♠ MADMAN POKER LAB · JACK MANIAC

BLUFF & TILT CHEAT SHEET

No-Limit Hold'em. Simplified math for one card to come, one caller, and no more betting after a call. Use it to train judgment, not replace it.

1 · HOW OFTEN MUST A BLUFF WORK?

YOUR BET	FOLDS NEEDED	CALLER NEEDS (EQUITY)
⅓ pot	**25%**	20%
½ pot	**33%**	25%
⅔ pot	**40%**	29%
¾ pot	**43%**	30%
Pot	**50%**	33%
1.25× pot	**56%**	36%
1.5× pot	**60%**	38%
2× pot	**67%**	40%

Folds needed = bet ÷ (bet + pot). Caller needs = call ÷ (pot + bet + call).

Multiway: everyone must fold. Two players folding 40% each = only 16% that both fold.

2 · OUTS → EQUITY

DRAW	OUTS	NEXT CARD	FLOP → RIVER*
Gutshot	4	**9%**	17%
Open-ender	8	**17%**	31%
Flush draw	9	**20%**	35%
FD + gutshot	12	**26%**	45%
FD + open-ender	15	**33%**	54%

Quick rule: outs × 2 for one card, outs × 4 for two. *Two cards only if you're all-in or get a free turn. Dirty outs (that also help him) don't count.

3 · STARTING FOLD GUESSES BY PLAYER TYPE

Calling station	**~15%**	Bluff almost never. Value bet thin.
Loose-passive	**~25%**	Small bluffs only, with equity.
Unknown	**~35%**	Semi-bluff; keep pure air small.
Thinking reg	**~50%**	Balanced; pick credible stories.
Nit	**~60%**	Fire, but believe his raises.

Starting points, not facts. Adjust to what this player has actually shown at this stake.

4 · THE SEMI-BLUFF FILTER (need 2 of 3)

1. **Blockers:** my cards remove some of his strongest continuing hands.
2. **Real equity:** if called, I make the best hand a decent share of the time, not a dirty draw.
3. **Folds:** this player, at this stake, folds his medium hands to this size.

Two fails = downshift: check, or choose a smaller size.

5 · THE OVERBET FILTER (need 3 of 3)

1. My range is **polarized**: monsters and draws/air, with medium hands mostly checking.
2. His range is **capped**: earlier actions removed most of his strongest hands.
3. I can **name hands** in his range that fold to this size.

6 · STOP FIRING WHEN...

- He plays a ton of hands and rarely raises (VPIP way above the table).
- He has already shown down weak hands after calling multiple streets.
- The pot is multiway.
- He's stuck and annoyed, and more likely to call "to see it".
- Your hand has no equity and blocks nothing he'd fold.

Two or more true = check and give up with air.

7 · THE 5 TILT TYPES (AND FAIR EXPLOITS)

Steamer	Instant reloads, faster actions, raises with junk.	Value bet and 3-bet for value wider; cut your bluffs.
Chaser	"You always have it"... then calls anyway.	Stop bluffing him. Value bet thinner and bigger.
Turtle	Suddenly tight and passive; folds to every bet.	Steal, c-bet and barrel more; believe his big bets.
Grudge	Wide and aggressive against one player only.	If you're the target: widen value, drop marginal bluffs.
Iceman	Same ranges, timing and sizes up or down.	No tilt leak. Watch for "house money" and late fatigue.

Exploit tilt with better bets, calls and folds only. No needling, berating or slow-rolls.

Your own leash: set a 2–3 buy-in stop-loss before you sit · fold the next orbit after any big pot · acting faster than usual is your first tilt tell.



From **Unleash the Madman: Winning Big with Controlled Chaos in No-Limit Hold'em** by Jack Maniac, a short LAG playbook. $9.99 on Kindle, or read it on Kindle+: amazon.com/dp/B0F2N8LHJW

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Run any spot through the free calculator and take the tilt quiz: **pokermadman.com**

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