

Kueen\$Bees Hold Em Hive League Announcements for Season 9

For Season 9 the League is implementing some improvements as follows...

New, More Fair Payout Structure

Posted at <https://holdemhive.com/PrizePayouts.pdf>

The new structure is more fair in awarding cash prizes to players. If interested, ask us how at your next game!

Win+4Live and You're In the Season Championship (SC)

Let's face it, it isn't easy winning a weekly game. And it's getting more challenging as we add players to the league! For this reason we will implement an *improved* "Win and You're In" reward system.

Starting with Season 9, if you win a regular season game *and* you play in at least 4 **Live @ the Hive** games (online games don't count for this promotion) in the same season, you will secure one of the 8 seats in the Season Championship without regard to your points for the season. We're hoping this will keep interest in games 7 and 8 high for both those who haven't won yet, and for those who might get bumped by a late season winner!!

And, by way of reminder, if you play in all 8 games and don't otherwise qualify for the SC, you have a chance of nabbing seat 9. Seat 9 is filled by the highest point earner who attended all 8 games but didn't otherwise qualify for the SC.

Three Improvements to the Season Championship (SC)

#1 - The buy-in dollar amount for the SC is voted on by the qualifiers. Starting with Season 9 the minimum buy-in will be \$50. Qualifiers can mutually agree to a higher amount by unanimous vote.

#2 - To maintain high interest in the later games of a season, the 8 starting chip stacks in the SC are graduated down from 1st to 8th place. In the first 8 seasons the decrease was 130 chips per qualifier point level. This number was an arbitrary choice and represented a larger percentage portion of each lower starting stack.

Starting with Season 9, the decrease will be 3% from point level to the next lower point level. The League thinks this is more fair. Example: the highest point earner for the season starts with 4,205 chips. The second highest point earner starts with 3% less or 4,075 chips (after rounding to the nearest \$5).

#3 - Last but not least, the League wants to properly incentivize league members to consider dealing the Season Championship game if they don't qualify to play. Toward this end, the mutually agreed upon SC buy-in will be increased by \$5 per player and the League will award 15% of the first place prize to the dealer to adequately compensate her or him.

New Incentive – Short Stack Whisperer

Playing a short stack is a uniquely challenging part of the game. The League wants to incentivize players who get short stacked to rebuild their stack. Here is how this promotion will work.

1. A short stack is defined as having 6 or fewer Big Blinds.
2. In each regular season game, the incentive starts in level 6 (just after the first break) and ends in level 8. These 3 levels define the window for when the whisperer wannabe must become short stacked. If you enter level 6 short stacked that doesn't count. Nor do you have to rebuild by the end of level 8 – once you qualify as short stacked, there is no time limit for rebuilding (well...except if you bust out of course!).
3. In order to "win" the Short Stack Whisperer award, the short stacked player must rebuild to average stack, an amount that goes up with every bust out and which is always displayed on the game clock
4. When you qualify to compete for this award (i.e. you get short in levels 6,7, or 8), you put your name on the white board ("get on the board") and then, when you have rebuilt to average stack, you let the House know so we can verify your newly achieved SSW status. This will be a clock stopping event!!!
5. This is an incentive that comes with Buzzing Rights (which are *very* similar to bragging rights) and a Hive themed token (that stays in Hive). You will remain the reigning SSW until another player demonstrates short stack prowess. The League will track stats on this incentive over time. The Hive hosts believe this incentive compliments the "Win+4Live and You're In" incentive.