	Est. chips
Check	-19.7
All in · 1940	-43.6
Bet 20	-62.8
Bet 100	-107.3
Bet 200	-114.0

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/river/true/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · river · UNLIKELY

A shorter stack

ACTOR'S POCKET



RIVER BOARD



Original table	Active opponents	Stack	Pot	Call
9	1	550	120	0

The made category is **one pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 11/13 near ranks; the dynamic map is **UNLIKELY** at 6/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	32.2%	31.1%–33.2%	30.3%
60%	30.8%	29.8%–31.8%	27.8%
25%	25.8%	24.9%–26.8%	26.9%

Available choices

Action	Est. chips
Check	-14.3
Bet 20	-16.8
Bet 60	-30.8
Bet 120	-66.6
All in · 550	-240.5

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/river/false/0 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · river · UNLIKELY

Room to maneuver

ACTOR'S POCKET

6♥

J♥

RIVER BOARD

3♦

K♦

3♣

A♥

A♦

Original table	Active opponents	Stack	Pot	Call
9	5	1,180	120	0

The made category is **two pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 10/13 near ranks; the dynamic map is **UNLIKELY** at 5/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	1.3%	1.2%-1.4%	0.9%
60%	0.4%	0.3%-0.4%	0.9%
25%	0.1%	0.1%-0.2%	0.9%

Available choices

Action	Est. chips
Check	-127.7
Bet 20	-130.9
Bet 60	-253.9
Bet 120	-272.7
All in · 1180	-706.5

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/river/false/1 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

DECISION LABORATORY

9 seats · river · UNLIKELY

A deeper decision

ACTOR'S POCKET



RIVER BOARD



Original table	Active opponents	Stack	Pot	Call
9	2	1,940	200	0

The made category is **two pair** on a paired board. Check the kicker relationships and which higher categories the board can support.

The pocket is **LIKELY** at 9/13 near ranks; the dynamic map is **UNLIKELY** at 3/13. Their disagreement is a comparison between reference frames, not conflicting forecasts.

Change the assumption

Width	MC share	95% interval	WSRF
100%	44.0%	42.9%–45.0%	6.6%
60%	32.9%	31.9%–33.9%	5.8%
25%	25.8%	24.8%–26.7%	5.6%

Available choices

Action	Est. chips
Check	-104.2
Bet 20	-105.9
Bet 200	-171.3
Bet 100	-175.3
All in · 1940	-735.4

The archived v3 forest suggests **check**. Existing contributions are spent; folding is scored at zero. These values describe its simulated continuations. Compare the full action list with the call price and your range assumption.

A discovery to try

Can the WSRF hint help you explore this decision alongside the price and active field? **Yes**. Its action ranking gives you a concrete starting point. On the river, compare eligible pot share and opposing ranges. Connecting these pieces makes the suggestion easier to understand.

Study fixture 9/river/false/2 · 8,192 samples per range · exact seed and model hashes in zone-atlas.json.

ZONE JOURNEYS

Journey 01 · held likely

A fixed pocket, a moving reference frame.

POCKET

7♥

5♠

BOARD IN REVEAL ORDER

6♠

7♦

J♣

A♦

Q♥

Follow this selected held likely journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	7 5 T 4	9/13	LIKELY	LIKELY	39.8%
Flop	7 J 3 6	10/13	LIKELY	LIKELY	67.2%
Turn	J A T 5	10/13	LIKELY	LIKELY	61.4%
River	A Q J 4	9/13	LIKELY	LIKELY	53.9%

Read the changes separately

The dynamic label changes 0 times, while the pocket coverage stays anchored at 9/13. The sampled share moves from 39.8% before the flop to 53.9% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	4	43
Turn	46	11	35

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 02 · held unlikely

A fixed pocket, a moving reference frame.

POCKET

3♦

5♠

BOARD IN REVEAL ORDER

7♦

3♣

A♦

3♠

2♦

Follow this selected held unlikely journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	3 5 6 4	6/13	UNLIKELY	UNLIKELY	11.3%
Flop	3 A 2 K	6/13	UNLIKELY	UNLIKELY	14.4%
Turn	A 3 2 K	6/13	UNLIKELY	UNLIKELY	73.4%
River	3 2	4/13	UNLIKELY	UNLIKELY	57.9%

Read the changes separately

The dynamic label changes **0** times, while the pocket coverage stays anchored at 6/13. The sampled share moves from 11.3% before the flop to 57.9% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **three of a kind**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	38	9
Turn	46	31	15

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 03 · one change

A fixed pocket, a moving reference frame.

POCKET

8♦

2♠

BOARD IN REVEAL ORDER

K♦

A♦

3♥

K♥

9♦

Follow this selected one change journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	8 2	6/13	UNLIKELY	UNLIKELY	6.0%
Flop	A 3 2 K	6/13	UNLIKELY	UNLIKELY	2.4%
Turn	3 K A Q	7/13	LIKELY	UNLIKELY	0.3%
River	K 9 7 6	9/13	LIKELY	UNLIKELY	0.0%

Read the changes separately

The dynamic label changes **1** time, while the pocket coverage stays anchored at 6/13. The sampled share moves from 6.0% before the flop to 0.0% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	30	17
Turn	46	3	43

Replay the discovery

Can you follow 1 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 04 · two changes

A fixed pocket, a moving reference frame.

POCKET

A

♥

A

♦

BOARD IN REVEAL ORDER

T

♣

5

♠

A

♣

9

♦

2

♠

Follow this selected two changes journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	A K 2	5/13	UNLIKELY	UNLIKELY	85.0%
Flop	5 A 4 J	10/13	LIKELY	UNLIKELY	93.7%
Turn	A 9 8 7	8/13	LIKELY	UNLIKELY	96.8%
River	9 2	6/13	UNLIKELY	UNLIKELY	98.7%

Read the changes separately

The dynamic label changes **2** times, while the pocket coverage stays anchored at 5/13. The sampled share moves from 85.0% before the flop to 98.7% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **three of a kind**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	9	38
Turn	46	4	42

Replay the discovery

Can you follow 2 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 05 · three changes

A fixed pocket, a moving reference frame.

POCKET

5

♣

9

♠

BOARD IN REVEAL ORDER

5

♥

2

♠

5

♠

A

♦

2

♦

Follow this selected three changes journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	5 9 Q 6	10/13	LIKELY	LIKELY	11.6%
Flop	2 5	6/13	UNLIKELY	LIKELY	69.4%
Turn	5 A 4 J	10/13	LIKELY	LIKELY	66.6%
River	A 2	4/13	UNLIKELY	LIKELY	86.0%

Read the changes separately

The dynamic label changes 3 times, while the pocket coverage stays anchored at 10/13. The sampled share moves from 11.6% before the flop to 86.0% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **full house**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	40	7
Turn	46	10	36

Replay the discovery

Can you follow 3 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 06 · held likely

A fixed pocket, a moving reference frame.

POCKET

J♦

Q♦

BOARD IN REVEAL ORDER

6♣

6♦

K♥

9♠

9♥

Follow this selected held likely journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	J Q 8 3	10/13	LIKELY	LIKELY	19.4%
Flop	6 K 4 9	11/13	LIKELY	LIKELY	6.8%
Turn	K 9 7 6	9/13	LIKELY	LIKELY	7.1%
River	9 3 2	7/13	LIKELY	LIKELY	0.0%

Read the changes separately

The dynamic label changes 0 times, while the pocket coverage stays anchored at 10/13. The sampled share moves from 19.4% before the flop to 0.0% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **two pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	4	43
Turn	46	4	42

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 07 · held unlikely

A fixed pocket, a moving reference frame.

POCKET

3♥

A♠

BOARD IN REVEAL ORDER

9♣

2♣

K♣

2♥

3♣

Follow this selected held unlikely journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	3 A 2 K	6/13	UNLIKELY	UNLIKELY	56.0%
Flop	2 K	5/13	UNLIKELY	UNLIKELY	39.3%
Turn	K 2	5/13	UNLIKELY	UNLIKELY	44.5%
River	2 3	4/13	UNLIKELY	UNLIKELY	34.6%

Read the changes separately

The dynamic label changes 0 times, while the pocket coverage stays anchored at 6/13. The sampled share moves from 56.0% before the flop to 34.6% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **two pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	44	3
Turn	46	0	46

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 08 · one change

A fixed pocket, a moving reference frame.

POCKET

5♥

3♦

BOARD IN REVEAL ORDER

7♥

6♠

J♥

8♥

T♠

Follow this selected one change journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	5 3 6 4	6/13	UNLIKELY	UNLIKELY	11.6%
Flop	6 J 2 7	10/13	LIKELY	UNLIKELY	13.3%
Turn	J 8 4 5	10/13	LIKELY	UNLIKELY	8.6%
River	8 T 3 4	9/13	LIKELY	UNLIKELY	0.0%

Read the changes separately

The dynamic label changes **1** time, while the pocket coverage stays anchored at 6/13. The sampled share moves from 11.6% before the flop to 0.0% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **high card**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	4	43
Turn	46	4	42

Replay the discovery

Can you follow 1 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 09 · two changes

A fixed pocket, a moving reference frame.

POCKET

7♣

7♥

BOARD IN REVEAL ORDER

A♦

2♣

K♠

6♠

4♣

Follow this selected two changes journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	7 Q 2	9/13	LIKELY	LIKELY	15.0%
Flop	2 K	5/13	UNLIKELY	LIKELY	8.1%
Turn	K 6 4 9	11/13	LIKELY	LIKELY	4.7%
River	6 4 8	7/13	LIKELY	LIKELY	2.4%

Read the changes separately

The dynamic label changes **2** times, while the pocket coverage stays anchored at 9/13. The sampled share moves from 15.0% before the flop to 2.4% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	44	3
Turn	46	3	43

Replay the discovery

Can you follow 2 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 10 · three changes

A fixed pocket, a moving reference frame.

POCKET

A♥

5♦

BOARD IN REVEAL ORDER

T♥

3♦

A♠

5♠

3♣

Follow this selected three changes journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	A 5 4 J	10/13	LIKELY	LIKELY	57.5%
Flop	3 A 2 K	6/13	UNLIKELY	LIKELY	84.0%
Turn	A 5 4 J	10/13	LIKELY	LIKELY	90.7%
River	5 3 6 4	6/13	UNLIKELY	LIKELY	88.4%

Read the changes separately

The dynamic label changes **3** times, while the pocket coverage stays anchored at 10/13. The sampled share moves from 57.5% before the flop to 88.4% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **two pair**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	38	9
Turn	46	7	39

Replay the discovery

Can you follow 3 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 11 · held likely

A fixed pocket, a moving reference frame.

POCKET

6♦

4♥

BOARD IN REVEAL ORDER

T♣

A♥

J♠

7♠

4♣

Follow this selected held likely journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	6 4 8	7/13	LIKELY	LIKELY	13.6%
Flop	A J T 5	10/13	LIKELY	LIKELY	1.8%
Turn	J 7 3 6	10/13	LIKELY	LIKELY	0.2%
River	7 4 9 5	8/13	LIKELY	LIKELY	1.3%

Read the changes separately

The dynamic label changes **0** times, while the pocket coverage stays anchored at 7/13. The sampled share moves from 13.6% before the flop to 1.3% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	4	43
Turn	46	4	42

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 12 · held unlikely

A fixed pocket, a moving reference frame.

POCKET

4♣

3♠

BOARD IN REVEAL ORDER

4♥

3♦

2♥

3♥

2♦

Follow this selected held unlikely journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	4 3 5	5/13	UNLIKELY	UNLIKELY	6.8%
Flop	3 2	4/13	UNLIKELY	UNLIKELY	28.3%
Turn	2 3	4/13	UNLIKELY	UNLIKELY	90.2%
River	3 2	4/13	UNLIKELY	UNLIKELY	96.1%

Read the changes separately

The dynamic label changes 0 times, while the pocket coverage stays anchored at 5/13. The sampled share moves from 6.8% before the flop to 96.1% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **full house**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	0	47
Turn	46	32	14

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 13 · one change

A fixed pocket, a moving reference frame.

POCKET

Q♥

3♠

BOARD IN REVEAL ORDER

7♠

6♣

Q♠

2♥

9♠

Follow this selected one change journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	Q 3 K J	8/13	LIKELY	LIKELY	48.4%
Flop	6 Q 3 8	11/13	LIKELY	LIKELY	77.9%
Turn	Q 2	6/13	UNLIKELY	LIKELY	81.8%
River	2 9	6/13	UNLIKELY	LIKELY	77.9%

Read the changes separately

The dynamic label changes **1** time, while the pocket coverage stays anchored at 8/13. The sampled share moves from 48.4% before the flop to 77.9% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	4	43
Turn	46	0	46

Replay the discovery

Can you follow 1 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 14 · two changes

A fixed pocket, a moving reference frame.

POCKET

K♣

3♣

BOARD IN REVEAL ORDER

J♠

Q♥

2♠

A♠

Q♣

Follow this selected two changes journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	K 3 A Q	7/13	LIKELY	LIKELY	18.6%
Flop	Q 2	6/13	UNLIKELY	LIKELY	5.6%
Turn	2 A	4/13	UNLIKELY	LIKELY	4.6%
River	A Q J 4	9/13	LIKELY	LIKELY	1.1%

Read the changes separately

The dynamic label changes 2 times, while the pocket coverage stays anchored at 7/13. The sampled share moves from 18.6% before the flop to 1.1% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	0	47
Turn	46	37	9

Replay the discovery

Can you follow 2 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 15 · three changes

A fixed pocket, a moving reference frame.

