

# Polarized Range

[Polarized](#) ranges can most often be found in reraising scenarios preflop and postflop, while also as a betting strategy postflop to maximize the [EV](#) of the entire [range](#) by bluffing enough to force the opponent to [call](#) weak made hands.

A [polarized range](#) can always be deconstructed in two essential sub parts:

- A value part  
Containing some or all top equity hands for a given situation. If this part is bigger than the other subpart, the [range](#) is considered to be "valueheavy", meaning it is weighted towards value combinations.
- A [bluff](#) part  
Containing a selection of low equity hands for a given situation. If this part is bigger than the other subpart, the [range](#) is considered to be "bluffheavy", meaning it is weighted towards [bluff](#) combinations.

Constructing a good [polarized range](#) for a situation can be quite challenging and difficult. The most important feature of a [polarized range](#) is to know exactly how many bluffs the [range](#) is able to contain in order to be played profitably.

A solid [polarized](#) approach to [range](#) construction means to accomodate the following concepts at least:

- Perfect weight between bluffs and value according to the situation at hand
- Making sure every value combo is actually a value combo for the situation and has its maxEV in this [range](#) compared to other decision possibilities
- Making sure every [bluff](#) combo is actually highest in [EV](#) as a [bluff](#) in this [range](#) compared to calling or folding
- Making sure [bluff](#) combos have the right blocker effects, meaning they block continueing (calling or [raising](#) combinations, or value combinations in general), while not blocking weak hand combinations that intend to [fold](#) to a [bet](#)
- Making sure that [bluff](#) combos actually can make the [nuts](#) or if they miss can get the most amount of better hands to [fold](#)

These are just some concepts that accomodate for a good [polarized range](#). Especially preflop ranges are very tough to build optimal with a [polarized](#) approach and every [poker](#) player values different arguments over the benefit of a certain hand combination differently.