

Power HUD

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Installation

- 1) After purchasing the Power HUD, close HM2, and then restart it. Go into NoteCaddy and click Yes to install the Power HUD.
- 2) Choose Yes to every NoteCaddy prompt.
- 3) When NoteCaddy says installation is complete, click Stop.
- 4) Click File -> Reset Notes, and wait for a popup to appear telling you Notes have been Reset.
- 5) Click Start in NoteCaddy to let NoteCaddy process your database.
- 6) Import the Power HUD by going into HM2 -> HUD Settings, click Import, and select the Power.xml file from your desktop folder named "NoteCaddy Coaching Pack Files".

What is the Power HUD?

The Power HUD is not a traditional HUD, it's a new kind of HUD. Thanks to NoteCaddy's General Strength feature, the Power HUD goes beyond using traditional statistical HUD numbers to show extremely useful data. The Power HUD stats expose a person's **Average Strength Compared to Database Averages**, rather than frequencies.

NoteCaddy General Strength Explained (from the NoteCaddy Wiki)

Strengths are based on numbers 1-169 for pre flop and 1 to 100 post flop. The pre flop rankings are static and, for Holdem, are very similar to what is found on this page http://www.tightpoker.com/poker_hands.html. For Omaha, they are also on a scale of 1-169 even though there are more than 169 starting hands for Omaha.

Post flop hand strengths adjust based on how many hands they beat. A score of 100 means a hand will win versus any other hand no matter what other cards come. Particularly in Omaha, it is nearly impossible for a hand to have a score of 100 on the flop. Board texture greatly affects scores such that, for example, top pair can give a high score on some boards but a very low score on others.

What does the Power HUD Look Like?

The Power HUD consists of 2 panels.

Panel 1 (Preflop)

```
Name 145k | 26/20 WR 4  
EP-1 MP 0 CO 1 BN 4 SB 7  
RST 2 3vEM 2 C3B 1 4B 2 C4B 3  
CST BBvBN 1 SBvBN 10 BBvSB -6
```

Panel 2 (Postflop)

```
Call F 1 T 3 R -1  
Raise F -2 T -12 R -9  
Bet F -2 T -4 R 4  
CvR F 0 T 1 R 2  
OverBet T 4 R 7
```

What do the Numbers Represent?

The statistical numbers represent this player's Average General Strength Percentage Change versus your Database Average. For example look in Panel 1 at the "SB 7" - This means this person's SB PFR Average General Strength is 7% higher than average compared to your database. To be clear the number displayed is the "% Change". For example if Database Average is 5% and Player Average is 10%, the PowerHUD stat displays as 100%. This link explains Percentage Change well and has a calculator for it:

<https://www.skillsyouneed.com/num/percent-change.html>

Panel 1

Line 1: [Name] [Hands] [VPIP] [PFR] [bb/100]

Line 2: [EP PFR] [MP PFR] [CO PFR] [BN PFR] [SB PFR]

Line 3: [ReSteal] [3Bet vs EP/MP] [Call 3Bet] [4Bet] [Call 4Bet]

Line 4: [BB Call Steal vs BN] [SB Call Steal vs BN] [BB Call Steal vs SB]

Panel 2

Line 1: [Call Flop Bet] [Call Turn Bet] [Call River Bet]

Line 2: [Raise Flop] [Raise Turn] [Raise River]

Line 3: [Bet Flop] [Bet Turn] [Bet River]

Line 4: [Call Flop Raise] [Call Turn Raise] [Call River Raise]

Line 5: [OverBet Turn] [OverBet River]

What Benefits does the Power HUD Give Over a Traditional HUD?

With a traditional stat number you only know how often the player performs that action. This is helpful information, but it can often be misleading.

Traditional HUD Examples

For example, if someone is ReStealing at a high number, 20%, over 500 hands, it tells us how often he is stealing over this sample, but it doesn't tell us more than that. He could be getting a favorable run of cards in ReSteal situations over this sample and be doing it with only premium hands, or he could be ReStealing many junk hands.

Or what if a player only ReSteals at 5%... most people would assume that the player has a very strong range here because the number is low. But what if his NLH range consists of QQ-AA and the rest are suited-connectors and suited-one-gappers? That would mean he has 18 combos of QQ-AA and ~48 combos of suited-connectors and one-gappers. A low frequency does not always mean a strong range.

Another example, if someone is Betting the Flop 50% of the time, it doesn't tell us much.. is he

Betting with his strongest 50% of hands, and checking the weakest? Or maybe he is Checking his strongest hands, and Betting his bluffs?