POCKET

A♦

3♣

BOARD IN REVEAL ORDER

6♦

K♣

4♥

3♦

T♣

Follow this selected three changes journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	A 3 2 K	6/13	UNLIKELY	UNLIKELY	10.6%
Flop	K 4 2 J	9/13	LIKELY	UNLIKELY	3.5%
Turn	4 3 5	5/13	UNLIKELY	UNLIKELY	6.2%
River	3 T J 9	8/13	LIKELY	UNLIKELY	0.0%

Read the changes separately

The dynamic label changes **3** times, while the pocket coverage stays anchored at 6/13. The sampled share moves from 10.6% before the flop to 0.0% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	7	40
Turn	46	30	16

Replay the discovery

Can you follow 3 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 16 · held likely

A fixed pocket, a moving reference frame.

POCKET

4♠

7♥

BOARD IN REVEAL ORDER

7♦

4♥

9♥

A♥

Q♠

Follow this selected held likely journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	4 7 9 5	8/13	LIKELY	LIKELY	38.7%
Flop	4 9 J 7	10/13	LIKELY	LIKELY	83.9%
Turn	9 A 8 7	8/13	LIKELY	LIKELY	84.3%
River	A Q J 4	9/13	LIKELY	LIKELY	89.6%

Read the changes separately

The dynamic label changes 0 times, while the pocket coverage stays anchored at 8/13. The sampled share moves from 38.7% before the flop to 89.6% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **two pair**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	4	43
Turn	46	11	35

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 17 · held unlikely

A fixed pocket, a moving reference frame.

POCKET

K♠

2♥

BOARD IN REVEAL ORDER

K♣

5♣

3♥

A♦

3♣

Follow this selected held unlikely journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	K 2	5/13	UNLIKELY	UNLIKELY	14.2%
Flop	5 3 6 4	6/13	UNLIKELY	UNLIKELY	32.9%
Turn	3 A 2 K	6/13	UNLIKELY	UNLIKELY	25.2%
River	A 3 2 K	6/13	UNLIKELY	UNLIKELY	14.2%

Read the changes separately

The dynamic label changes **0** times, while the pocket coverage stays anchored at 5/13. The sampled share moves from 14.2% before the flop to 14.2% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **two pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	30	17
Turn	46	37	9

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 18 · one change

A fixed pocket, a moving reference frame.

POCKET

A♣

4♦

BOARD IN REVEAL ORDER

3♠

T♠

9♦

2♣

T♥

Follow this selected one change journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	A 4 3 Q	8/13	LIKELY	LIKELY	10.9%
Flop	T 9 4 3	8/13	LIKELY	LIKELY	3.8%
Turn	9 2	6/13	UNLIKELY	LIKELY	8.7%
River	2 T	6/13	UNLIKELY	LIKELY	0.0%

Read the changes separately

The dynamic label changes **1** time, while the pocket coverage stays anchored at 8/13. The sampled share moves from 10.9% before the flop to 0.0% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	4	43
Turn	46	0	46

Replay the discovery

Can you follow 1 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 19 · two changes

A fixed pocket, a moving reference frame.

POCKET

7♣

9♠

BOARD IN REVEAL ORDER

J♣

K♣

2♥

J♦

6♣

Follow this selected two changes journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	7 9 A 4	11/13	LIKELY	LIKELY	45.8%
Flop	K 2	5/13	UNLIKELY	LIKELY	31.1%
Turn	2 J	6/13	UNLIKELY	LIKELY	28.3%
River	J 6 2 7	10/13	LIKELY	LIKELY	16.6%

Read the changes separately

The dynamic label changes **2** times, while the pocket coverage stays anchored at 11/13. The sampled share moves from 45.8% before the flop to 16.6% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	0	47
Turn	46	43	3

Replay the discovery

Can you follow 2 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 20 · three changes

A fixed pocket, a moving reference frame.

POCKET

J♣

Q♥

BOARD IN REVEAL ORDER

8♠

2♥

6♠

3♦

3♥

Follow this selected three changes journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	J Q 8 3	10/13	LIKELY	LIKELY	22.2%
Flop	2 6	6/13	UNLIKELY	LIKELY	10.0%
Turn	6 3 7 5	7/13	LIKELY	LIKELY	5.0%
River	3 4 2	5/13	UNLIKELY	LIKELY	0.1%

Read the changes separately

The dynamic label changes 3 times, while the pocket coverage stays anchored at 10/13. The sampled share moves from 22.2% before the flop to 0.1% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	44	3
Turn	46	18	28

Replay the discovery

Can you follow 3 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 21 · held likely

A fixed pocket, a moving reference frame.

POCKET

3♣

K♥

BOARD IN REVEAL ORDER

8♠

K♦

7♠

9♥

5♣

Follow this selected held likely journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	3 K A Q	7/13	LIKELY	LIKELY	9.5%
Flop	K 7 5 8	9/13	LIKELY	LIKELY	18.0%
Turn	7 9 A 4	11/13	LIKELY	LIKELY	11.9%
River	9 5 Q 6	10/13	LIKELY	LIKELY	2.5%

Read the changes separately

The dynamic label changes **0** times, while the pocket coverage stays anchored at 7/13. The sampled share moves from 9.5% before the flop to 2.5% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	4	43
Turn	46	4	42

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 22 · held unlikely

A fixed pocket, a moving reference frame.

POCKET

5♦

3♣

BOARD IN REVEAL ORDER

A♣

Q♠

2♦

2♣

J♥

Follow this selected held unlikely journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	5 3 6 4	6/13	UNLIKELY	UNLIKELY	36.7%
Flop	Q 2	6/13	UNLIKELY	UNLIKELY	29.8%
Turn	2	3/13	UNLIKELY	UNLIKELY	28.6%
River	2 J	6/13	UNLIKELY	UNLIKELY	19.7%

Read the changes separately

The dynamic label changes 0 times, while the pocket coverage stays anchored at 6/13. The sampled share moves from 36.7% before the flop to 19.7% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	0	47
Turn	46	0	46

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 23 · one change

A fixed pocket, a moving reference frame.

POCKET

K♥

8♣

BOARD IN REVEAL ORDER

4♠

9♥

8♥

A♥

2♦

Follow this selected one change journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	K 8 6 7	8/13	LIKELY	LIKELY	17.0%
Flop	9 8 2 3	8/13	LIKELY	LIKELY	27.6%
Turn	8 A 7	7/13	LIKELY	LIKELY	33.4%
River	A 2	4/13	UNLIKELY	LIKELY	9.6%

Read the changes separately

The dynamic label changes **1** time, while the pocket coverage stays anchored at 8/13. The sampled share moves from 17.0% before the flop to 9.6% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	4	43
Turn	46	11	35

Replay the discovery

Can you follow 1 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 24 · two changes

A fixed pocket, a moving reference frame.

POCKET

Q♠

8♣

BOARD IN REVEAL ORDER

3♥

8♥

2♣

6♥

K♦

Follow this selected two changes journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	Q 8 5 6	9/13	LIKELY	LIKELY	11.0%
Flop	8 2	6/13	UNLIKELY	LIKELY	18.4%
Turn	2 6	6/13	UNLIKELY	LIKELY	9.5%
River	6 K 4 9	11/13	LIKELY	LIKELY	5.2%

Read the changes separately

The dynamic label changes 2 times, while the pocket coverage stays anchored at 9/13. The sampled share moves from 11.0% before the flop to 5.2% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	0	47
Turn	46	43	3

Replay the discovery

Can you follow 2 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 25 · three changes

A fixed pocket, a moving reference frame.

POCKET

5♣

T♠

BOARD IN REVEAL ORDER

A♥

2♠

8♥

3♥

5♥

Follow this selected three changes journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	5 T K 7	11/13	LIKELY	LIKELY	44.9%
Flop	2 8	6/13	UNLIKELY	LIKELY	29.7%
Turn	8 3 9 7	8/13	LIKELY	LIKELY	23.1%
River	3 5 6 4	6/13	UNLIKELY	LIKELY	29.2%

Read the changes separately

The dynamic label changes 3 times, while the pocket coverage stays anchored at 11/13. The sampled share moves from 44.9% before the flop to 29.2% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	44	3
Turn	46	16	30

Replay the discovery

Can you follow 3 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 26 · held likely

A fixed pocket, a moving reference frame.

POCKET

4♠

8♠

BOARD IN REVEAL ORDER

K♥

4♣

4♥

A♠

J♠

Follow this selected held likely journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	4 8 T 6	9/13	LIKELY	LIKELY	14.3%
Flop	4 6 2	7/13	LIKELY	LIKELY	68.1%
Turn	4 A 3 Q	8/13	LIKELY	LIKELY	73.4%
River	A J T 5	10/13	LIKELY	LIKELY	76.2%

Read the changes separately

The dynamic label changes **0** times, while the pocket coverage stays anchored at 9/13. The sampled share moves from 14.3% before the flop to 76.2% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **three of a kind**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	8	39
Turn	46	11	35

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 27 · held unlikely

A fixed pocket, a moving reference frame.

POCKET

4♠

2♣

BOARD IN REVEAL ORDER

9♥

A♠

2♠

3♠

3♦

Follow this selected held unlikely journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	4 2	5/13	UNLIKELY	UNLIKELY	6.1%
Flop	A 2	4/13	UNLIKELY	UNLIKELY	10.3%
Turn	2 3	4/13	UNLIKELY	UNLIKELY	7.3%
River	3 4 2	5/13	UNLIKELY	UNLIKELY	0.4%

Read the changes separately

The dynamic label changes **0** times, while the pocket coverage stays anchored at 5/13. The sampled share moves from 6.1% before the flop to 0.4% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **two pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	0	47
Turn	46	31	15

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 28 · one change

A fixed pocket, a moving reference frame.

POCKET

J♦

2♣

BOARD IN REVEAL ORDER

K♥

7♠

A♥

7♦

7♥

Follow this selected one change journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	J 2	6/13	UNLIKELY	UNLIKELY	43.4%
Flop	7 A 6 9	9/13	LIKELY	UNLIKELY	36.1%
Turn	A 7 6 9	9/13	LIKELY	UNLIKELY	36.7%
River	7 Q 2	9/13	LIKELY	UNLIKELY	30.1%

Read the changes separately

The dynamic label changes **1** time, while the pocket coverage stays anchored at 6/13. The sampled share moves from 43.4% before the flop to 30.1% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **three of a kind**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	10	37
Turn	46	3	43

Replay the discovery

Can you follow 1 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 29 · two changes

A fixed pocket, a moving reference frame.

POCKET

K♣

9♦

BOARD IN REVEAL ORDER

7♦

J♥

2♦

A♠

8♣

Follow this selected two changes journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	K 9 7 6	9/13	LIKELY	LIKELY	19.4%
Flop	J 2	6/13	UNLIKELY	LIKELY	10.3%
Turn	2 A	4/13	UNLIKELY	LIKELY	3.2%
River	A 8 7	7/13	LIKELY	LIKELY	0.3%

Read the changes separately

The dynamic label changes **2** times, while the pocket coverage stays anchored at 9/13. The sampled share moves from 19.4% before the flop to 0.3% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **high card**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	0	47
Turn	46	36	10

Replay the discovery

Can you follow 2 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 30 · three changes

A fixed pocket, a moving reference frame.

POCKET

6♦

2♦

BOARD IN REVEAL ORDER

Q♣

7♠

4♥

3♠

K♥

Follow this selected three changes journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	6 2	6/13	UNLIKELY	UNLIKELY	9.9%
Flop	7 4 9 5	8/13	LIKELY	UNLIKELY	2.5%
Turn	4 3 5	5/13	UNLIKELY	UNLIKELY	4.2%
River	3 K A Q	7/13	LIKELY	UNLIKELY	0.0%

Read the changes separately

The dynamic label changes **3** times, while the pocket coverage stays anchored at 6/13. The sampled share moves from 9.9% before the flop to 0.0% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **high card**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	7	40
Turn	46	29	17

Replay the discovery

Can you follow 3 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 31 · held likely

A fixed pocket, a moving reference frame.

POCKET

K♦

6♥

BOARD IN REVEAL ORDER

7♦

A♥

5♣

4♣

K♠

Follow this selected held likely journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	K 6 4 9	11/13	LIKELY	LIKELY	54.3%
Flop	A 5 4 J	10/13	LIKELY	LIKELY	46.6%
Turn	5 4 7 3	7/13	LIKELY	LIKELY	45.8%
River	4 K 2 J	9/13	LIKELY	LIKELY	72.8%

Read the changes separately

The dynamic label changes 0 times, while the pocket coverage stays anchored at 11/13. The sampled share moves from 54.3% before the flop to 72.8% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	8	39
Turn	46	8	38

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 32 · held unlikely

A fixed pocket, a moving reference frame.

