

Capped Range

Usually the players that start to take a passive action preflop are holding a [capped range](#), leaving the advantage of the [uncapped range](#), having the best possible equity starting hands still in [range](#), to the preflop aggressor, the last raiser preflop.

A [capped range](#) is also a [depolarized range](#) as the player facing the aggressive action is folding out certain low equity and speculative hands to the raiser.

The "[cappedness](#)" of a [range](#) is determined by the required equity to [call](#) the [raise](#) with, the [position](#) of the raiser and the caller. The less amount of equity is needed due to [pot odds](#), the looser the raiser's [range](#) is, the larger the [range](#) of the caller gets too, increasing the "[cappedness](#)" due to the large amount of lower equity hands still in [range](#).

This can change drastically postflop, as on certain textures having a wide calling [range](#) can lead to having way more strong made hands and strong draws than the [uncapped](#) player. It is mostly the case for boards that have more two pair, set and straight draw combinations for the [capped](#) player. If that is the case, the "[cappedness](#)" actually swaps over to the preflop aggressor as he struggles for value combos in order to be betting frequently and big, fearing to get raised a lot by the player sporting the now re-strengthened [range](#) of more value combos. It is the beauty of the game that [cappedness](#), strength and weakness can switch places in the turn of a card, the dynamics of this are what is fascinating about poker and keeps the game interesting.