

Queuing Notes for Rebuy and Walk-in

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“An Englishman, even if he is alone, forms an orderly queue of one.”

— George Mikes (1946)

1 The start of the game

As for the coming game on 26th October, there has now been a full list of paid pre-registrants and a waitlist, we should expect to see a fully seated room at the start of the game.

The queue may be formed from the door opening for walk-in participants. All walk-in participants are subject to the procedure in the next section.

2 Registration procedure for walk-in participants

1. Complete the registration form https://parleyyang.github.io/CUPOKS/temp_tourney_walkin.html
2. Inform the head floor for buy-in and hand in the cash
3. Confirm registration on the cash book
4. Receive registration ticket
5. Join the Queue

Where head floor is unavailable, participant should wait to complete the second step rather than finding alternative organisers for help, unless another member of the floor has been instructed to assist the head floor.

3 Rebuy procedure

3.1 First rebuy procedure for pre-registered participants

As we have a policy to encourage pre-registered participants, all registered participants can do their first re-buy seated. That is, when busted and intended for rebuy, the participant may remain at their seat and inform the dealer to shout 'floor rebuy', followed by the floor attending to their seat. The following procedure shall be followed

1. Inform the head floor for re-buy and hand in the cash

2. Confirm rebuy amount on the cash book
3. Head floor note on the registration ticket
4. Receive new stack and start the game at the same seat

The second and third rebuy will need to follow general rebuy procedure set out below.

3.2 General rebuy procedure

This is applicable for all walk-in participants and second or third rebuy for the pre-registered participants.

1. When busted, bring your registration ticket and depart the seat. The dealer shall inform the floor by shouting 'seat open' followed by table number and seat number.
2. Inform the head floor for re-buy and hand in the cash
3. Confirm rebuy amount on the cash book
4. Head floor note on the registration ticket
5. Join the Queue

4 Queue

It is important to note that when you join the queue, you will not be given the stack. It is only when you are called to your seat that your stack may be given. Often, this will be through dealer or floor who place your stack on the table.

5 Examples

Note: identifier is a 3-digit integer that identifies the player. 1-initial identifier indicates the player to be a pre-registrant, whereas 2-initial identifier indicates the player to be a walk-in.

All examples are assuming all tables being fully occupied, as otherwise the queue would not exist.

5.1 First and second rebuy for identifier 142

Suppose the queue is currently formed of, by order of priority to entry, 201, 202, 203.

At time t , player 142 busted at table 2 seat 5. He shall remain seated and floor shall approach. In the meanwhile table 2 may keep playing with seat 5 empty.

At time $t + 1$, the floor approaches to table 2.

At time $t + 2$, procedure outlined in subsection 3.1 is completed, and player 142 re-stacked and may join the game immediately after the next hand.

At time $t + 2$, the queue remains 201, 202, 203.

Suppose nothing happened in between $t + 2$ and $t + 10$.

At time $t + 10$, player 142 busted for the second time at table 2 seat 5. He shall leave the seat and 201 shall be stacked to take the table 2 seat 5. While player 201 does this, table 2 may either wait or continue, depending on dealer's judgement.

At time $t + 11$, player 142 registered for second rebuy by completing procedure outlined in subsection 3.2, and the queue now becomes 202, 203, 142.

At time $t + 13$, a new walk-in guest arrives, the queue becomes 202, 203, 142, 204.

5.2 First rebuy for identifier 204 with additional walk-in

Suppose the queue is currently formed of, by order of priority to entry, 142 (rebuy) and 112 (rebuy).

At time t , player 204 busted at table 3 seat 1. He shall leave the seat and 142 shall be stacked to take the table 3 seat 1.

At time $t + 1$, player 204 intends to register for first rebuy, however, the head floor is currently dealing with player 212's registration.

At time $t + 2$, the head floor becomes available to implement rebuy for player 204.

At time $t + 2$, the queue becomes 112 (rebuy), 212, 204 (rebuy).