POCKET

3♦

3♥

BOARD IN REVEAL ORDER

4♣

4♦

2♠

4♠

3♠

Follow this selected held unlikely journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	3 4 2	5/13	UNLIKELY	UNLIKELY	16.3%
Flop	4 2	5/13	UNLIKELY	UNLIKELY	16.6%
Turn	2 4	5/13	UNLIKELY	UNLIKELY	28.2%
River	4 3 5	5/13	UNLIKELY	UNLIKELY	48.7%

Read the changes separately

The dynamic label changes 0 times, while the pocket coverage stays anchored at 5/13. The sampled share moves from 16.3% before the flop to 48.7% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **full house**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	0	47
Turn	46	41	5

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 33 · one change

A fixed pocket, a moving reference frame.

POCKET

6♠

7♣

BOARD IN REVEAL ORDER

2♦

9♦

Q♦

2♠

6♥

Follow this selected one change journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	6 7 J 3	10/13	LIKELY	LIKELY	10.3%
Flop	9 Q 6 5	10/13	LIKELY	LIKELY	0.8%
Turn	Q 2	6/13	UNLIKELY	LIKELY	0.1%
River	2 6	6/13	UNLIKELY	LIKELY	0.2%

Read the changes separately

The dynamic label changes **1** time, while the pocket coverage stays anchored at 10/13. The sampled share moves from 10.3% before the flop to 0.2% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **two pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	3	44
Turn	46	0	46

Replay the discovery

Can you follow 1 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 34 · two changes

A fixed pocket, a moving reference frame.

POCKET

J♣

4♦

BOARD IN REVEAL ORDER

4♥

J♠

2♦

Q♠

5♦

Follow this selected two changes journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	J 4 K 9	10/13	LIKELY	LIKELY	47.1%
Flop	J 2	6/13	UNLIKELY	LIKELY	91.2%
Turn	2 Q	6/13	UNLIKELY	LIKELY	90.8%
River	Q 5 2 9	12/13	LIKELY	LIKELY	91.9%

Read the changes separately

The dynamic label changes **2** times, while the pocket coverage stays anchored at 10/13. The sampled share moves from 47.1% before the flop to 91.9% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **two pair**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	0	47
Turn	46	43	3

Replay the discovery

Can you follow 2 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 35 · three changes

A fixed pocket, a moving reference frame.

POCKET

2♥

4♦

BOARD IN REVEAL ORDER

8♠

J♦

3♠

A♥

4♠

Follow this selected three changes journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	2 4	5/13	UNLIKELY	UNLIKELY	9.6%
Flop	J 3 Q T	8/13	LIKELY	UNLIKELY	3.4%
Turn	3 A 2 K	6/13	UNLIKELY	UNLIKELY	8.7%
River	A 4 3 Q	8/13	LIKELY	UNLIKELY	2.0%

Read the changes separately

The dynamic label changes **3** times, while the pocket coverage stays anchored at 5/13. The sampled share moves from 9.6% before the flop to 2.0% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	17	30
Turn	46	37	9

Replay the discovery

Can you follow 3 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 36 · held likely

A fixed pocket, a moving reference frame.

POCKET

7♣

5♠

BOARD IN REVEAL ORDER

9♥

K♣

3♥

K♦

4♣

Follow this selected held likely journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	7 5 T 4	9/13	LIKELY	LIKELY	8.7%
Flop	K 3 A Q	7/13	LIKELY	LIKELY	2.9%
Turn	3 K A Q	7/13	LIKELY	LIKELY	0.5%
River	K 4 2 J	9/13	LIKELY	LIKELY	0.0%

Read the changes separately

The dynamic label changes **0** times, while the pocket coverage stays anchored at 9/13. The sampled share moves from 8.7% before the flop to 0.0% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	18	29
Turn	46	4	42

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 37 · held unlikely

A fixed pocket, a moving reference frame.

POCKET

5♦

2♠

BOARD IN REVEAL ORDER

5♣

4♣

3♣

2♦

2♣

Follow this selected held unlikely journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	5 2	6/13	UNLIKELY	UNLIKELY	34.0%
Flop	4 3 5	5/13	UNLIKELY	UNLIKELY	56.1%
Turn	3 2	4/13	UNLIKELY	UNLIKELY	54.4%
River	2	3/13	UNLIKELY	UNLIKELY	90.5%

Read the changes separately

The dynamic label changes 0 times, while the pocket coverage stays anchored at 6/13. The sampled share moves from 34.0% before the flop to 90.5% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **full house**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	32	15
Turn	46	0	46

Replay the discovery

Can you follow 0 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 38 · one change

A fixed pocket, a moving reference frame.

POCKET

5♥

4♥

BOARD IN REVEAL ORDER

5♣

J♦

T♣

2♥

9♥

Follow this selected one change journey against 5 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	5 4 7 3	7/13	LIKELY	LIKELY	16.1%
Flop	J T 6 3	10/13	LIKELY	LIKELY	12.7%
Turn	T 2	6/13	UNLIKELY	LIKELY	10.6%
River	2 9	6/13	UNLIKELY	LIKELY	2.5%

Read the changes separately

The dynamic label changes **1** time, while the pocket coverage stays anchored at 7/13. The sampled share moves from 16.1% before the flop to 2.5% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	4	43
Turn	46	0	46

Replay the discovery

Can you follow 1 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 39 · two changes

A fixed pocket, a moving reference frame.

POCKET

4♠

7♣

BOARD IN REVEAL ORDER

7♥

7♦

2♥

3♠

9♦

Follow this selected two changes journey against 8 active opponents. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	4 7 9 5	8/13	LIKELY	LIKELY	6.7%
Flop	7 2	6/13	UNLIKELY	LIKELY	59.0%
Turn	2 3	4/13	UNLIKELY	LIKELY	60.0%
River	3 9 T 8	8/13	LIKELY	LIKELY	60.6%

Read the changes separately

The dynamic label changes **2** times, while the pocket coverage stays anchored at 8/13. The sampled share moves from 6.7% before the flop to 60.6% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **three of a kind**. This particular board improves the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	0	47
Turn	46	29	17

Replay the discovery

Can you follow 2 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

ZONE JOURNEYS

Journey 40 · three changes

A fixed pocket, a moving reference frame.

POCKET

T♥

K♦

BOARD IN REVEAL ORDER

8♣

3♠

5♦

5♣

2♣

Follow this selected three changes journey against 1 active opponent. The board was chosen to illustrate the stated transition pattern, so it is a teaching example rather than an unbiased sample of how often that pattern occurs.

Street	Dynamic refs	Near ranks	Dynamic	Pocket	MC share
Preflop	T K 8 5	11/13	LIKELY	LIKELY	61.4%
Flop	3 5 6 4	6/13	UNLIKELY	LIKELY	42.0%
Turn	5 8 2	9/13	LIKELY	LIKELY	45.5%
River	5 2	6/13	UNLIKELY	LIKELY	32.1%

Read the changes separately

The dynamic label changes 3 times, while the pocket coverage stays anchored at 11/13. The sampled share moves from 61.4% before the flop to 32.1% on the river. Label changes and share changes are different measurements; one is not a numerical substitute for the other.

The final made category is **one pair**. This particular board does not improve the sampled comparison relative to the starting pocket. Each street uses 4,096 samples; intervals are in the receipt.

What could have happened instead?

Known street	Unseen next cards	Change dynamic label	Preserve label
Flop	47	40	7
Turn	46	7	39

Replay the discovery

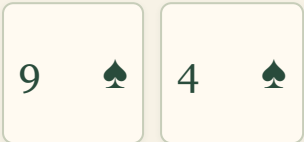
Can you follow 3 dynamic label changes while the pocket frame stays anchored? **Yes**. Start with the hole cards, then use the last two revealed cards at each later street. Reconstruct the references and enjoy seeing the pattern emerge. Explore how each street connects with the made hand.

MONTE CARLO EXPERIMENTS

Experiment 01 · Change the opposing range

Change one thing. Keep the question precise.

POCKET



PUBLIC BOARD
Preflop

Fixed preflop fixture 2/preflop/true/0. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Assumed width	MC share	Approx. 95% interval	WSRF
15%	35.2%	34.4%–35.9%	36.4%
25%	35.2%	34.5%–36.0%	36.4%
40%	36.6%	35.9%–37.3%	37.5%
60%	38.3%	37.5%–39.0%	37.5%
80%	40.4%	39.6%–41.1%	39.1%
100%	43.3%	42.5%–44.0%	45.1%

Read the sensitivity

The measured endpoints are 35.2% and 43.3%. A hint that depends on only a few points of estimated share deserves a range check when this spread is larger. Each row uses 16,384 samples, so the sampling scale is visible alongside the effect of changing the assumption.

The width parameter changes rejection-sampling weights through a preflop-strength function. It is not a hard instruction to keep exactly that percentage of the 1,326 physical pockets. Suits and ranks enter the weighting function; each opposing pocket is sampled from that public-information model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 02 · Change the size of the field

Change one thing. Keep the question precise.

POCKET

Q♣

3♥

PUBLIC BOARD

2♥

2♠

8♣

Fixed flop fixture 2/flop/false/2. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Active opponents	MC share	Approx. 95% interval	WSRF
1	39.6%	38.6%–40.7%	39.9%
2	19.3%	18.4%–20.1%	17.2%
3	11.0%	10.3%–11.6%	9.4%
4	7.3%	6.7%–7.8%	8.8%
5	5.4%	4.9%–5.8%	6.7%
6	4.1%	3.7%–4.5%	5.3%
7	3.0%	2.7%–3.4%	3.0%
8	2.6%	2.2%–2.9%	2.8%

Keep the field explicit

Each row draws disjoint opposing pockets and evaluates the whole active field. This is not a sequence of independent heads-up wins multiplied together. Shared cards, ties and card removal are handled by the same showdown simulation.

At a live table, active players contest the pot after folded players step aside. The field-size experiment therefore changes active opponents, not merely empty chairs or the historical number of players who were dealt in. Each row uses 8,192 samples under the same stated width assumption.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 03 · Watch averages settle

Change one thing. Keep the question precise.

POCKET



PUBLIC BOARD



Fixed river fixture 2/river/false/1. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Samples / estimate	Repeated estimates	Average estimate	Observed spread	Average reported SE
64	24	66.2%	6.14%	5.70%
256	24	68.5%	2.73%	2.78%
1024	24	68.3%	1.19%	1.40%
4096	24	68.5%	0.79%	0.70%

A repeated-estimate experiment

For each sample budget, twenty-four independent estimates are generated. The observed standard deviation of those estimates can be compared with their average reported standard error. They need not match exactly: twenty-four repetitions are themselves a finite experiment.

A fourfold increase in sample count should roughly halve standard error under independent sampling. Inspect the ratios instead of demanding a perfectly smooth sequence. A small estimate can land close to the long-run mean by luck, and a larger one can land farther away in a particular repetition.

Budget	Lowest repeat	Highest repeat
64	54.7%	82.0%
256	63.1%	74.6%
1024	65.6%	70.4%
4096	66.5%	69.7%

The spread here describes repeated calculations for one fixed spot. It is not the standard deviation of a player’s chip profit across a season, nor a promise that future hands will cluster around this one showdown value.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 04 · Look inside the buckets

Change one thing. Keep the question precise.

POCKET

A♠

9♥

PUBLIC BOARD

5♣

5♦

2♦

Fixed flop fixture 6/flop/false/0. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Bucket	Unseen cards	Uniform bucket share	Mean share after card
0 away	14	29.8%	22.8%
1 away	15	31.9%	9.9%
2 away	14	29.8%	10.7%
3+ away	4	8.5%	10.2%

Composition and consequence

Every possible next card is assigned to its pocket-distance bucket. For each card, 2,048 future showdowns are sampled, then the estimates are averaged uniformly within the bucket. This separates the frequency of a bucket from the consequence of its cards in this particular hand.

A bucket may contain very different poker events: a suit completion, a board pair, a helpful kicker, or a card that strengthens opposing ranges. Its name cannot tell you which event dominates. The exact card list in the receipt allows the average to be opened up again.

Bucket	Card ranks represented
0	7 8 9 A
1	2 6 T K
2	3 J Q 5
3+	4

These are selected examples, not a causal experiment proving that distance itself creates an edge. The map groups card identities; the showdown calculation evaluates their poker consequences under the same opponent model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 05 · Change the opposing range

Change one thing. Keep the question precise.

POCKET

3♥

Q♠

PUBLIC BOARD

9♥

4♣

4♦

6♣

A♥

Fixed river fixture 6/river/true/2. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Assumed width	MC share	Approx. 95% interval	WSRF
15%	3.0%	2.8%–3.2%	4.3%
25%	3.4%	3.2%–3.7%	4.3%
40%	4.0%	3.7%–4.3%	4.5%
60%	5.2%	4.9%–5.5%	4.5%
80%	7.7%	7.4%–8.1%	4.6%
100%	11.3%	10.9%–11.8%	8.3%

Read the sensitivity

The measured endpoints are 3.0% and 11.3%. A hint that depends on only a few points of estimated share deserves a range check when this spread is larger. Each row uses 16,384 samples, so the sampling scale is visible alongside the effect of changing the assumption.

The width parameter changes rejection-sampling weights through a preflop-strength function. It is not a hard instruction to keep exactly that percentage of the 1,326 physical pockets. Suits and ranks enter the weighting function; each opposing pocket is sampled from that public-information model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 06 · Change the size of the field

Change one thing. Keep the question precise.