With a Power HUD number you see how strong the player is on average versus your database average. You don't need to know the frequency at which someone is doing the action, because you know the strength at which he does the action. Let's see examples of why Power HUD stats work to our advantage.

Power HUD Examples

Example 1, you bet a good made hand on the Turn for value/protection, and are raised. The person who raised you has "-12" for his Raise Turn Power HUD stat. This person is 12% weaker than the average when making a Turn raise. With this knowledge you would be wise not to fold your hand, because your opponent will have many worse hands than you.

On the other hand if this person had "8" for his Raise Turn stat you know he is significantly stronger than average. You can fold your hand comfortably, knowing it would be a losing play to continue in the long run with your bluff-catcher.

Example 2, your opponent's Bet Line looks like this: Bet F -5 T -6 R 5, and you're facing an 85% Pot RiverCBet with Top Pair Top Kicker. The Board ran out like this: Qh Td 3s 7d 9d. The River made straights and flushes possible. Since this player's Power HUD River Bet stat is 5% higher than average, we can assume there is a good chance the River improved him to the winning hand, and we can fold. This opponent will not be betting the River often with hands that you beat in this situation, since his range is 5% stronger than average when making a River Bet.

Example 3, what if in example 2, your opponent OverBet the River all-in 150% the size of the pot? We look at his Power HUD Stat "OverBet R" and see it is really low "-19". This is a very profitable spot for us. Some players don't balance their OverBets well, and it looks like your opponent is one of them, being 19% weaker than average. We can assume he's bluffing far too often with his OverBets, representing the nuts in an attempt to force you to fold hands worse than a Flush. You won't always be right by calling here, but in the long run this call will boost your bankroll.

In this spot you'll often see hands like this from your opponent: AdJh, AdTc, KdTc, JJ, TJ, 9J. He's trying to get you to fold hands like AQ, KQ, QJ (48 combos).

What do the Colors of the Power HUD Represent?

Grey: Normal range

Aqua >5% Average Strength Difference. You have **More Fold Equity** so you **Bluff More**.

Violet: >5% Average Strength Difference. You have **Less Fold Equity** so you **Bluff Less**.

Examples:

An opponent's Power HUD stat for Call Steal BB v BN shows as "10". We can expand our Button Steal Range versus this player because he is probably folding too many hands that he should be calling with. This player probably does not defend wide enough.

An opponent's Power HUD stat for 3Bet vs EP/MP shows as "6". When this player 3Bets a Raise from EP or MP, it can be given extra respect because his range is much stronger than average here. 4Bet Bluffing is not going to yield great results versus this player in this situation.

An opponent's Power HUD shows "-5" for Bet Flop, and "10" for Call Flop Raise. Versus this type of player we can expand our Flop Raise range by adding more Bluffs. This player Bets the Flop with a weaker range than normal AND he is folding hands to a Raise that should be called (otherwise his Call Flop Raise Power HUD stat would be lower).

Power HUD Stats Defined

[EP PFR] - Player is in Early Position and Makes the First Raise. There can be limpers. (Doesn't include 3Bets, 4Bets, etc.)

[MP PFR] - Player is in Middle Position and Makes the First Raise. There can be limpers. (Doesn't include 3Bets, 4Bets, etc.)

[CO PFR] - Player is in the Cutoff and Makes the First Raise. There can be limpers. (Doesn't include 3Bets, 4Bets, etc.)

[BN PFR] - Player is in the Button and Makes the First Raise. There can be limpers. (Doesn't include 3Bets, 4Bets, etc.)

[SB PFR] - Player is in the Small Blind and Makes the First Raise. There can be limpers. (Doesn't include 3Bets, 4Bets, etc.)

[ReSteal] - Player makes a 3Bet after a Preflop Raise from CO, BN, or SB.

[3Bet vs EP/MP] - Player makes a 3Bet after a Preflop Raise from EP or MP.

[Call 3Bet] - Player makes a Preflop Raise and then calls a 3Bet.

[4Bet] - Player makes a Preflop Raise, and then 4Bets versus a 3Bet.

[Call 4Bet] - Player makes a 3Bet, then calls versus a 4Bet.

[BB Call Steal vs BN] - Player calls a Button Steal (raise first in) in the Big Blind. (SB must Fold)

[SB Call Steal vs BN] - Player calls a Button Steal (raise first in) in the Small Blind.

[BB Call Steal vs SB] - Player calls a Small Blind Steal (raise first in) in the Big Blind.

[Call Flop Bet] - Player calls any Flop Bet. Anything can happen Preflop. The Flop Bet can be a Continuation Bet, but it doesn't have to be (it can be any Flop Bet).

