

Blind and Prize Schedule for the 15th March 2024 Tournament
<https://parleyyang.github.io/CUPOKS/index.html>

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President of CUPOKS 2023/4

Version as of 5th March 2024

1 General Affairs

1.1 Chips and re-buys

The standard buy-in is 5,000 chips.

There is a restriction of max rebuy for 4-times. That is, if you bust after your first entry, you may buy-in again (1st rebuy) and so on up to the 4th rebuy. You may not rebuy after the 4th rebuy. Rebuy is subject to the operational guide for rebuy at section 3.

1.2 Timing and Key Logistics

The game starts at 8pm at sharp. If you are late, you will be blinded out (open-fold) by the dealer.

You are welcome to arrive between 740pm and 750pm. The location is at Glover Room (X Staircase), Memorial Court, Clare College, CB3 9AJ.

There will be an introduction at 750pm by the President and the Treasurer. You are highly encouraged to be present for this. We will introduce critical information, so if you miss it, you may be negatively affected in the game.

Emergency contacts of the day are: Charles Lu (07471 102520) and Porter's Lodge (01223 333200)

No food may be brought into the room. You are encouraged to bring your own water bottles.

No smoking is allowed. If you smoke, you will be asked to leave and your name will be reported to the Porter. The society has been warned by the college regarding previous participants smoking on-site. This is strictly prohibited by the college.

1.3 Organisation of this event

This event is organised by

- Head Floor: Parley R Yang (playing, subsidised position)
- Assistant Floor: Thapan D Reddibathini (playing, subsidised position), Charles Lu (not playing, paid position)
- Discipline Officer: Charles Lu (not playing, paid position)

- Dealer 1: Eshank Arora (not playing, paid position)
- Dealer 2: Rongjian (Jerry) Fang (not playing, paid position)

2 Timetable of Blinds

Unless the game is paused due to logistical reasons, the timer shall proceed as planned.

No ante is required. Small blind is always 1/2 of the big blind. Final table is formed when there's 8-9 players left.

2.1 Level 1 to 4

The table below shows the schedule from 8pm to 10pm, corresponding to level 1 to 4. Levels 1 to 3 take 30 minutes each and level 4 takes 20 minutes.

Starting Time	Level	Big Blind	Notes
8pm	L1	50	Start of the game
830pm	L2	100	
9pm	Break	NA	A 10 minutes break is planned
910pm	L3	200	
940pm	L4	400	
10pm	Break	NA	A 15 minutes break is planned, rebuy cut-off

2.2 An one-off add-on from 1005pm to 1015pm

An one-off optional add-on of 5,000 chips (at £30) may be made during the break.

This may be purchased from the Assistant Floors during the break. Particularly, the Floors will be present and taking notes of this from 1005pm to 1015pm.

2.3 Level 5 to 11

The table overleaf shows the schedule from 1015pm to 1145pm, corresponding to level 5 to 11, which takes 15 minutes each.

Starting Time	Level	Big Blind	Notes
1015pm	L5	600	
1030pm	L6	800	
1045pm	L7	1200	
1100pm	L8	1600	
1115pm	L9	2000	Expected finishing time
1130pm	L10	4000	Expected finishing time
1145pm	L11	7500	Unlikely to be realised

2.4 Break for Final Table

When the final table (6-8 players) is formed, a 10 minutes break may be announced by the head floor to arrange players and chips. The level shall be stepped up by 1 after the break.

2.5 Level 12 onwards

From level 12 onwards, each level lasts 10 minutes. It shall follow the below quantities

- Let x be a non-zero positive integer and we consider level $(11+x)$.
- The small blind shall be $5000 \times x$
- The big blind and ante shall be $10000 \times x$

For instance, when $x = 1$, we consider level $L12$ where small blind is 5000 and big blind is 10000.

The starting time of each level shall be announced verbally and on screen / board where logistically feasible, and subject to the break for final table as outlined in the previous section.

3 Opertaional guide for rebuy

We ask you to proceed the rebuy by complying with the following procedure:

1. When busted, approach either the Treasurer to express your wish to rebuy.
2. Then pay to the society bank account and email / show the confirmation to the Treasurer.
3. Request the relevant chip from the Discipline Officer for re-entry.
4. You may be requested to move to another table upon your re-entry by the Floor.

No more rebuy is allowed by 1015pm.

4 Miscellaneous disciplinary etiquettes

1. There will be two tables running and committee members will be present at both tables. The President will be seated on table 1 and the Treasurer will be seated on table 2 at the start.
2. Standard disciplinary notes exist. In particular, do not comment on an on-going hand unless you are one of the two parties in a heads-up scenario. Please familiarise yourself with the disciplinary notes here: <https://parleyyang.github.io/CUPOKS/assets/discipline.pdf>
3. A clock may be clocked at any time, and the dealer shall declare the current timer digit. The person being clocked shall have 30 seconds to act from the current timer, e.g. if the current timer shows 13:50 (13 minutes and 50 seconds to the next level), then the player needs to act before the clock reaching 13:20. If the player fails to act, automatic fold is assumed.
4. A player is considered as 'seated at the table' if they are within an arm-length distance from their corresponding chair.
5. No spectator is allowed on the table or within an arm-length distance of a player, unless it is in an all-in running situation, i.e. no action remains on the table, where spectator may approach the table.
6. Warnings may be issued by dealers or floors. When the warning accumulates to a count of 3, the player may be disqualified.
7. Any issues or disputes may be raised on the day or after to the president's society email address.

5 Chips' denomination

A total of five colours are used for the tournament. Precise definitions go as follows.

- Green indicates 25 chips
- Blue indicates 100 chips
- Red indicates 500 chips
- Black indicates 2500 chips
- Purple indicates 10000 chips

Starting stack shall be 8 green chips, 8 blue chips, 3 red chips, and 1 black chip. Purple chips will only be used in the later section of the tournament.

6 Main Prize Schedule

The main prize is sourced from the collected pot, denoted x . Throughout, we assume $3000 \geq x \geq 800$ and that there are 14 players or more for the schedule to be valid.

Note: the actual prize on the day may involve rounding up / down to the nearest £10.

6.1 Case 1: $x \leq 1000$

Position	Pot Prize
1	$\frac{4(x-60)}{7}$ cash
2	$\frac{2(x-60)}{7}$ cash
3	$\frac{(x-60)}{7}$ cash
4	60 cash

6.2 Case 2: $1700 > x > 1000$ or $x \geq 1700$ but there are 16 players or less

Position	Pot Prize
1	$\frac{4(x-150)}{7}$ cash
2	$\frac{2(x-150)}{7}$ cash
3	$\frac{(x-150)}{7}$ cash
4	100 cash
5	50 cash

6.3 Case 3: $x > 1700$

Position	Pot Prize
1	$\frac{8(x-150)}{15}$ cash
2	$\frac{4(x-150)}{15}$ cash
3	$\frac{2(x-150)}{15}$ cash
4	$\frac{(x-150)}{15}$ cash
5	90 cash
6	60 cash