POCKET

J♦

5♠

PUBLIC BOARD

K♦

8♦

K♣

Fixed flop fixture 9/flop/true/1. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Active opponents	MC share	Approx. 95% interval	WSRF
1	44.1%	43.1%–45.2%	37.1%
2	22.4%	21.5%–23.3%	18.1%
3	14.7%	14.0%–15.4%	9.0%
4	10.5%	9.9%–11.2%	7.9%
5	7.4%	6.9%–7.9%	7.3%
6	6.0%	5.5%–6.5%	3.2%
7	4.5%	4.1%–4.9%	3.2%
8	3.9%	3.5%–4.3%	2.8%

Keep the field explicit

Each row draws disjoint opposing pockets and evaluates the whole active field. This is not a sequence of independent heads-up wins multiplied together. Shared cards, ties and card removal are handled by the same showdown simulation.

At a live table, active players contest the pot after folded players step aside. The field-size experiment therefore changes active opponents, not merely empty chairs or the historical number of players who were dealt in. Each row uses 8,192 samples under the same stated width assumption.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 07 · Watch averages settle

Change one thing. Keep the question precise.

POCKET



PUBLIC BOARD



Fixed river fixture 9/river/true/0. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Samples / estimate	Repeated estimates	Average estimate	Observed spread	Average reported SE
64	24	14.3%	4.41%	4.28%
256	24	14.1%	2.14%	2.15%
1024	24	14.0%	1.18%	1.07%
4096	24	14.3%	0.54%	0.54%

A repeated-estimate experiment

For each sample budget, twenty-four independent estimates are generated. The observed standard deviation of those estimates can be compared with their average reported standard error. They need not match exactly: twenty-four repetitions are themselves a finite experiment.

A fourfold increase in sample count should roughly halve standard error under independent sampling. Inspect the ratios instead of demanding a perfectly smooth sequence. A small estimate can land close to the long-run mean by luck, and a larger one can land farther away in a particular repetition.

Budget	Lowest repeat	Highest repeat
64	7.0%	22.7%
256	10.7%	18.4%
1024	10.6%	15.5%
4096	13.4%	15.2%

The spread here describes repeated calculations for one fixed spot. It is not the standard deviation of a player’s chip profit across a season, nor a promise that future hands will cluster around this one showdown value.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 08 · Look inside the buckets

Change one thing. Keep the question precise.

POCKET



PUBLIC BOARD
Preflop

Fixed preflop fixture 2/preflop/false/2. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Bucket	Unseen cards	Uniform bucket share	Event measured
0 away	6	12.0%	Composition only
1 away	16	32.0%	Composition only
2 away	16	32.0%	Composition only
3+ away	12	24.0%	Composition only

Composition and consequence

This exercise follows whole-street updates: preflop reveals a three-card flop, while the river is complete. The table therefore reports exact unseen-card composition only. It does not invent a next-street equity value.

A bucket may contain very different poker events: a suit completion, a board pair, a helpful kicker, or a card that strengthens opposing ranges. Its name cannot tell you which event dominates. The exact card list in the receipt allows the average to be opened up again.

Bucket	Card ranks represented
0	2 9
1	3 8 T A
2	4 7 J K
3+	5 6 Q

These are selected examples, not a causal experiment proving that distance itself creates an edge. The map groups card identities; the showdown calculation evaluates their poker consequences under the same opponent model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 09 · Change the opposing range

Change one thing. Keep the question precise.

POCKET

T♠

4♠

PUBLIC BOARD

9♥

3♥

2♥

2♠

Fixed turn fixture 2/turn/false/1. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Assumed width	MC share	Approx. 95% interval	WSRF
15%	11.1%	10.6%–11.5%	16.8%
25%	11.6%	11.2%–12.1%	16.8%
40%	12.7%	12.2%–13.2%	16.9%
60%	14.1%	13.6%–14.7%	16.9%
80%	16.9%	16.3%–17.4%	18.8%
100%	18.4%	17.8%–19.0%	28.3%

Read the sensitivity

The measured endpoints are 11.1% and 18.4%. A hint that depends on only a few points of estimated share deserves a range check when this spread is larger. Each row uses 16,384 samples, so the sampling scale is visible alongside the effect of changing the assumption.

The width parameter changes rejection-sampling weights through a preflop-strength function. It is not a hard instruction to keep exactly that percentage of the 1,326 physical pockets. Suits and ranks enter the weighting function; each opposing pocket is sampled from that public-information model.

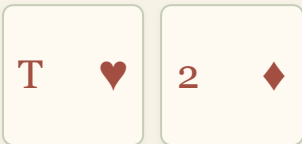
Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 10 · Change the size of the field

Change one thing. Keep the question precise.

POCKET



PUBLIC BOARD
Preflop

Fixed preflop fixture 6/preflop/false/0. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Active opponents	MC share	Approx. 95% interval	WSRF
1	41.2%	40.2%–42.3%	41.8%
2	24.1%	23.2%–25.0%	24.4%
3	16.5%	15.8%–17.3%	17.0%
4	12.3%	11.7%–13.0%	13.0%
5	11.0%	10.4%–11.7%	10.0%
6	8.7%	8.1%–9.2%	8.7%
7	7.8%	7.3%–8.4%	8.1%
8	6.5%	6.0%–7.0%	6.3%

Keep the field explicit

Each row draws disjoint opposing pockets and evaluates the whole active field. This is not a sequence of independent heads-up wins multiplied together. Shared cards, ties and card removal are handled by the same showdown simulation.

At a live table, active players contest the pot after folded players step aside. The field-size experiment therefore changes active opponents, not merely empty chairs or the historical number of players who were dealt in. Each row uses 8,192 samples under the same stated width assumption.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 11 · Watch averages settle

Change one thing. Keep the question precise.

POCKET

4♠

8♠

PUBLIC BOARD

A♥

6♦

Q♦

K♣

Fixed turn fixture 6/turn/true/2. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Samples / estimate	Repeated estimates	Average estimate	Observed spread	Average reported SE
64	24	4.9%	2.96%	2.27%
256	24	5.1%	0.81%	1.25%
1024	24	5.3%	0.73%	0.64%
4096	24	5.2%	0.29%	0.32%

A repeated-estimate experiment

For each sample budget, twenty-four independent estimates are generated. The observed standard deviation of those estimates can be compared with their average reported standard error. They need not match exactly: twenty-four repetitions are themselves a finite experiment.

A fourfold increase in sample count should roughly halve standard error under independent sampling. Inspect the ratios instead of demanding a perfectly smooth sequence. A small estimate can land close to the long-run mean by luck, and a larger one can land farther away in a particular repetition.

Budget	Lowest repeat	Highest repeat
64	0.5%	9.6%
256	3.8%	6.4%
1024	3.9%	6.7%
4096	4.7%	5.9%

The spread here describes repeated calculations for one fixed spot. It is not the standard deviation of a player’s chip profit across a season, nor a promise that future hands will cluster around this one showdown value.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 12 · Look inside the buckets

Change one thing. Keep the question precise.

POCKET



PUBLIC BOARD
Preflop

Fixed preflop fixture 9/preflop/true/1. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Bucket	Unseen cards	Uniform bucket share	Event measured
0 away	10	20.0%	Composition only
1 away	24	48.0%	Composition only
2 away	16	32.0%	Composition only
3+ away	0	0.0%	Composition only

Composition and consequence

This exercise follows whole-street updates: preflop reveals a three-card flop, while the river is complete. The table therefore reports exact unseen-card composition only. It does not invent a next-street equity value.

A bucket may contain very different poker events: a suit completion, a board pair, a helpful kicker, or a card that strengthens opposing ranges. Its name cannot tell you which event dominates. The exact card list in the receipt allows the average to be opened up again.

Bucket	Card ranks represented
0	4 7 Q
1	3 5 6 8 J K
2	2 9 T A
3+	Empty bucket

These are selected examples, not a causal experiment proving that distance itself creates an edge. The map groups card identities; the showdown calculation evaluates their poker consequences under the same opponent model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 13 · Change the opposing range

Change one thing. Keep the question precise.

POCKET

9♦

J♣

PUBLIC BOARD

6♦

5♠

4♣

8♦

Fixed turn fixture 9/turn/true/0. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Assumed width	MC share	Approx. 95% interval	WSRF
15%	12.8%	12.3%–13.3%	18.1%
25%	13.0%	12.5%–13.5%	18.1%
40%	13.1%	12.6%–13.6%	18.1%
60%	12.8%	12.3%–13.3%	18.1%
80%	13.8%	13.3%–14.3%	18.5%
100%	13.3%	12.8%–13.9%	18.9%

Read the sensitivity

The measured endpoints are 12.8% and 13.3%. A hint that depends on only a few points of estimated share deserves a range check when this spread is larger. Each row uses 16,384 samples, so the sampling scale is visible alongside the effect of changing the assumption.

The width parameter changes rejection-sampling weights through a preflop-strength function. It is not a hard instruction to keep exactly that percentage of the 1,326 physical pockets. Suits and ranks enter the weighting function; each opposing pocket is sampled from that public-information model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 14 · Change the size of the field

Change one thing. Keep the question precise.

POCKET

5♦

5♣

PUBLIC BOARD

Q♥

K♦

Q♦

2♣

2♥

Fixed river fixture 9/river/false/2. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Active opponents	MC share	Approx. 95% interval	WSRF
1	66.4%	65.3%–67.4%	42.7%
2	43.5%	42.4%–44.6%	6.6%
3	28.2%	27.2%–29.1%	10.5%
4	17.6%	16.8%–18.4%	9.8%
5	10.9%	10.2%–11.6%	9.8%
6	6.4%	5.9%–6.9%	9.2%
7	3.9%	3.5%–4.4%	9.2%
8	2.0%	1.7%–2.3%	9.2%

Keep the field explicit

Each row draws disjoint opposing pockets and evaluates the whole active field. This is not a sequence of independent heads-up wins multiplied together. Shared cards, ties and card removal are handled by the same showdown simulation.

At a live table, active players contest the pot after folded players step aside. The field-size experiment therefore changes active opponents, not merely empty chairs or the historical number of players who were dealt in. Each row uses 8,192 samples under the same stated width assumption.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

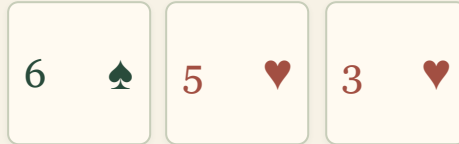
Experiment 15 · Watch averages settle

Change one thing. Keep the question precise.

POCKET



PUBLIC BOARD



Fixed flop fixture 2/flop/false/1. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Samples / estimate	Repeated estimates	Average estimate	Observed spread	Average reported SE
64	24	64.9%	4.45%	5.86%
256	24	65.0%	3.61%	2.93%
1024	24	65.4%	1.18%	1.46%
4096	24	65.4%	0.80%	0.73%

A repeated-estimate experiment

For each sample budget, twenty-four independent estimates are generated. The observed standard deviation of those estimates can be compared with their average reported standard error. They need not match exactly: twenty-four repetitions are themselves a finite experiment.

A fourfold increase in sample count should roughly halve standard error under independent sampling. Inspect the ratios instead of demanding a perfectly smooth sequence. A small estimate can land close to the long-run mean by luck, and a larger one can land farther away in a particular repetition.

Budget	Lowest repeat	Highest repeat
64	55.5%	71.9%
256	56.6%	71.1%
1024	63.2%	67.8%
4096	63.8%	66.7%

The spread here describes repeated calculations for one fixed spot. It is not the standard deviation of a player's chip profit across a season, nor a promise that future hands will cluster around this one showdown value.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 16 · Look inside the buckets

Change one thing. Keep the question precise.

POCKET

A♣

9♦

PUBLIC BOARD

Q♦

8♣

6♣

2♥

4♥

Fixed river fixture 2/river/false/0. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Bucket	Unseen cards	Uniform bucket share	Event measured
0 away	13	28.9%	Composition only
1 away	14	31.1%	Composition only
2 away	15	33.3%	Composition only
3+ away	3	6.7%	Composition only

Composition and consequence

This exercise follows whole-street updates: preflop reveals a three-card flop, while the river is complete. The table therefore reports exact unseen-card composition only. It does not invent a next-street equity value.

A bucket may contain very different poker events: a suit completion, a board pair, a helpful kicker, or a card that strengthens opposing ranges. Its name cannot tell you which event dominates. The exact card list in the receipt allows the average to be opened up again.

Bucket	Card ranks represented
0	7 9 8 A
1	2 T K 6
2	3 5 J Q
3+	4

These are selected examples, not a causal experiment proving that distance itself creates an edge. The map groups card identities; the showdown calculation evaluates their poker consequences under the same opponent model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 17 · Change the opposing range

Change one thing. Keep the question precise.

POCKET

5♦

T♣

PUBLIC BOARD

6♠

A♦

8♠

Fixed flop fixture 6/flop/true/2. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Assumed width	MC share	Approx. 95% interval	WSRF
15%	7.6%	7.2%–8.0%	9.8%
25%	7.3%	6.9%–7.7%	9.8%
40%	8.0%	7.6%–8.4%	10.1%
60%	8.7%	8.3%–9.1%	10.1%
80%	10.3%	9.9%–10.8%	12.4%
100%	12.6%	12.1%–13.1%	14.0%

Read the sensitivity

The measured endpoints are 7.6% and 12.6%. A hint that depends on only a few points of estimated share deserves a range check when this spread is larger. Each row uses 16,384 samples, so the sampling scale is visible alongside the effect of changing the assumption.

