

The number isn't the player. It's the player × the pool.

Every stat on a HUD is polluted by the field it was recorded in. Here's why "tight" and "loose" are half the pool's fingerprint — and what to read instead.

YOUR PLAY

true strategy

⊗

THE POOL

the spots it deals

=

THE HUD

the number you see

Change the pool and the number moves — even if the player never changed a single decision. It's a bias, not noise: more hands never washes it out.

— THE CORE TRAP

Same number. Opposite meaning.

The pool deals a **limped, multiway pot**. Now read a player's VPIP...

Folds the junk → VPIP ↓

Looks **TIGHT**

→

Could be **perfect** — folding trash multiway is correct. Could be a nit.

Plays them → VPIP ↑

Looks **LOOSE**

→

Could be a **leak**. Could be a correct iso-raise he *should* make more.

One stat → two opposite players. Undecidable from the number alone.

— THE CRUEL PART

The **perfect** player gets flagged as broken.

HUD colors are calibrated on reg-vs-reg, balanced play. But correct play **adapts to the field in front of you**. Adapt correctly to a limpy, passive, multiway pool and you deviate from that benchmark **by construction** — so the software paints the best player at the table as a nit or a maniac.

— THE FIX

Read the tells, not the totals.

If aggregates are convolved with the field, don't label off them. Label off behaviors that survive the convolution — the ones almost never correct in *any* pool.

✗ The pool's shadow

POLLUTED AGGREGATES

VPIP – entry rate

PFR – raise rate

3-Bet % – re-raise rate

Fold-to-C-bet – defense rate

Each one is you × the field. More hands sharpen a *biased* number — never a truer one.

✓ Pool-invariant tells

SURVIVE THE CONVOLUTION

Limps – a leak in every pool

Min-raises – rarely correct anywhere

Call-3bet → fold flop – fit-or-fold

Sizing tells – small = weak, jam = nuts

Passive showdown lines – no protection

A fish produces these. A solver essentially never does. That's a read the field can't fake.

A limp is a leak in **every** pool.
VPIP is just the field's fingerprint.

