

Blind and Prize Schedule for the 4th February 2023 Tournament  
<https://parleyyang.github.io/CUPOKS/index.html>

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## 1 General Affairs

This is the first in-person tournament hosted by the society this year. It is also part of the selection process for delegation to IMC's competition in March.

### 1.1 Chips and re-buys

The standard buy-in is either 1,000 chips (small) or 2,000 chips (large).

There is a restriction of max rebuy for 2-times. That is, if you bust after your first entry, you may buy-in again (1st rebuy) and again (2nd rebuy), you may not rebuy after the 2nd rebuy. Rebuy is subject to the operational guide for rebuy at section 3.

### 1.2 Timing

The game starts at 10am at sharp. If you are late, you will be blinded out (open-fold).

You are welcome to arrive between 940am and 950am. The location is at Glover Room (X Staircase), Memorial Court, Clare College, CB3 9AJ.

There will be an introduction at 950am by the President, Treasurer, and Tournament Director. 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.

## 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 Level 1 to 4

The table below shows the schedule from 10am to 12pm, corresponding to level 1 to 4, which takes 30 minutes each.

| Starting Time | Level       | Small Blind | Big Blind & Ante | Notes                         |
|---------------|-------------|-------------|------------------|-------------------------------|
| 1000          | L1          | 5           | 10               | Start of the game             |
| 1030          | L2          | 10          | 15               |                               |
| 1100          | L3          | 10          | 20               |                               |
| 1130          | L4          | 15          | 30               |                               |
| 1200          | Lunch Break | NA          | NA               | A 90 minutes break is planned |

### 2.2 Level 5 to 9

The table overleaf shows the schedule from 130pm to 310pm, corresponding to level 5 to 9, which takes 20 minutes each.

| Starting Time | Level     | Small Blind | Big Blind & Ante | Notes                          |
|---------------|-----------|-------------|------------------|--------------------------------|
| 1330          | L5        | 20          | 40               |                                |
| 1350          | L6        | 25          | 50               |                                |
| 1410          | L7        | 30          | 60               |                                |
| 1430          | L8        | 35          | 70               |                                |
| 1450          | L9        | 40          | 80               |                                |
| 1510          | Tea Break | NA          | NA               | A 25 minutes break is planned. |

### 2.3 An one-off add-on at 320pm to 330pm

An one-off optional add-on of either 1,000 chips (at £25) or 2,000 chips (at £50) may be made during the tea break. This does not affect counts of rebuy, and is offered only during the tea break, for at most one time per person.

This may be purchased from the Treasurer and Tournament Director during the tea break. Particularly, the Treasurer and Tournament Director will be present and taking notes of this from 320pm to 330pm.

## 2.4 Level 10 to 14

Level 10 lasts for 20 minutes, and from level 11 to 14, each level lasts 15 minutes.

| Starting Time | Level | Small Blind | Big Blind & Ante | Notes                                       |
|---------------|-------|-------------|------------------|---|
| 1535          | L10   | 45          | 90               |   |
| 1555          | L11   | 50          | 100              |   |
| 1610          | L12   | 60          | 120              | No more rebuy after the start of this level |
| 1625          | L13   | 70          | 140              |   |
| 1640          | L14   | 80          | 160              | Final Table is expected by this time        |
| 1655          | Break | NA          | NA               | A 15 minutes break is planned.              |

As an explanatory note: 'No more rebuy after the start of this level' at L12 refers to restrictions on rebuy if one busts after its last hand in L11, i.e. despite finishing the hand while clock has gone to L12, you may still rebuy because your last hand was blinded before L12. However, any busts at L12 would not qualify the rebuy.

## 2.5 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. If this occurs before level 14, an alternative timetable shall be provided.

## 2.6 Level 15 onwards

From level 15 onwards, each level lasts 10 minutes. It shall follow the below quantities

- Let  $x$  be a non-zero positive integer and we consider level  $(14+x)$ .
- The small blind shall be  $75 + 25 \times x$
- The big blind and ante shall be  $150 + 50 \times x$

For instance, when  $x = 1$ , we consider level  $L15$  where small blind is 100 and big blind is 200.

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 or the Tournament Director to express your wish to rebuy. Make sure you are within the appropriate time to do this, that is, within the 2 minutes of you getting busted and by the start of level 12.
2. Then pay to the society bank account and email / show the confirmation to the Treasurer.
3. You may take a break of up to 15 minutes from getting busted to request your chip.
4. Request the relevant chip from the Tournament Director (either 1,000 chips or 2,000 chips) for re-entry.
5. You may be requested to move to another table upon your re-entry.

As a common example: if you busted at 1120, the latest time you declare your interests in rebuy is 1122, and the latest time you request your chips is 1135.

It is common that people inform the tournament director **immediately** after busting, and take a short break before requesting the chip and seat. Here, we have a 2-minutes and 15-minutes maximum bound on these two actions.

As a boundary example: if you busted at 1600 on a hand which was still blinded at L11, you are able to rebuy, but the latest time to declare your interests is 1602 and to request your chips is 1615.

## 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. Tournament Director will be dealing the table 1.
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 tournament directors. 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**

### **5.1 Main chips**

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

- Blue indicates 5 chips
- Red indicates 25 chips
- Black indicates 100 chips
- Green indicates 500 chips
- Purple indicates 1000 chips

For players buying-in with 1000 chips, they shall be given 10 blue chips, 6 red chips, and 8 black chips. For players buying-in with 2000 chips, they shall be given 10 blue chips, 6 red chips, 8 black chips, and 2 green chips.

The purple chips are only used / exchanged at later stage.

### **5.2 Plaques**

A series of plaques may be issued (through exchange of chips) to the final table for ease of dealing. These may indicate 5,000 chips, which are clearly labelled if used.

## 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 16 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. Club credits may be used to play future tournaments organised by the society.

### 6.1 Case 1: $x \leq 1600$

| Position | Pot Prize                 |
|----------|---------------------------|
| 1        | $\frac{8(x-50)}{15}$ cash |
| 2        | $\frac{4(x-50)}{15}$ cash |
| 3        | $\frac{2(x-50)}{15}$ cash |
| 4        | $\frac{x-50}{15}$ cash    |
| 5        | Club credit worths £50    |

### 6.2 Case 2: $x > 1600$ and there are 18 players or less

| Position | Pot Prize                 |
|----------|---------------------------|
| 1        | $\frac{8(x-75)}{15}$ cash |
| 2        | $\frac{4(x-75)}{15}$ cash |
| 3        | $\frac{2(x-75)}{15}$ cash |
| 4        | $\frac{x-75}{15}$ cash    |
| 5        | Club credit worths £70    |

### 6.3 Case 3: $x > 1600$ and there are 19 players or more

| Position | Pot Prize                      |
|----------|--------------------------------|
| 1        | $\frac{8(x-50)}{15} - 15$ cash |
| 2        | $\frac{4(x-50)}{15} - 10$ cash |
| 3        | $\frac{2(x-50)}{15} - 5$ cash  |
| 4        | $\frac{x-50}{15}$ cash         |
| 5        | Club credit worths £70         |
| 6        | Club credit worths £30         |