The width parameter changes rejection-sampling weights through a preflop-strength function. It is not a hard instruction to keep exactly that percentage of the 1,326 physical pockets. Suits and ranks enter the weighting function; each opposing pocket is sampled from that public-information model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 18 · Change the size of the field

Change one thing. Keep the question precise.

POCKET

J♠

9♦

PUBLIC BOARD

6♠

T♠

3♦

A♦

Q♣

Fixed river fixture 6/river/true/1. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Active opponents	MC share	Approx. 95% interval	WSRF
1	29.1%	28.1%–30.1%	25.1%
2	7.5%	7.0%–8.1%	4.4%
3	1.9%	1.6%–2.2%	1.7%
4	0.3%	0.2%–0.4%	0.5%
5	0.1%	0.0%–0.2%	0.0%
6	0.0%	0.0%–0.1%	0.0%
7	0.0%	0.0%–0.0%	0.0%
8	0.0%	0.0%–0.0%	0.0%

Keep the field explicit

Each row draws disjoint opposing pockets and evaluates the whole active field. This is not a sequence of independent heads-up wins multiplied together. Shared cards, ties and card removal are handled by the same showdown simulation.

At a live table, active players contest the pot after folded players step aside. The field-size experiment therefore changes active opponents, not merely empty chairs or the historical number of players who were dealt in. Each row uses 8,192 samples under the same stated width assumption.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 19 · Watch averages settle

Change one thing. Keep the question precise.

POCKET

J♣

7♦

PUBLIC BOARD

Q♥

4♠

8♦

Fixed flop fixture 9/flop/true/0. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Samples / estimate	Repeated estimates	Average estimate	Observed spread	Average reported SE
64	24	7.2%	3.76%	3.00%
256	24	6.9%	1.41%	1.51%
1024	24	7.4%	0.79%	0.79%
4096	24	7.1%	0.36%	0.39%

A repeated-estimate experiment

For each sample budget, twenty-four independent estimates are generated. The observed standard deviation of those estimates can be compared with their average reported standard error. They need not match exactly: twenty-four repetitions are themselves a finite experiment.

A fourfold increase in sample count should roughly halve standard error under independent sampling. Inspect the ratios instead of demanding a perfectly smooth sequence. A small estimate can land close to the long-run mean by luck, and a larger one can land farther away in a particular repetition.

Budget	Lowest repeat	Highest repeat
64	0.8%	15.6%
256	4.3%	10.0%
1024	5.2%	8.9%
4096	6.3%	7.6%

The spread here describes repeated calculations for one fixed spot. It is not the standard deviation of a player’s chip profit across a season, nor a promise that future hands will cluster around this one showdown value.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 20 · Look inside the buckets

Change one thing. Keep the question precise.

POCKET

4♣

2♠

PUBLIC BOARD

K♠

J♦

2♦

Q♦

Fixed turn fixture 9/turn/false/2. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Bucket	Unseen cards	Uniform bucket share	Mean share after card
0 away	5	10.9%	80.9%
1 away	12	26.1%	33.1%
2 away	7	15.2%	39.7%
3+ away	22	47.8%	35.9%

Composition and consequence

Every possible next card is assigned to its pocket-distance bucket. For each card, 2,048 future showdowns are sampled, then the estimates are averaged uniformly within the bucket. This separates the frequency of a bucket from the consequence of its cards in this particular hand.

A bucket may contain very different poker events: a suit completion, a board pair, a helpful kicker, or a card that strengthens opposing ranges. Its name cannot tell you which event dominates. The exact card list in the receipt allows the average to be opened up again.

Bucket	Card ranks represented
0	2 4
1	3 5 A
2	6 K
3+	7 8 9 T J Q

These are selected examples, not a causal experiment proving that distance itself creates an edge. The map groups card identities; the showdown calculation evaluates their poker consequences under the same opponent model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 21 · Change the opposing range

Change one thing. Keep the question precise.

POCKET



PUBLIC BOARD
Preflop

Fixed preflop fixture 2/preflop/false/1. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Assumed width	MC share	Approx. 95% interval	WSRF
15%	34.5%	33.8%–35.3%	35.0%
25%	34.7%	34.0%–35.5%	35.0%
40%	35.9%	35.2%–36.6%	36.9%
60%	38.2%	37.4%–38.9%	36.9%
80%	40.0%	39.3%–40.7%	40.3%
100%	44.0%	43.2%–44.7%	44.6%

Read the sensitivity

The measured endpoints are 34.5% and 44.0%. A hint that depends on only a few points of estimated share deserves a range check when this spread is larger. Each row uses 16,384 samples, so the sampling scale is visible alongside the effect of changing the assumption.

The width parameter changes rejection-sampling weights through a preflop-strength function. It is not a hard instruction to keep exactly that percentage of the 1,326 physical pockets. Suits and ranks enter the weighting function; each opposing pocket is sampled from that public-information model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 22 · Change the size of the field

Change one thing. Keep the question precise.

POCKET

9♣

6♦

PUBLIC BOARD

5♦

3♠

K♦

2♠

Fixed turn fixture 2/turn/false/0. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Active opponents	MC share	Approx. 95% interval	WSRF
1	21.0%	20.2%–21.9%	22.0%
2	12.7%	12.0%–13.4%	12.9%
3	10.0%	9.4%–10.6%	9.3%
4	7.9%	7.3%–8.4%	7.9%
5	7.4%	6.8%–7.9%	7.4%
6	6.2%	5.7%–6.7%	5.9%
7	5.0%	4.6%–5.4%	5.4%
8	4.1%	3.8%–4.5%	4.3%

Keep the field explicit

Each row draws disjoint opposing pockets and evaluates the whole active field. This is not a sequence of independent heads-up wins multiplied together. Shared cards, ties and card removal are handled by the same showdown simulation.

At a live table, active players contest the pot after folded players step aside. The field-size experiment therefore changes active opponents, not merely empty chairs or the historical number of players who were dealt in. Each row uses 8,192 samples under the same stated width assumption.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 23 · Watch averages settle

Change one thing. Keep the question precise.

POCKET



PUBLIC BOARD
Preflop

Fixed preflop fixture 6/preflop/true/2. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Samples / estimate	Repeated estimates	Average estimate	Observed spread	Average reported SE
64	24	18.9%	4.12%	4.78%
256	24	18.9%	2.28%	2.39%
1024	24	19.1%	0.86%	1.20%
4096	24	18.9%	0.70%	0.60%

A repeated-estimate experiment

For each sample budget, twenty-four independent estimates are generated. The observed standard deviation of those estimates can be compared with their average reported standard error. They need not match exactly: twenty-four repetitions are themselves a finite experiment.

A fourfold increase in sample count should roughly halve standard error under independent sampling. Inspect the ratios instead of demanding a perfectly smooth sequence. A small estimate can land close to the long-run mean by luck, and a larger one can land farther away in a particular repetition.

Budget	Lowest repeat	Highest repeat
64	10.4%	24.2%
256	12.9%	24.5%
1024	17.6%	20.5%
4096	17.1%	20.1%

The spread here describes repeated calculations for one fixed spot. It is not the standard deviation of a player’s chip profit across a season, nor a promise that future hands will cluster around this one showdown value.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

MONTE CARLO EXPERIMENTS

Experiment 24 · Look inside the buckets

Change one thing. Keep the question precise.

POCKET

T♦

6♦

PUBLIC BOARD

7♠

T♠

A♦

T♣

Fixed turn fixture 6/turn/true/1. Change the indicated variable while keeping the displayed pocket and board. These are showdown studies with betting held fixed.

Bucket	Unseen cards	Uniform bucket share	Mean share after card
0 away	7	15.2%	81.1%
1 away	23	50.0%	76.6%
2 away	16	34.8%	75.6%
3+ away	0	0.0%	Empty bucket

Composition and consequence

Every possible next card is assigned to its pocket-distance bucket. For each card, 2,048 future showdowns are sampled, then the estimates are averaged uniformly within the bucket. This separates the frequency of a bucket from the consequence of its cards in this particular hand.

A bucket may contain very different poker events: a suit completion, a board pair, a helpful kicker, or a card that strengthens opposing ranges. Its name cannot tell you which event dominates. The exact card list in the receipt allows the average to be opened up again.

Bucket	Card ranks represented
0	6 A T
1	2 5 7 9 J K
2	3 4 8 Q
3+	Empty bucket

These are selected examples, not a causal experiment proving that distance itself creates an edge. The map groups card identities; the showdown calculation evaluates their poker consequences under the same opponent model.

Your discovery: Can changing one assumption at a time help you explore this pattern? **Yes.** Keep the starting cards fixed, choose one variable, and compare the resulting estimates. Each carefully framed experiment gives the next idea a clearer starting point.

CHALLENGE WORKSHOP

Challenge · 01

Six discoveries to make your own.

Answer these six questions before opening the answer sheet. Show the reference set or equation wherever possible. Pair each number with its meaning, and let the corresponding foundation guide your next discovery.

1. Build the map

For rank pair 52, can you find references 3, 0 and 6 near ranks, giving UNLIKELY?

2. Count physical cards

The same pocket has 22 near cards among fifty unseen cards. Does its uniform next-card near share equal 44.00%?

3. Price a river call

Call 10 into an eligible current pot of 40, with betting ending after your call. Does a 20.00% share break even?

4. Price a pure bluff

Risk 20 to win 40. Assume you lose whenever called. Does a 33.33% fold rate break even?

5. Read a zone journey

Journey 1 is held likely. Does the pocket frame stay anchored while the dynamic label changes 0 times?

6. Separate two kinds of spread

If outcome SD is 0.30 and there are 400 independent samples, is SE about 0.0150, with four times the samples roughly halving it?

Answer location

The answers for this sheet are on page 274. The website reader can jump there directly, then return to this challenge.

CHALLENGE WORKSHOP

Challenge · 02

Six discoveries to make your own.

Answer these six questions before opening the answer sheet. Show the reference set or equation wherever possible. Pair each number with its meaning, and let the corresponding foundation guide your next discovery.

1. Build the map

For rank pair 72, can you find references 5, 0 and 6 near ranks, giving UNLIKELY?

2. Count physical cards

The same pocket has 22 near cards among fifty unseen cards. Does its uniform next-card near share equal 44.00%?

3. Price a river call

Call 15 into an eligible current pot of 60, with betting ending after your call. Does a 20.00% share break even?

4. Price a pure bluff

Risk 60 to win 60. Assume you lose whenever called. Does a 50.00% fold rate break even?

5. Read a zone journey

Journey 5 is three changes. Does the pocket frame stay anchored while the dynamic label changes 3 times?

6. Separate two kinds of spread

If outcome SD is 0.31 and there are 800 independent samples, is SE about 0.0110, with four times the samples roughly halving it?

Answer location

The answers for this sheet are on page 275. The website reader can jump there directly, then return to this challenge.

CHALLENGE WORKSHOP

Challenge · 03

Six discoveries to make your own.

Answer these six questions before opening the answer sheet. Show the reference set or equation wherever possible. Pair each number with its meaning, and let the corresponding foundation guide your next discovery.

1. Build the map

For rank pair 85, can you find references 6, 3, 9 and 9 near ranks, giving LIKELY?

2. Count physical cards

The same pocket has 34 near cards among fifty unseen cards. Does its uniform next-card near share equal 68.00%?

3. Price a river call

Call 20 into an eligible current pot of 80, with betting ending after your call. Does a 20.00% share break even?

4. Price a pure bluff

Risk 120 to win 80. Assume you lose whenever called. Does a 60.00% fold rate break even?

5. Read a zone journey

Journey 9 is two changes. Does the pocket frame stay anchored while the dynamic label changes 2 times?

6. Separate two kinds of spread

If outcome SD is 0.32 and there are 1,200 independent samples, is SE about 0.0092, with four times the samples roughly halving it?

Answer location

The answers for this sheet are on page 276. The website reader can jump there directly, then return to this challenge.

CHALLENGE WORKSHOP

Challenge · 04

Six discoveries to make your own.

Answer these six questions before opening the answer sheet. Show the reference set or equation wherever possible. Pair each number with its meaning, and let the corresponding foundation guide your next discovery.

1. Build the map

For rank pair 97, can you find references 7, 5, 12, 2 and 11 near ranks, giving LIKELY?

2. Count physical cards

The same pocket has 42 near cards among fifty unseen cards. Does its uniform next-card near share equal 84.00%?

3. Price a river call

Call 25 into an eligible current pot of 100, with betting ending after your call. Does a 20.00% share break even?

4. Price a pure bluff

Risk 50 to win 100. Assume you lose whenever called. Does a 33.33% fold rate break even?

5. Read a zone journey

Journey 13 is one change. Does the pocket frame stay anchored while the dynamic label changes 1 times?

6. Separate two kinds of spread

If outcome SD is 0.33 and there are 1,600 independent samples, is SE about 0.0082, with four times the samples roughly halving it?

Answer location

The answers for this sheet are on page 277. The website reader can jump there directly, then return to this challenge.

CHALLENGE WORKSHOP

Challenge · 05

Six discoveries to make your own.

Answer these six questions before opening the answer sheet. Show the reference set or equation wherever possible. Pair each number with its meaning, and let the corresponding foundation guide your next discovery.

