

General plan for the 19th January 2024 Tournament  
<https://parleyyang.github.io/CUPOKS/index.html>

Parley R Yang, President of CUPOKS 2023/4

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## 1 Timetable of the day

- 8-9am: arrival, registration and breakfast
- 9am: arrival deadline. No stack would be given after this time.
- 9-10am: introduction by JS
- 1015am-12pm: first session (Level 1 to 7)
- 12-1pm: lunch break
- 115-5pm: second session (Level 8 onwards)
- 5-530pm: award ceremony
- 530pm: departure

## 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.

### 2.1 Levels 1 to 14

Starting stack is 500 chips and no rebuy is allowed.

Starting Time	Level	Small Blind	Big Blind & Ante	Notes
1015am	L1	1	2	Start of the game
1030am	L2	2	3	
1045am	L3	2	4	
1100am	L4	3	5	
1115am	BREAK	NA	NA	A 15 minutes team break is planned
1130am	L5	3	6	
1145am	L6	4	8	
1200pm	L7	5	10	
1215pm	Break	NA	NA	A 60 minutes lunch break is planned
115pm	L8	6	12	
130pm	L9	8	15	
145pm	L10	10	20	The blue chips may be rounded up by the floor
200pm	L11	15	30	
215pm	L12	20	40	
230pm	L13	25	50	Final Table is expected around this time
245pm	L14	30	60	Final Table is expected around this time

Final Table is expected at around 230-3pm, and a tea break shall follow.

### 2.2 Levels 15 and onwards

Depending on the duration of the tea break (upon the formation of the final table), we shall proceed with the following blind structure from level 14 to level 19, each taking 15 minutes. (Assuming Level 14 starts at 315pm)

Starting Time	Level	Small Blind	Big Blind & Ante	Notes
315pm	L15	35	70	
330pm	L16	40	80	The red chips may be rounded up by the floor
345pm	L17	50	100	
400pm	L18	60	120	
415pm	L19	75	150	Elimination to final 3-4 players expected around this time
430pm	L20	100	200	Elimination to final 2-3 players expected around this time

From level 21 onwards, we consider the following structure of small and big blinds:

- Let  $20 + x$  be the level of concern.
- Small blind shall be  $125 \times x$
- Big blind shall be  $250 \times x$
- Each level takes 10 minutes

We aim to finish the game by 5pm.

## **3 Chips' denomination**

### **3.1 Main chips**

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

- Blue indicates 1 chip
- Red indicates 5 chips
- Green indicates 10 chips
- Black indicates 25 chips
- Purple indicates 100 chips

### **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 1,000 chips or 2,000 chips, which are clearly labelled if used.

## 4 Prizes

There is a total of £5,000 worth of prize available. The prize is attributed to two parts: individual prize and team prize, taking a value of £2,500 each.

### 4.1 Individual Prize

JS has emphasised that no cash may be included in the prize. The following list drafts the items that shall be receivable by the awarding individuals. Should the winner wishes, the prize may be swapped with similar-valued items.

- 1st place £1,000 worths of Macbook / iPhone / iPad
- 2nd place £500 worths of AirPods Max
- 3rd place £500 worths of AirPods Max
- 4th place £300 worths of AirPods Pro
- 5th & 6th place £100 Amazon or dinning voucher
- 7th & 8th place £50 Amazon or dinning voucher

### 4.2 Team Prize

JS has agreed to pay the team prize to the society account, to be used by the respective society. The value of the team prize shall be split in accordance to points awarded set out below:

- 1st place: 10 points
- 2nd place: 8 points
- 3rd place: 6 points
- 4th and 5th place: 5 points
- 6th and 7th place: 4 points
- 8th to 10th place: 3 points
- 11th to 13th place: 2 points
- 14th to 16th place: 1 point
- Absent individuals will not collect points.

For instance, if Cambridge scores 45 points while Oxford scores 15 points, a total of £1,875 would be made available to the Cambridge society while £625 would be made available to the Oxford society.

Should all participants be present, the total points attributed shall be 60 points. However, this sum would be less once there are absentees on the day. It is therefore advisable to have extra reserves / substitutes available, though only 8 players on each side play on the day.

To encourage punctualness, attendance is defined as arriving to JS by 9am. Late starters are not allowed and stack would not be given upon the start at 1015am.

## 5 Initial seat allocation and final seat allocation

### 5.1 Principle

The principle of table and seat allocations is that Oxford and Cambridge players should be staggered as much as possible. Let O1, ..., O8 indicate Oxford players and C1, ..., C8 indicate Cambridge players, where O1 and C1 are the Captain of each of the teams, and O2 and C2 are the Vice Captains of each of the teams.

### 5.2 Initial seat allocation

C1 shall sit on table 1 and O1 shall sit on table 2. C2 shall sit on table 2 and O2 shall sit on table 1. Then, 3 players in O3 to O8 shall be randomly allocated to table 1 while the rest goes to table 2. Same for C3 to C8 where 3 players being randomly allocated to each table. The seat allocation shall be such that CX player being both proceeded by and preceded by OX player. This is determined randomly through coin-toss-equivalent randomised process right before the start of the game.

A possible combination for table 1 would therefore be, from seat 1 to 8: C1, O8, C6, O3, C3, O2, C5, O7. Notice that seats 1, 3, 5, 7 must be for CX members and that 2, 4, 6, 8 must be OX members.

Where 1 player busts, the game shall continue as normal. Where 2 player or more busts, the following situation shall be avoided at all costs: a 3-player-continuous ring of seats, that is, say 3 Oxford players sitting next to each other. In the above example, suppose C6 and C3 busted, then the seat 2, 4, 6 will be proceeding each other. In this case, the game needs to be stopped and either a player needs to be transferred from another table (where possible, say another Cambridge player C7 shall sit at seat 5), or that an internal reshuffle shall take place (such as swapping O2 with C5) such that only up to 2 Oxford players sit next to each other.

The seat changes shall be made upon brief pause of the game and the agreement between the captains of the two teams.

### 5.3 Final Table

The final table shall consist of 8 players (unless several players bust together making less than 8 players to proceed after the bust). As long as there are more than 3 players from both of the teams, the rule of avoiding 3-player-continuous ring of seats shall be proceeded. Where there are less than 3 players from one of the teams, the final table seat allocation shall be purely randomised.

## 6 Disciplines

- No physical signs or verbal communications about an ongoing hand, unless it is for heads-up player at a heads-up time. This is particularly important to discourage illegitimate team-collusion, i.e. one player passes information about one's hand to another.
- Dispute should be raised to dealers, and when necessary, to the team captains of the respective teams. Where a judgement is necessary, the game would be posed and Captains of both teams would need to negotiate to deliver the judgement, followed by a restart of the game.