

Bluffcatcher

Correctly categorizing the own [relative handstrength](#) in a situation is detrimental in order to assess if a hand has only value in [bluffcatching](#), or is also able to [call](#) a value-[bet](#).

[Bluffcatching](#) directly relates to the problem of making the opponents bluffs indifferent, meaning that the opponent is not able to just [bet](#) all his hands with a positive [expected value](#) in return. In order to achieve this the player has to [call](#) hands that are too weak against a valuebet.

Seeing it from the other perspective our opponent wants us to bluffcatch with negative or zero [EV](#), making our worst [bluffcatcher](#) indifferent to calling and folding.

Pretty much both player know they cannot do something about the strong parts of each individual ranges if the other player does not make a mistake in calling to light or to little. Instead both players are interested in attacking the weaker parts of their respective ranges by forcing [bluffcatching](#) or folding of bluffcatchers.

In this cat and mouse game the player using all available information to their advantage usually wins the battle and the war.

There are certain sub aspects that decide if a [bluffcatcher](#) is actually more or less viable in a situation:

- Card removal effects through blockers and the community cards
- Knowing how many bluffcatchers from the [range](#) have to be called to make [villain](#) indifferent to bluffing
- Blocker effects against [villain](#)'s value-bets or against [villain](#)'s [bluff-bet](#)-ranges
- Betsize-Reads in correlation to board texture and past action
- Equity of a [bluffcatcher](#) in [future EV](#) (Outs and Equity-realization)
- Pot-equity compared to other bluffcatchers in case of split pots
- [Fold](#)-Equity by Bluffturning due to blocking effects and overall hand-[range](#)-strength

These are just some methods and concepts to determine if a holding is a good [bluffcatcher](#) in a situation.