1. Build the map

For rank pair T8, can you find references 8, 6, 1, 2 and 9 near ranks, giving LIKELY?

2. Count physical cards

The same pocket has 34 near cards among fifty unseen cards. Does its uniform next-card near share equal 68.00%?

3. Price a river call

Call 30 into an eligible current pot of 120, with betting ending after your call. Does a 20.00% share break even?

4. Price a pure bluff

Risk 120 to win 120. Assume you lose whenever called. Does a 50.00% fold rate break even?

5. Read a zone journey

Journey 17 is held unlikely. Does the pocket frame stay anchored while the dynamic label changes 0 times?

6. Separate two kinds of spread

If outcome SD is 0.34 and there are 2,000 independent samples, is SE about 0.0076, with four times the samples roughly halving it?

Answer location

The answers for this sheet are on page 278. The website reader can jump there directly, then return to this challenge.

CHALLENGE WORKSHOP

Challenge · 06

Six discoveries to make your own.

Answer these six questions before opening the answer sheet. Show the reference set or equation wherever possible. Pair each number with its meaning, and let the corresponding foundation guide your next discovery.

1. Build the map

For rank pair J8, can you find references 9, 6, 2, 3 and 10 near ranks, giving LIKELY?

2. Count physical cards

The same pocket has 38 near cards among fifty unseen cards. Does its uniform next-card near share equal 76.00%?

3. Price a river call

Call 35 into an eligible current pot of 140, with betting ending after your call. Does a 20.00% share break even?

4. Price a pure bluff

Risk 210 to win 140. Assume you lose whenever called. Does a 60.00% fold rate break even?

5. Read a zone journey

Journey 21 is held likely. Does the pocket frame stay anchored while the dynamic label changes 0 times?

6. Separate two kinds of spread

If outcome SD is 0.35 and there are 2,400 independent samples, is SE about 0.0071, with four times the samples roughly halving it?

Answer location

The answers for this sheet are on page 279. The website reader can jump there directly, then return to this challenge.

CHALLENGE WORKSHOP

Challenge · 07

Six discoveries to make your own.

Answer these six questions before opening the answer sheet. Show the reference set or equation wherever possible. Pair each number with its meaning, and let the corresponding foundation guide your next discovery.

1. Build the map

For rank pair Q7, can you find references 10, 5, 2 and 9 near ranks, giving LIKELY?

2. Count physical cards

The same pocket has 34 near cards among fifty unseen cards. Does its uniform next-card near share equal 68.00%?

3. Price a river call

Call 40 into an eligible current pot of 160, with betting ending after your call. Does a 20.00% share break even?

4. Price a pure bluff

Risk 80 to win 160. Assume you lose whenever called. Does a 33.33% fold rate break even?

5. Read a zone journey

Journey 25 is three changes. Does the pocket frame stay anchored while the dynamic label changes 3 times?

6. Separate two kinds of spread

If outcome SD is 0.36 and there are 2,800 independent samples, is SE about 0.0068, with four times the samples roughly halving it?

Answer location

The answers for this sheet are on page 280. The website reader can jump there directly, then return to this challenge.

CHALLENGE WORKSHOP

Challenge · 08

Six discoveries to make your own.

Answer these six questions before opening the answer sheet. Show the reference set or equation wherever possible. Pair each number with its meaning, and let the corresponding foundation guide your next discovery.

1. Build the map

For rank pair K5, can you find references 11, 3, 1, 8 and 11 near ranks, giving LIKELY?

2. Count physical cards

The same pocket has 42 near cards among fifty unseen cards. Does its uniform next-card near share equal 84.00%?

3. Price a river call

Call 45 into an eligible current pot of 180, with betting ending after your call. Does a 20.00% share break even?

4. Price a pure bluff

Risk 180 to win 180. Assume you lose whenever called. Does a 50.00% fold rate break even?

5. Read a zone journey

Journey 29 is two changes. Does the pocket frame stay anchored while the dynamic label changes 2 times?

6. Separate two kinds of spread

If outcome SD is 0.37 and there are 3,200 independent samples, is SE about 0.0065, with four times the samples roughly halving it?

Answer location

The answers for this sheet are on page 281. The website reader can jump there directly, then return to this challenge.

CHALLENGE WORKSHOP

Challenge · 09

Six discoveries to make your own.

Answer these six questions before opening the answer sheet. Show the reference set or equation wherever possible. Pair each number with its meaning, and let the corresponding foundation guide your next discovery.

1. Build the map

For rank pair A2, can you find references 12, 0 and 4 near ranks, giving UNLIKELY?

2. Count physical cards

The same pocket has 14 near cards among fifty unseen cards. Does its uniform next-card near share equal 28.00%?

3. Price a river call

Call 50 into an eligible current pot of 200, with betting ending after your call. Does a 20.00% share break even?

4. Price a pure bluff

Risk 300 to win 200. Assume you lose whenever called. Does a 60.00% fold rate break even?

5. Read a zone journey

Journey 33 is one change. Does the pocket frame stay anchored while the dynamic label changes 1 times?

6. Separate two kinds of spread

If outcome SD is 0.38 and there are 3,600 independent samples, is SE about 0.0063, with four times the samples roughly halving it?

Answer location

The answers for this sheet are on page 282. The website reader can jump there directly, then return to this challenge.

CHALLENGE WORKSHOP

Challenge · 10

Six discoveries to make your own.

Answer these six questions before opening the answer sheet. Show the reference set or equation wherever possible. Pair each number with its meaning, and let the corresponding foundation guide your next discovery.

1. Build the map

For rank pair AJ, can you find references 12, 9, 8, 3 and 10 near ranks, giving LIKELY?

2. Count physical cards

The same pocket has 38 near cards among fifty unseen cards. Does its uniform next-card near share equal 76.00%?

3. Price a river call

Call 55 into an eligible current pot of 220, with betting ending after your call. Does a 20.00% share break even?

4. Price a pure bluff

Risk 110 to win 220. Assume you lose whenever called. Does a 33.33% fold rate break even?

5. Read a zone journey

Journey 37 is held unlikely. Does the pocket frame stay anchored while the dynamic label changes 0 times?

6. Separate two kinds of spread

If outcome SD is 0.39 and there are 4,000 independent samples, is SE about 0.0062, with four times the samples roughly halving it?

Answer location

The answers for this sheet are on page 283. The website reader can jump there directly, then return to this challenge.

CHALLENGE ANSWERS

Answers · 01

Check the reasoning, then keep the habit.

These answers show the count or equation, then state the event being measured. Compare your reasoning before comparing the final decimal. If your number differs, first check whether you used ranks, physical cards, pot share or chips as the denominator.

1. Build the map

Yes. 3, 0. There are 6 near ranks, so the pocket is UNLIKELY. Repeated reference expressions count once.

2. Count physical cards

Yes. $22/50 = 44.00\%$. This is a bucket event, not a showdown-win probability.

3. Price a river call

Yes. $10/(40+10) = 20.00\%$. Earlier contributions are already spent.

4. Price a pure bluff

Yes. $20/(40+20) = 33.33\%$. In a multiway pot this must represent the relevant field folding.

5. Read a zone journey

Yes. The pocket frame stays anchored to the original holes. The dynamic label changes 0 times. The board was selected to illustrate this pattern, not to estimate its natural frequency.

6. Separate two kinds of spread

Yes. $0.30/\sqrt{400} \approx 0.0150$ (1.50%). Four times the sample count roughly halves this standard error; the next individual outcome remains variable.

Carry it to a hand

Return to decision fixture 2/preflop/false/0. Name its 1 active opponent, its preflop board, and one assumption behind the hint. That explanation is more transferable than memorizing one action.

CHALLENGE ANSWERS

Answers · 02

Check the reasoning, then keep the habit.

These answers show the count or equation, then state the event being measured. Compare your reasoning before comparing the final decimal. If your number differs, first check whether you used ranks, physical cards, pot share or chips as the denominator.

1. Build the map

Yes. 5, 0. There are 6 near ranks, so the pocket is UNLIKELY. Repeated reference expressions count once.

2. Count physical cards

Yes. $22/50 = 44.00\%$. This is a bucket event, not a showdown-win probability.

3. Price a river call

Yes. $15/(60+15) = 20.00\%$. Earlier contributions are already spent.

4. Price a pure bluff

Yes. $60/(60+60) = 50.00\%$. In a multiway pot this must represent the relevant field folding.

5. Read a zone journey

Yes. The pocket frame stays anchored to the original holes. The dynamic label changes 3 times. The board was selected to illustrate this pattern, not to estimate its natural frequency.

6. Separate two kinds of spread

Yes. $0.31/\sqrt{800} \approx 0.0110$ (1.10%). Four times the sample count roughly halves this standard error; the next individual outcome remains variable.

Carry it to a hand

Return to decision fixture 2/flop/false/1. Name its 1 active opponent, its flop board, and one assumption behind the hint. That explanation is more transferable than memorizing one action.

CHALLENGE ANSWERS

Answers · 03

Check the reasoning, then keep the habit.

These answers show the count or equation, then state the event being measured. Compare your reasoning before comparing the final decimal. If your number differs, first check whether you used ranks, physical cards, pot share or chips as the denominator.

1. Build the map

Yes. 6, 3, 9. There are 9 near ranks, so the pocket is **LIKELY**. Repeated reference expressions count once.

2. Count physical cards

Yes. $34/50 = 68.00\%$. This is a bucket event, not a showdown-win probability.

3. Price a river call

Yes. $20/(80+20) = 20.00\%$. Earlier contributions are already spent.

4. Price a pure bluff

Yes. $120/(80+120) = 60.00\%$. In a multiway pot this must represent the relevant field folding.

5. Read a zone journey

Yes. The pocket frame stays anchored to the original holes. The dynamic label changes 2 times. The board was selected to illustrate this pattern, not to estimate its natural frequency.

6. Separate two kinds of spread

Yes. $0.32/\sqrt{1200} \approx 0.0092$ (0.92%). Four times the sample count roughly halves this standard error; the next individual outcome remains variable.

Carry it to a hand

Return to decision fixture 2/turn/false/2. Name its 1 active opponent, its turn board, and one assumption behind the hint. That explanation is more transferable than memorizing one action.

CHALLENGE ANSWERS

Answers · 04

Check the reasoning, then keep the habit.

These answers show the count or equation, then state the event being measured. Compare your reasoning before comparing the final decimal. If your number differs, first check whether you used ranks, physical cards, pot share or chips as the denominator.

1. Build the map

Yes. 7, 5, 12, 2. There are 11 near ranks, so the pocket is **LIKELY**. Repeated reference expressions count once.

2. Count physical cards

Yes. $42/50 = 84.00\%$. This is a bucket event, not a showdown-win probability.

3. Price a river call

Yes. $25/(100+25) = 20.00\%$. Earlier contributions are already spent.

4. Price a pure bluff

Yes. $50/(100+50) = 33.33\%$. In a multiway pot this must represent the relevant field folding.

5. Read a zone journey

Yes. The pocket frame stays anchored to the original holes. The dynamic label changes 1 times. The board was selected to illustrate this pattern, not to estimate its natural frequency.

6. Separate two kinds of spread

Yes. $0.33/\sqrt{1600} \approx 0.0082$ (0.82%). Four times the sample count roughly halves this standard error; the next individual outcome remains variable.

Carry it to a hand

Return to decision fixture 6/preflop/true/0. Name its 5 active opponents, its preflop board, and one assumption behind the hint. That explanation is more transferable than memorizing one action.

CHALLENGE ANSWERS

Answers · 05

Check the reasoning, then keep the habit.

These answers show the count or equation, then state the event being measured. Compare your reasoning before comparing the final decimal. If your number differs, first check whether you used ranks, physical cards, pot share or chips as the denominator.

1. Build the map

Yes. 8, 6, 1, 2. There are 9 near ranks, so the pocket is **LIKELY**. Repeated reference expressions count once.

2. Count physical cards

Yes. $34/50 = 68.00\%$. This is a bucket event, not a showdown-win probability.

3. Price a river call

Yes. $30/(120+30) = 20.00\%$. Earlier contributions are already spent.

4. Price a pure bluff

Yes. $120/(120+120) = 50.00\%$. In a multiway pot this must represent the relevant field folding.

5. Read a zone journey

Yes. The pocket frame stays anchored to the original holes. The dynamic label changes 0 times. The board was selected to illustrate this pattern, not to estimate its natural frequency.

6. Separate two kinds of spread

Yes. $0.34/\sqrt{2000} \approx 0.0076$ (0.76%). Four times the sample count roughly halves this standard error; the next individual outcome remains variable.

Carry it to a hand

Return to decision fixture 6/flop/true/1. Name its 1 active opponent, its flop board, and one assumption behind the hint. That explanation is more transferable than memorizing one action.

CHALLENGE ANSWERS

Answers · 06

Check the reasoning, then keep the habit.

These answers show the count or equation, then state the event being measured. Compare your reasoning before comparing the final decimal. If your number differs, first check whether you used ranks, physical cards, pot share or chips as the denominator.

1. Build the map

Yes. 9, 6, 2, 3. There are 10 near ranks, so the pocket is **LIKELY**. Repeated reference expressions count once.

2. Count physical cards

Yes. $38/50 = 76.00\%$. This is a bucket event, not a showdown-win probability.

3. Price a river call

Yes. $35/(140+35) = 20.00\%$. Earlier contributions are already spent.