[Call Turn Bet] - Player calls any Turn Bet. Anything can happen Preflop and Flop. The Turn Bet can be a Continuation Bet, but it doesn't have to be (it can be any Turn Bet).

[Call River Bet] - Player calls any River Bet. Anything can happen Preflop, Flop, and Turn. The River Bet can be a Continuation Bet, but it doesn't have to be (it can be any River Bet).

[Raise Flop] - Player Raises any Flop Bet. Anything can happen Preflop. The Flop Bet can be a Continuation Bet, but it doesn't have to be (it can be any Flop Bet).

[Raise Turn] - Player Raises any Turn Bet. Anything can happen Preflop and Flop. The Turn Bet can be a Continuation Bet, but it doesn't have to be (it can be any Turn Bet).

[Raise River] - Player Raises any River Bet. Anything can happen Preflop, Flop, and Turn. The River Bet can be a Continuation Bet, but it doesn't have to be (it can be any River Bet).

[Bet Flop] - Player makes a Flop Bet. Anything can happen Preflop. The Flop Bet can be a Continuation Bet, but it doesn't have to be (it can be any Flop Bet).

[Bet Turn] - Player makes a Turn Bet. Anything can happen Preflop and Flop. The Turn Bet can be a continuation bet, but it doesn't have to be (it can be any Turn Bet).

[Bet River] - Player makes a River Bet. Anything can happen Preflop, Flop, and Turn. The River Bet can be a Continuation Bet, but it doesn't have to be (it can be any River Bet).

[Call Flop Raise] - Player Bets the Flop and Calls a Raise. Anything can happen Preflop. The Flop Bet can be a Continuation Bet, but it doesn't have to be (it can be any Flop Bet).

[Call Turn Raise] - Player Bets the Turn and Calls a Raise. Anything can happen Preflop and Flop. The Turn Bet can be a Continuation Bet, but it doesn't have to be (it can be any Turn Bet).

[Call River Raise] - Player Bets the River and Calls a Raise. Anything can happen Preflop, Flop, and Turn. The River Bet can be a Continuation Bet, but it doesn't have to be (it can be any River Bet).

[OverBet Turn] - Player makes a Turn OverBet (101%+ Pot-Sized Bet). Anything can happen Preflop and Flop. The Turn Bet can be a continuation bet, but it doesn't have to be (it can be any Turn Bet).

[OverBet River] - Player makes a River OverBet (101%+ Pot-Sized Bet). Anything can happen Preflop, Flop, and Turn. The River Bet can be a continuation bet, but it doesn't have to be (it can be any River Bet).

Recreational Players' Stats don't Count in Database Averages

The Database Average stats, which are compared against to make a Power HUD stat, exclude Recreational Players' stats by default in the Power HUD. By excluding Recreational Players from the Database Average, the most skewed results are thrown out. For example a player with 73 VPIP and 19 PFR won't have his stats added to the Database Average. Leaving his data out helps to not corrupt Database Averages with outlier data.

Hands played versus Recreational Players also don't count in the Database Averages, for the reason that people often will play differently versus a Recreational Player than compared to a Regular.

Recreational Players will still have their own Power HUD stats though. We can see how strong they are compared to the average for all of their HUD stats.

By default a player is not counted as a Regular if any of these qualifications are met:

-VPIP/PFR > 2

-Winrate < -10bb/100

For example a player has 42 VPIP and 20 PFR. His VPIP/PFR = 2.1 (42 / 20 = 2.1). His stats do not count in Database Averages because 2.1 > 2.

Another example, a player is losing at -23bb / 100 hands. His stats are omitted from Database Averages because -23bb < -10bb.

Which Poker Sites can the Power HUD be Used on? Is it Legal?

The Power HUD can be used without limitations on any poker site which is compatible with HoldemManager2. A list of compatible networks can be seen here:

<http://hm2faq.holdemmanager.com/questions/521/Supported+Sites+-+Minimum+PC+Specs>

The Power HUD uses NoteCaddy functionality that is legal to use on any poker site which is compatible with HM2. It is completely legal to use.

Will this HUD slow down my PC?

While this HUD is very powerful, it only uses 81 NoteCaddy Note Definitions. NoteCaddy and HM2 can handle this small amount of Definitions very easily.

If you play Fast-Fold (Zoom) poker you may want to follow instructions at this link to make sure the HUD stats appear as quickly as possible: <https://notecaddyedge.com/faqwd/how-can-i-reduce-lag-at-zoom-tables/>