

Blind Schedule for 16th November 2023 Tournament  
<https://parleyyang.github.io/CUPOKS/index.html>

Parley R Yang, President of CUPOKS 2023/4

Version as of 27th October 2023

## 1 General Affairs

The standard buy-in is 1,000 chips and an add-on may be bought with the buy-in at extra cost, resulting in a starting stack of 2,000 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 again (2nd rebuy) and again (3rd rebuy), and then the next rebuy (4-th rebuy) will be the last one, you may not rebuy after the 4th rebuy. Rebuy is subject to a cut-off time at the end of level 6.

The game starts at 6pm at sharp. It is therefore advisable to arrive a few minutes earlier for registration. An induction shall be held at 545pm for newcomers and general social purposes.

## 2 Timetable of Blinds

Unless the game is paused due to logistical reasons, the timer shall proceed as planned. Ante is payable by big blind, i.e. before the hand is dealt, small blind position shall place the small blind in front while big blind position shall place the big blind in front AND the same amount of big blind in the pot. **To avoid ambiguity in calculation, exact change shall be given to big blind position as a necessary priority before dealing the hand.**

### 2.1 Levels 1 to 11

The table overleaf shows the schedule from 6pm to 945pm, corresponding to levels 1 to 12.

Levels 1 to 6 take 20 minutes each, while levels 7 to 12 take 15 minutes each.

Starting Time	Level	Small Blind	Big Blind & Ante	Notes
600	L1	5	10	Start of the game
620	L2	10	20	
640	L3	20	40	
700	L4	25	50	
720	L5	30	60	
740	L6	35	70	The end of this level (800pm) shall be the last rebuy for existing participants
800	Break	NA	NA	A 15 minutes break is planned
815	L7	40	80	The blue chips may be exchanged by the floor
830	L8	50	100	
845	L9	75	150	
900	L10	100	200	Final two tables are expected around this time
915	L11	150	300	
930	L12	200	400	Final Table is expected around this time

Remarks:

- The L10 'expected' final two tables are by no means to exist as planned. This is just a pure intuitive suggestion. The final two tables may materialise before L10 or after L10. Likewise for L12.
- 'Exchange' may mean rounding up and exchange to the upper tier chips.

## 2.2 Levels 13 and onwards

From level 13 each level lasts 15 minutes. Small and big blind & ante follows the following rule:

- Let  $x$  be a non-zero positive integer and we consider level  $(12+x)$ .
- The small blind shall be  $250 \times x$
- The big blind shall be  $500 \times x$

For instance, when  $x = 1$ , we consider level  $L13$  where small blind is 250 and big blind is 500.

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 below.

## 2.3 Break for Final Table

When the final table (7-8 players) is formed, a 5-10 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. If this occurs before level 11, an alternative timetable shall be provided.

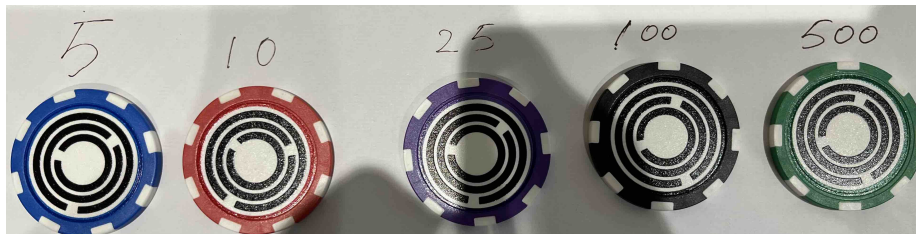
## 3 Chips' denomination

### 3.1 Main chips

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

- Blue indicates 5 chips
- Red indicates 10 chips
- Purple indicates 25 chips
- Black indicates 100 chips
- Green indicates 500 chips

See picture below for an illustration.



### 3.2 Plaques

A series of plaques may be issued (through exchange of chips) to the final table for ease of dealing. These may indicate 10,000 chips or 20,000 chips, which would be clearly labelled if used.