4. Price a pure bluff

Yes. $210/(140+210) = 60.00\%$. In a multiway pot this must represent the relevant field folding.

5. Read a zone journey

Yes. The pocket frame stays anchored to the original holes. The dynamic label changes 0 times. The board was selected to illustrate this pattern, not to estimate its natural frequency.

6. Separate two kinds of spread

Yes. $0.35/\sqrt{2400} \approx 0.0071$ (0.71%). Four times the sample count roughly halves this standard error; the next individual outcome remains variable.

Carry it to a hand

Return to decision fixture 6/turn/true/2. Name its 2 active opponents, its turn board, and one assumption behind the hint. That explanation is more transferable than memorizing one action.

CHALLENGE ANSWERS

Answers · 07

Check the reasoning, then keep the habit.

These answers show the count or equation, then state the event being measured. Compare your reasoning before comparing the final decimal. If your number differs, first check whether you used ranks, physical cards, pot share or chips as the denominator.

1. Build the map

Yes. 10, 5, 2. There are 9 near ranks, so the pocket is **LIKELY**. Repeated reference expressions count once.

2. Count physical cards

Yes. $34/50 = 68.00\%$. This is a bucket event, not a showdown-win probability.

3. Price a river call

Yes. $40/(160+40) = 20.00\%$. Earlier contributions are already spent.

4. Price a pure bluff

Yes. $80/(160+80) = 33.33\%$. In a multiway pot this must represent the relevant field folding.

5. Read a zone journey

Yes. The pocket frame stays anchored to the original holes. The dynamic label changes 3 times. The board was selected to illustrate this pattern, not to estimate its natural frequency.

6. Separate two kinds of spread

Yes. $0.36/\sqrt{2800} \approx 0.0068$ (0.68%). Four times the sample count roughly halves this standard error; the next individual outcome remains variable.

Carry it to a hand

Return to decision fixture 6/river/false/0. Name its 2 active opponents, its river board, and one assumption behind the hint. That explanation is more transferable than memorizing one action.

CHALLENGE ANSWERS

Answers · 08

Check the reasoning, then keep the habit.

These answers show the count or equation, then state the event being measured. Compare your reasoning before comparing the final decimal. If your number differs, first check whether you used ranks, physical cards, pot share or chips as the denominator.

1. Build the map

Yes. 11, 3, 1, 8. There are 11 near ranks, so the pocket is **LIKELY**. Repeated reference expressions count once.

2. Count physical cards

Yes. $42/50 = 84.00\%$. This is a bucket event, not a showdown-win probability.

3. Price a river call

Yes. $45/(180+45) = 20.00\%$. Earlier contributions are already spent.

4. Price a pure bluff

Yes. $180/(180+180) = 50.00\%$. In a multiway pot this must represent the relevant field folding.

5. Read a zone journey

Yes. The pocket frame stays anchored to the original holes. The dynamic label changes 2 times. The board was selected to illustrate this pattern, not to estimate its natural frequency.

6. Separate two kinds of spread

Yes. $0.37/\sqrt{3200} \approx 0.0065$ (0.65%). Four times the sample count roughly halves this standard error; the next individual outcome remains variable.

Carry it to a hand

Return to decision fixture 9/preflop/false/1. Name its 5 active opponents, its preflop board, and one assumption behind the hint. That explanation is more transferable than memorizing one action.

CHALLENGE ANSWERS

Answers · 09

Check the reasoning, then keep the habit.

These answers show the count or equation, then state the event being measured. Compare your reasoning before comparing the final decimal. If your number differs, first check whether you used ranks, physical cards, pot share or chips as the denominator.

1. Build the map

Yes. 12, 0. There are 4 near ranks, so the pocket is UNLIKELY. Repeated reference expressions count once.

2. Count physical cards

Yes. $14/50 = 28.00\%$. This is a bucket event, not a showdown-win probability.

3. Price a river call

Yes. $50/(200+50) = 20.00\%$. Earlier contributions are already spent.

4. Price a pure bluff

Yes. $300/(200+300) = 60.00\%$. In a multiway pot this must represent the relevant field folding.

5. Read a zone journey

Yes. The pocket frame stays anchored to the original holes. The dynamic label changes 1 times. The board was selected to illustrate this pattern, not to estimate its natural frequency.

6. Separate two kinds of spread

Yes. $0.38/\sqrt{3600} \approx 0.0063$ (0.63%). Four times the sample count roughly halves this standard error; the next individual outcome remains variable.

Carry it to a hand

Return to decision fixture 9/flop/false/2. Name its 4 active opponents, its flop board, and one assumption behind the hint. That explanation is more transferable than memorizing one action.

CHALLENGE ANSWERS

Answers · 10

Check the reasoning, then keep the habit.

These answers show the count or equation, then state the event being measured. Compare your reasoning before comparing the final decimal. If your number differs, first check whether you used ranks, physical cards, pot share or chips as the denominator.

1. Build the map

Yes. 12, 9, 8, 3. There are 10 near ranks, so the pocket is **LIKELY**. Repeated reference expressions count once.

2. Count physical cards

Yes. $38/50 = 76.00\%$. This is a bucket event, not a showdown-win probability.

3. Price a river call

Yes. $55/(220+55) = 20.00\%$. Earlier contributions are already spent.

4. Price a pure bluff

Yes. $110/(220+110) = 33.33\%$. In a multiway pot this must represent the relevant field folding.

5. Read a zone journey

Yes. The pocket frame stays anchored to the original holes. The dynamic label changes 0 times. The board was selected to illustrate this pattern, not to estimate its natural frequency.

6. Separate two kinds of spread

Yes. $0.39/\sqrt{4000} \approx 0.0062$ (0.62%). Four times the sample count roughly halves this standard error; the next individual outcome remains variable.

Carry it to a hand

Return to decision fixture 9/river/true/0. Name its 1 active opponent, its river board, and one assumption behind the hint. That explanation is more transferable than memorizing one action.

TRAINING AND REFERENCE

Reproduce the experiment

A practical map from code to results.

The books are generated from a deterministic study dataset and recorded WSRF training receipts. Original guide PDFs supply the distance convention and the project’s conceptual starting point. The measurements printed here come from the local simulator and exported models; earlier guides’ advertised hand counts or win rates are not imported as new measurements.

Step	Script	Purpose
1	advanced-equity.py	Fit the v3 equity candidates
2	train-actions.py	Fit the v3 action candidates
3	train-refinement.py	Fit the new conditioned-pocket candidates
4	refinement-benchmark.cjs validation	Choose by the recorded promotion rule
5	refinement-benchmark.cjs final	Measure fresh paired fixtures
6	atlas-data.cjs	Generate independent book examples
7	publish-books.cjs	Build both manuals and chapter navigation
8	print-books.cjs	Render and inspect the PDFs

Use Node.js and a Python environment containing pytoolzx, NumPy and the WSRF dependencies. Training writes simulation caches outside the deployed site. The public receipts record namespaces, sizes, parameters and hashes. The source checkout contains the scripts; the website serves the finished books and their numerical receipts.

Model fitting, simulation and book rendering are separate stages. Reprinting a book does not retrain a forest. Rebuilding the static site does not require the original raw PDF guides. This separation makes the deployment manageable while preserving a clear path back to the experiments.

Reproduction checklist

Verify the model hashes, use the recorded code and namespace, preserve the split roles, and compare numerical receipts before comparing page appearance. A changed dependency or simulator implementation can change a new run.

TRAINING AND REFERENCE

The equity design comparison

Three ways to organize the same training opportunity.

Design	Features	Trees	Validation MAE	Fresh test MAE
base	24	160	2.54%	2.59%
rich-shared	66	192	2.57%	2.61%
rich-zones	66	384	2.83%	2.89%

The equity fit used 49,152 training positions with 384 sampled showdowns per position. Validation used 2,048 positions and 1536 samples each. The independent test used 4,096 positions and 2048 samples each.

The base comparison omits distance and rank-zone inputs. The two rich designs share the same expanded features but differ in routing. One shares a street pool across both dynamic labels; the other creates separate pools for LIKELY and UNLIKELY. The shared rich design won the predeclared score among the zone-aware candidates.

The base comparison was slightly more accurate overall. That result prevents a claim that the distance features added predictive power in this experiment. It does not prevent using the map as an explanatory tool, and it suggests a concrete design tradeoff: richer inputs and more specialized pools can require more data to become useful.

Read an ablation carefully

Removing a group of features changes the fitted model, not only one decision. Compare training distributions, hyperparameters and routing as well as the final average error. This experiment supports a specific comparison, not a universal ranking of all distance-based methods.

TRAINING AND REFERENCE

Accuracy within the zones

An overall mean can hide a subgroup.

Dynamic label	Fresh positions	MAE
LIKELY	3330	2.69%
UNLIKELY	766	2.29%

Street	Fresh positions	MAE
preflop	1024	1.05%
flop	1024	2.38%
turn	1024	3.16%
river	1024	3.86%

These numbers measure mean absolute error in showdown share. They are not winning percentages. A prediction of 0.40 compared with a sampled target of 0.45 contributes five percentage points of absolute error, regardless of whether a particular hand happened to win.

The test labels themselves are Monte Carlo estimates. Their finite sampling noise contributes to the measured disagreement. A model can also be wrong because its representation or training examples do not capture the position well. The receipt records both the model comparison and the number of samples used to estimate each target.

Both labels were deliberately represented in training, while the fresh test allowed their natural occurrence within its specified street and field sampling. The counts therefore need not be half and half. Report the subgroup sizes alongside their errors so a small group does not look more definitive than it is.

A useful question

Which street has the largest measured error, and what additional information or examples might help there? Propose a testable change before adding another feature.

TRAINING AND REFERENCE

The first learned betting forest

From equity hints to complete continuations.

Quantity	Recorded value
Training positions	8,192
Legal-action rows	39,252
Continuations per action	64
Complete training continuations	2,512,128
Full model trees	192
Fresh sampled-best agreement	70.31%
Fresh mean normalized regret	0.00965

The v3 action forest learns the return of every legal action under complete simulated continuations. Its feature vector combines the equity and card descriptions with stack, price, position, active-field and action-cost information. The legal actions come from the rules engine, so impossible moves never enter the choice set.

Unknown pockets were sampled uniformly in that training pass. A fixed mixture of practice policies then played the rest of the hand. This gives the target a clear operational meaning: expected additional stack under those samples and policies. It is not a solved equilibrium value.

The sampled-best agreement measures whether the forest selects an action whose sampled target is maximal at that position. Two actions can be close enough that the ranking is noisy. Regret records the target gap between the selected action and the best sampled target, which supplies a different view of the same approximation.

Do not compare unlike targets

A lower error on a new continuation distribution is not automatically an improvement over v3. Compare the two policies on the same fresh evaluation fixtures when making a before/after claim.

TRAINING AND REFERENCE

Ten million more continuations

The new fitting pass, recorded in full.

Quantity		Recorded value
New training positions		16,384
Legal-action rows		78,495
Samples per action		128
Complete new training continuations		10,047,360
Validation positions		1,024
Fresh test positions		2,048
Samples per fresh test action		512

Candidate	Trees	Validation regret	Fresh regret	Fresh best agreement
atlas-compact	128	0.01229	0.01060	68.36%
atlas-full	256	0.01086	0.00927	70.61%

This pass gives twice as many training positions and twice as many continuations per legal action as the earlier betting fit. More importantly, it changes how possible opposing pockets are weighted after public calls or raises. The new labels therefore describe a different, explicitly documented continuation assumption.

Both candidates use the existing 86-feature action representation and real pytoolzx WSRF regression fits. The compact and full forests differ in tree count, depth and leaf size. Validation regret selects a fitting candidate, while a separate played-match comparison decides whether a candidate should replace the incumbent in the games.

Computation with a purpose

The additional simulations are useful because they test a specific hypothesis about public-action evidence. Their count alone is not proof that the new policy is stronger.

TRAINING AND REFERENCE

The range-conditioning approximation

What changed, and what stayed observable.

For each active opponent with a recorded call or raise, the sampler proposes twelve possible pockets from the remaining unseen cards. It estimates how compatible each pocket is with that last public action under a fixed mixture: forty percent tight, twenty percent balanced, twenty percent pressure, and twenty percent loose practice policies.

A small likelihood floor prevents unusual actions from assigning zero weight everywhere. One proposal is selected by its relative weight, its cards are removed, and the sampler proceeds to another opponent. Folded pockets are drawn uniformly. Remaining cards are shuffled for the future board, and the same sampled world is reused across the legal-action branches.

Property	Consequence
Own pocket and public board only	Actual opposing cards do not enter inference
Last relevant action only	Earlier evidence is discarded
Twelve finite proposals	An approximation, not an exact posterior
Sequential disjoint pockets	Card consistency is preserved; joint inference is approximate
Fixed policy mixture	Behavioral assumptions can be wrong
Shared samples across actions	Some comparison noise can cancel

This mechanism is a research approximation. It can make a range more selective after pressure, but it can also overreact to an opponent who bluffs or uses a different strategy. The experiment therefore includes pressure, random, loose, tight and incumbent-policy opponents in validation.

Information boundary test

Changing the actual hidden pockets while leaving the observer’s own cards and public evidence fixed must leave the seeded labels unchanged. The regression checks exercise that property.

