

Kueen\$Bees Hold ‘Em Hive League (The Hive)

Vision

A Thursday night , No Limit Texas Hold ‘Em tournament poker league, with max 20 players per game, using Robert’s Rules of Poker V. 11

Seasons – 8 tournaments per season, 4 Seasons per year

4 Seasonal Championships per year

Annual Tournament of Champions – for the seasonal champions from the past 2 years

Comprehensive Player Statistics

League Website and Facebook Group

Details

Tournaments

Each tournament

1. Seating for 20 players max per game
2. \$30 buy in, rebuys allowed for first 4 levels, no limit on the total number of buy-ins; all money goes to the prize pool (note: no cash will be handled at the games)
3. Optional, unofficial, higher buy ins allowed if agreed to by all players (see Appendix)
4. 1600 starting chips, which equals 160 starting BBs (M=106, no antes); rebuy gets \$1,300 chips
5. Target duration – wrapped up in 5 hours or less
6. Prize breakdown will depend on total number of buy ins (buy ins + rebuys)
7. Every player gets a score (aka points) for each tournament based on a formula. This scoring system will factor in the following:
 - a. Rank (where you finished in the tournament relative to others)
 - b. Challenge level of the tournament (more players is more challenging than less players, bigger total tournament pot is more challenging than smaller total pot)
 - c. Fewer rebuys (the scoring formula detracts modestly for each rebuy the player pays and rewards players who don’t rebuy)
 - d. Participation (you get points just for showing up!)
8. Locations
 - a. Primarily – K\$B Hold Em Hive (where the League hosts live!)
 - b. Occasionally – guest host locations (looking for volunteers, see Appendix!)
 - c. Every so often (as *infrequently* as possible) - Poker Stars
 - d. Note: guest hosts and Poker Stars will be used to work around bad weather, vacations, etc. *The show must go on!*

Seasons

8 tournaments per season (to ensure we complete 4 seasons per year)

Seasonal Championships

The goal is to have an 8-12 player championship game at the end of each 8 game season.

Qualifying

1. Top 5 scoring individuals in the season (including ties, which are unlikely) *and*
2. Each tournament winner in the season *and*
3. One player not otherwise qualified, chosen by lot from the pool of players that played all 8 games in the season.

Championship Tournament Details

1. Starting chip stacks – TBD, deep stacks
2. Buy in amount – to be voted on by the qualifying players (the highest amount agreed upon by all qualifiers, polled anonymously)
3. Option to do bounties (must be agreeable to all qualifiers)
4. Prize breakdown - TBD

Location

K\$B Hold ‘Em Hive

Date/Time

As agreed upon by the qualifying players - on a Thursday or Friday evening or Saturday day or evening or Sunday afternoon

Annual Tournament Of Champions – *Trophy Event*

Players – the seasonal champions of the last two years! One table of 8 or less players.

TOC Details

1. The first TOC will be after the completion of 8 seasons
2. Starting chip stacks – TBD, deep stacks
3. Buy in amount – to be voted on by the qualifying players (the highest amount agreed upon by all qualifiers, polled anonymously)
4. Option to do bounties (must be agreeable to all players)
5. Prize breakdown - TBD

Location

K\$B Hold ‘Em Hive

Date/Time

As agreed upon by the qualifying players - on a Thursday or Friday evening or Saturday afternoon or evening or Sunday afternoon.

Winner recognition

A rotating trophy or other suitable championship memento

Player Statistics

The Hive will use The Tournament Director to run and score each tournament (this is the same software that Jim used to run his live games – it rocks!).

This software will enable the Hive to calculate player statistics at the seasonal level, but also for all games a player ever played regardless of season or year.

The per player statistics the software can calculate include cumulative scores, gross winnings, net winnings, averages and many others. It can bundle statistics by specific games (e.g. the 8th game of each season), by season, a group of seasons, all games played in the league, etc.

Using TD, the Hive will be able to calculate custom statistics that you can use to see if you are improving over time. You can set goals for yourself based on specific statistics you care about (that you have made sure in advance the Hive can calculate for you).

The Hive will also be able to track League records such as most profitable player, winning-est player, most in-the-money finishes, etc., etc., etc.

So, who will be the first Season Champion? Who will be the first TOC Champion?? Should we start a pool?

League Website and Facebook Group

Jim set a high bar here and the Hive aims to match or exceed how fun and useful his website was.

The website will be used to market the league in the Rochester area. It will be optimized to be found by people searching for places to play NLHE tournaments in Rochester. It will help fulfill the goal of having full tables each week and eventually having a waiting list to play each game. All new league members will be vetted before being allowed to play. Someone referred by a league member will be given preference for open seats each week.

The website will also be used to communicate with league players about the next game, game registrations, the waiting list (if there is one) for the game and so on.

Thirdly, it will be used to post the seasonal statistics of the league and the results of all past championship games.

Besides names, no personal info about players will be posted on this website. If you wish, you can use a poker alias to keep your real name off the web.

The website will be built up gradually over time.

The Facebook group will be where players can kibitz, commiserate or trash talk with each other between games. It will also serve to publicize the league.

Appendix – Random Topics

About Optional Higher Buy Ins

Officially, the tournament buy in will be \$30. This low number was chosen to avoid the numerous issues that come with higher buy in tournaments. The Hive wishes to offer a friendly, competitive, but *not* high stakes, playing experience.

If, for any given tournament, *all players* agree to a higher buy in, this will be allowed, up to \$20 per buy in/rebuy. The higher buy in will be unofficial, meaning it will not be reflected in the scoring for the tournament. If the league seems to routinely agree on a higher buy in amount, the Hive reserves the option to increase the official buy in (closer) to that amount.

The Hive will not place a limit on the buy in amount for the Championships. Let the champions duke that question out!

About Guest Hosting

We are looking for volunteers to be guest hosts on an occasional basis. A guest host is someone who can either (1) host a game at their house or place of business or a local establishment or (2) run a game either at the Hive or online.

Using guest hosts will make it possible to hold games even if a game can't be held at the Hive for any reason. This will be a "thing" occasionally.

Space needed – enough table/chair space for either two tables of 10 or 3 tables of 7. The Hive will provide needed tables and chairs (that could stay at the guest host's location). The Hive would also provide the chips, cards, and a rudimentary clock, that could also stay at the guest host's location. Suitable spaces include: clean basements (finished or not), clean garages (when not too hot or cold), separated spaces (such as kitchen and basement or a living room and dining room).

The Hive will score guest hosted games after the fact using info provided by the guest host about who played, rebought and how players finished.

Hopefully we'll have at least 3 guest hosts available at any given time to facilitate a change of venue even on short notice and to spread out the load.

Doesn't this sound like fun!!!

Many Other Details are TBD