**Number 2 - The Check-Raise**

The Move: A Check-Raise consists of checking (betting) when the action’s on you but raising after the flop and either behind you but not in the lead. The check-raise is a trapping move.

When To Do It: Bring in your pocket aces, pocket kings, or any suit other than the one held by your opponent. When you open with a suited hand, you can bluff your way through the hand.

When To Avoid It: It’s time to check-raise if you have a strong read on your opponent and they have a strong read on you. Check-raise to avoid showing your hand and to avoid giving your opponent a hand to pick up.

**Number 3 - The Squeeze Play**

The Move: The Squeeze Play is a move you can make when a “broad” player (one who bets after raising before the flop) and another player calls behind them. The squeeze comes when you out-in a big re-raise and blast both of them off the pot.

When To Do It: Bring in your pocket aces, pocket kings, or any suit other than the one held by your opponent. When you open with a suited hand, you can bluff your way through the hand.

When To Avoid It: It’s time to squeeze-raise when you have a strong read on your opponent and they have a strong read on you. Check-raise to avoid showing your hand and to avoid giving your opponent a hand to pick up.

**Number 4 - SET MINING**

The Move: Setting down is the practice of playing pocket pairs solely for the purpose of hitting a set. If you can call a small raise before the flop you can win pots from players when you flop a third of a kind.

When To Do It: Bring in your pocket aces, pocket kings, or any suit other than the one held by your opponent. When you open with a suited hand, you can bluff your way through the hand.

When To Avoid It: It’s time to set-mine when you have a strong read on your opponent and they have a strong read on you. Check-raise to avoid showing your hand and to avoid giving your opponent a hand to pick up.

**Number 5 - The Light Three-Bet**

The Move: A Light Three-Bet refers to a raise before the flop with a hand that’s probably worse than the opening raiser’s hand. You’re raising with a hand that isn’t the best at the moment but has full equity and can become the best hand on euler streets.

When To Do It: Bring in your pocket aces, pocket kings, or any suit other than the one held by your opponent. When you open with a suited hand, you can bluff your way through the hand.

When To Avoid It: It’s time to light-three bet against players who are already turning the street over.

**Number 6 - Floating THE FLOP**

The Move: Floating the Flop means calling a bet on the flop with a hand that’s a draw on the flop and nothing else. If you’re in a hand that’s worth floating the flop, you should float.

When To Do It: Bring in your pocket aces, pocket kings, or any suit other than the one held by your opponent. When you open with a suited hand, you can bluff your way through the hand.

When To Avoid It: It’s time to float to the flop if you have a strong read on your opponent and they have a strong read on you. Check-raise to avoid showing your hand and to avoid giving your opponent a hand to pick up.

**Number 7 - The STOP and GO**

The Move: The Stop and Go is a move you can make when a “broad” player (one who bets after raising before the flop) and another player calls behind them. The squeeze comes when you out-in a big re-raise and blast both of them off the pot.

When To Do It: Bring in your pocket aces, pocket kings, or any suit other than the one held by your opponent. When you open with a suited hand, you can bluff your way through the hand.

When To Avoid It: It’s time to stop and go when you have a strong read on your opponent and they have a strong read on you. Check-raise to avoid showing your hand and to avoid giving your opponent a hand to pick up.

**Number 8 - The Bluff Catcher**

The Move: A Bluff Catcher is a call with any hand. As long as you have a hand that’s good enough to call a bluff, it’s a super powerful hand because it has showdown value against bluffs.

When To Do It: Bring in your pocket aces, pocket kings, or any suit other than the one held by your opponent. When you open with a suited hand, you can bluff your way through the hand.

When To Avoid It: It’s time to bluff catch when you have a strong read on your opponent and they have a strong read on you. Check-raise to avoid showing your hand and to avoid giving your opponent a hand to pick up.

**Number 9 - The Triple-Barrier Bluff**

The Move: A Triple Barrier Bluff means making bets on each and every street, usually only getting a raise or call back on the flop. This is a move that’s best used in a hand that’s out of position or against a player that’s out of position.

When To Do It: Bring in your pocket aces, pocket kings, or any suit other than the one held by your opponent. When you open with a suited hand, you can bluff your way through the hand.

When To Avoid It: It’s time to triple-barrel bluff in a hand that’s out of position or against a player that’s out of position. Check-raise to avoid showing your hand and to avoid giving your opponent a hand to pick up.