TRAINING AND REFERENCE

Fresh position results

Agreement, regret, and what they do not measure.

Candidate	Action MAE	Mean normalized regret	Best-action agreement
atlas-compact	0.06670	0.01060	68.36%
atlas-full	0.06637	0.00927	70.61%

Routing / rank label	Positions	Mean regret
duel-preflop-likely	86	0.01044
duel-flop-likely	179	0.00767
duel-turn-likely	206	0.01053
duel-river-likely	229	0.01265
duel-preflop-unlikely	95	0.00789
duel-flop-unlikely	177	0.00604
duel-turn-unlikely	202	0.00764
duel-river-unlikely	222	0.01538
table-preflop-likely	170	0.00869
table-flop-likely	77	0.00676
table-turn-likely	50	0.00583
table-preflop-unlikely	161	0.00757
table-turn-unlikely	54	0.00482
table-flop-unlikely	79	0.01055
table-river-unlikely	34	0.00483
table-river-likely	27	0.00411

These fresh examples were sampled after the fitting choice. Their target values come from 512 complete continuations per legal action. Agreement asks whether the chosen action reaches the best sampled target; regret asks how far below that target the chosen action falls.

A normalized regret is not chips per hundred hands. Its scale is tied to each position’s pot and effective stack. It is useful for comparing approximations on the same positions, while the played tournament supplies a separate measurement in big blinds per hundred completed hands.

A careful interpretation

Near-tied actions can exchange rank under additional sampling. Large target gaps are more consequential than tiny disagreements, which is why both agreement and regret are reported.

TRAINING AND REFERENCE

The promotion decision

The incumbent has to be beaten.

Candidate	Mean paired validation improvement
atlas-compact	-27.9 BB / 100
atlas-full	-27.3 BB / 100

The played-match validation gives equal weight to seven settings: tight heads-up, pressure heads-up, random heads-up, incumbent heads-up, loose six-seat, incumbent six-seat, and balanced nine-seat. Each setting rotates seats on the same deck fixtures for candidate and incumbent.

The rule is recorded before final testing: choose the candidate with the larger mean paired improvement, then promote it only if that mean and its tight-opponent improvement are both positive. Otherwise retain v3. This rule is a practical selection criterion, not a statistical proof of universal dominance.

Recorded choice

The incumbent v3 model remains in the games. Neither new candidate cleared the promotion rule across the validation mix. The research candidates and their results are retained for study.

A failed promotion is a useful result. It suggests that the new conditioning assumptions or the representation may not transfer well enough to the opponent mixture. Keeping the incumbent prevents an attractive explanation or a larger training count from silently becoming a deployment decision.

The final tournament uses a new deck namespace. It evaluates the selected research candidate against the incumbent on matching fixtures, including the original tight-opponent weakness. Its role is measurement after selection.

TRAINING AND REFERENCE

The fresh tournament

Every result belongs in the receipt.

Seats / opponent	Candidate hands	Candidate BB/100	Paired gain	Gain 95% interval
2 / tight	4,096	-149.1	+9.7	-45.6 to +65.0
2 / random	4,096	+230.9	-70.9	-159.4 to +17.6
2 / pressure	2,048	+124.6	+3.6	-108.1 to +115.3
2 / v3	4,096	+132.0	+132.0	+58.9 to +205.1
2 / call	1,024	+1408.6	+50.5	-103.2 to +204.3
6 / loose	6,144	+405.2	+98.8	-5.1 to +202.7
6 / v3	6,144	+96.8	+96.8	+21.4 to +172.2
9 / balanced	9,216	+3.3	+62.5	-0.5 to +125.5
9 / v3	9,216	+74.5	+74.5	+3.7 to +145.2

The tournament completed 92,160 hands including both candidate and paired incumbent games. Starting stacks alternate forty and one hundred big blinds. Every seat is rotated on each independent deck fixture, and zero rake is charged.

TRAINING AND REFERENCE

What BB per 100 means here

A common unit, with a specific experiment behind it.

The table’s big blind is twenty play chips. A result of plus two big blinds in one hand is plus forty chips. BB per 100 scales the mean per-hand result by one hundred so experiments with different hand counts can be compared in a familiar unit.

Example	Calculation	Result
+40 chips in one hand	40 / 20	+2 BB
Mean +0.25 BB per hand	0.25 × 100	+25 BB / 100
Mean -0.10 BB per hand	-0.10 × 100	-10 BB / 100

This scaling does not mean the next one hundred hands will return that amount. It summarizes the simulated sample and opponent definition. The uncertainty interval reflects variation across independent deck fixtures in that experiment. A new opponent or a changed policy creates another experiment.

The benchmark resets stacks at the start of each fixture, while the game saves stacks between hands. That difference matters: persistent stack imbalance changes future choices. The benchmark isolates performance under its declared starting-stack mixture rather than modeling every possible long-running session.

Read both denominators

Complete hands describe the amount of simulated play. Independent deck fixtures describe the grouping used for uncertainty. Neither the page count nor the number of tree branches is a substitute for either denominator.

TRAINING AND REFERENCE

The browser must play the fitted forest

Numerical parity is part of the result.

The Python fit exports every tree as a list of threshold branches and numerical leaves. The browser rounds feature values to float32 before comparing them with the recorded thresholds, matching the relevant fitted-tree input behavior. A tiny disagreement near a threshold can otherwise send the two implementations to different leaves.

Receipt	Exact prediction probes
v3 equity	78,353
v3 actions	25,750
new refinement actions	28,843
Combined	132,946

The probes include ordinary held-out feature vectors and values immediately around selected split thresholds. They check the numerical prediction, not merely whether both programs return a plausible percentage. The model files also have SHA-256 hashes so a receipt can identify exactly which export it describes.

Rules tests check chip conservation, side pots, short raises and completed hands at all table sizes. Information tests perturb hidden cards while holding public evidence fixed. Browser checks exercise the features a player actually uses: saved hands, hints, peeks, fast folds, notebooks and chapter navigation.

What this earns

A passed parity check supports the claim that the served forest matches the fitted export on the probes. It does not by itself prove poker strength. Strategic evaluation and software verification answer different questions.

TRAINING AND REFERENCE

Conventions carried forward

Make the old and new books agree where they should.

The reference-rank convention follows the local LRO implementation: ranks 2 through A are numbered zero through twelve; references are the two ranks, their sum modulo thirteen, and their absolute difference. A strict majority of near ranks defines the LIKELY label, so seven near ranks belongs to LIKELY.

The source receipt records the original guide filenames and hashes, the chapters used, and the executable comparison. The raw PDFs remain outside the deployed site. Their reported historical datasets and performance claims are not presented as newly reproduced measurements in this atlas.

Term	Convention in these books
Near	Circular distance zero or one
LIKELY pair	At least seven of thirteen ranks near
UNLIKELY pair	At most six near
Pocket map	Original hole-card references
Dynamic map	Last two revealed cards, with pocket preflop
Board alignment	Strict majority of board cards near pocket references

The earlier twelve-page field guide remains available as a quick-start download. The revised field guide expands the explanations and worked examples. This atlas adds the complete rank-pair reference, broader decision and journey collections, experiments, drills and training records.

When two descriptions differ

Return to the executable convention and the stated denominator. A rank count, a physical-card count, a showdown share and a betting return are four different quantities even when they appear next to the same colored label.

TRAINING AND REFERENCE

A working vocabulary · 1

Precise words make compressed ideas easier to share.

Term	Meaning in this room
Action value	Expected additional stack under the stated continuation model.
Alignment	Fraction of board cards near the pocket references.
Ablation	A comparison that removes or changes a feature group or design component.
BB	Big blind; twenty play chips in this room.
Blocker	A known card that removes possible opposing combinations.
Bucket	A group of ranks or physical cards with the same displayed distance category.
Calibration	Agreement between predicted values and observed or sampled frequencies under a defined evaluation.
Continuation	The simulated play from a candidate action to the end of the hand.
Dynamic map	A map using the most recently revealed reference pair.
Effective stack	The amount of remaining chips relevant to what opposing stacks can contest.
Equity	Expected showdown share under a specified range and card model.
Evidence	Information available to the observer, such as public cards and actions.
Feature	A numerical input to a model.

Definitions belong to their context. “Regret” in a supervised continuation comparison is not automatically the game-theoretic regret of an equilibrium-solving algorithm. “Zone” can mean a geometric rank label or a routing pool. The book states which meaning is in use.

Build your own sentence

Choose three terms from this page and explain one worked decision using them. If the sentence blurs a denominator or an information boundary, rewrite it before making a stronger claim.

TRAINING AND REFERENCE

A working vocabulary · 2

Precise words make compressed ideas easier to share.

Term	Meaning in this room
Fold equity	Value associated with opponents folding under the response assumptions.
Forest pool	The set of trees selected by a routing zone.
Held-out	Reserved from a specified fitting or selection process.
Importance weight	Relative weight used to favor some sampled possibilities over others.
Likelihood	Compatibility of an observed event with a candidate explanation under a model.
Monte Carlo	Estimation through repeated random sampling.
Posterior	An updated distribution after conditioning on evidence and a prior model.
Regret here	Gap to the best sampled action target on the same position.
Routing	Choosing a model pool from public context.
Sampling error	Variation arising from finite random samples.
Standard deviation	Spread of individual observations or repeated estimates, as specified.
Standard error	Estimated sampling spread of an estimator.
Validation	Data used to choose among candidate designs or settings.

Definitions belong to their context. “Regret” in a supervised continuation comparison is not automatically the game-theoretic regret of an equilibrium-solving algorithm. “Zone” can mean a geometric rank label or a routing pool. The book states which meaning is in use.

Build your own sentence

Choose three terms from this page and explain one worked decision using them. If the sentence blurs a denominator or an information boundary, rewrite it before making a stronger claim.

TRAINING AND REFERENCE

Sources and further reading

Trace the ideas, the implementation, and the measurements.

Source	Role
Lars Rocha's local poker guides	Distance ideas and the project's starting conventions
Executable LRO compute_de_zone	Rank-zone threshold and 169-pair convention check
pytoolzx / WSRF source	Actual regression fitting and deterministic seed generation
Lantern table and simulator	Rules, sampling, public views and action continuations
Training JSON receipts	Parameters, hashes, sample sizes and measured results
Zone-atlas JSON	Every numerical study fixture in the long book

For general forest background: Leo Breiman, *Random Forests*, Machine Learning 45 (2001), 5–32. doi:10.1023/A:1010933404324. The WSRF implementation and this room's routing choices should be read from their own source; the citation does not imply that every design here is the original paper's algorithm.

For interval interpretation: NIST/SEMATECH e-Handbook, Confidence Limits for the Mean. The worked experiments in this book use their own simulated data and label approximate intervals explicitly.

For a different approach to multiplayer poker: Noam Brown and Tuomas Sandholm, *Superhuman AI for multiplayer poker*, Science (2019). doi:10.1126/science.aay2400. This room is not presented as a reproduction of Pluribus or as a professional-player benchmark.

The shortest path to a number

Use the page's fixture identifier to find its exact pocket, board, seed namespace and estimates in zone-atlas.json. Use the model hash to connect a displayed prediction with the evaluated export.

TRAINING AND REFERENCE

Find your way back

A subject map for the whole atlas.

Subject	Pages
The method and definitions	5–14
Suits, made hands and draws	15–18
Prices, people and stacks	19–28
Monte Carlo and model confidence	29–36
Complete unordered rank-pair atlas	37–127
Heads-up decisions	128–151
Six-seat decisions	152–175
Nine-seat decisions	176–199
Forty street-by-street journeys	200–239
Twenty-four controlled experiments	240–263
Challenge sheets and answers	264–283
Training and reference	284–300

The website reader lets you search page titles and text, jump by chapter, and bookmark a page number in its URL. The complete PDF is designed for printing and offline reading. The revised 180-page field guide offers a shorter course through the same foundations and a selected set of decisions.

Rank pages are ordered by the higher rank, then the lower rank, starting with 22 and ending with AA. Unequal-rank pages include both suited and offsuit versions. Decision pages are grouped by original table size, then street, dynamic label and stack scenario. This ordering makes nearby pages useful comparisons.

A return route

Bookmark one foundation, one rank pair, one difficult decision and one experiment. Revisit that small set after a session rather than trying to memorize every table.

TRAINING AND REFERENCE

A practice plan worth returning to

Let the atlas become a familiar place.

Session	Focus	A concrete result
1	Ranks and reference sets	Reconstruct three maps without the wheel
2	Card removal and suits	Explain two hands with the same rank map
3	Prices and draws	Solve five thresholds with the denominator written
4	Public evidence	Describe a range assumption before peeking
5	Monte Carlo	Change one assumption and record the difference
6	Tree explanations	Compare a hint with one actual tree path
7	Review	Name one decision you would repeat and why

Take the next step that makes the game more understandable. Some sessions can be quiet map reading; others can be a fast sequence of play-chip hands with the notebook open. The useful habit is to carry one explicit question from the book to the table and bring one observation back.

The large training pass supplied millions of continuations and a candid comparison with the incumbent. The atlas supplies a different kind of resource: enough examples to see the same idea from several angles. Neither needs a promise about the next card to be enjoyable. A small pattern can still open a large conversation.

One more hand

See the shape. Name the assumption. Read the price. Make the choice. Then keep the part of the lesson that survives the next fresh example.