# Poker Team Plan - Operational & Financial Strategy

## 1. Executive Summary

This document outlines the operational and financial blueprint for a 3-player Poker Team competing at NL20 ($0.10/$0.20). The strategy leverages a high-rakeback environment (70%) to ensure profitability even for break-even or slightly losing players at the tables.

**Key Targets:**

- **Game:** NL20 ($0.10/$0.20)
- **Volume Target:** 36,000 hands/month (Team Total)
- **Est. Team Monthly Profit: $453 - $554** (Total Generated)
- **Deal Structure:** 60% Team / 40% Player (Staked Model)
- **Primary Profit Driver:** Rakeback (Gross Rake * 70%)

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## 2. Team Composition & Performance Scenarios

We model the team based on three distinct player profiles to estimate range-bound performance.

**Assumptions on Rake:**

- **Base Scenario:** 9 bb/100 (Standard TAG)
- **High Volume/Loose:** 11 bb/100 (More active play)

### Scenario A: Standard Rake (9 bb/100 paid)

- **Rakeback (70%):** +6.3 bb/100

| Player Role | Table Winrate | Rakeback | Net Winrate |
|---|---|---|---|
| **Player A (-5)** | -5.0 | +6.3 | **+1.3** |
| **Player B (0)** | 0.0 | +6.3 | **+6.3** |
| **Player C (+5)** | +5.0 | +6.3 | **+11.3** |

### Scenario B: High Rake Environment (11 bb/100 paid)

- **Rakeback (70%):** +7.7 bb/100
- *Note: Higher rake paid usually correlates with slightly lower table winrates due to friction, but we will hold table winrates constant for this projection to show pure RB upside.*

| Player Role | Table Winrate | Rakeback | Net Winrate |
|---|---|---|---|
| **Player A (-5)** | -5.0 | +7.7 | **+2.7** |
| **Player B (0)** | 0.0 | +7.7 | **+7.7** |
| **Player C (+5)** | +5.0 | +7.7 | **+12.7** |

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# 3. Financial Projections (Monthly)

### Deal Structure: Staked Model

- **Bankroll:** Provided 100% by the Poker Team (Investors).
- **Profit Split:** 60% Team / 40% Player.
- **Make-up:** Standard make-up applies (losses must be recovered before future splits).

### Individual Performance (12k hands) - *Values in Bracket are (Player Share / Team Share)*

- **Player A (-5bb Table):** Total +$31 -> **Player: $12** | **Team: $19**
- **Player B (0bb Table):** Total +$151 -> **Player: $60** | **Team: $91**
- **Player C (+5bb Table):** Total +$271 -> **Player: $108** | **Team: $163**

### Team Totals (Scenario A: Standard Rake)

- **Total Monthly Net Revenue: $453.60**
- **Team Net Profit (60%): ~$272.00**
- **Players Total Payout (40%): ~$181.00**

### Team Totals (Scenario B: High Rake Environment)

- **Total Monthly Net Revenue: $554.40**
- **Team Net Profit (60%): ~$333.00**
- **Players Total Payout (40%): ~$222.00**

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# 4. Risk Analysis & Bankroll Management

### Volatility Parameters

- **Standard Deviation (SD):** 100 bb/100
- **Stop Loss:** -4 Buy-ins (400bb) per day per player to prevent tilt/catastrophic sessions.

### Bankroll Requirements (<1% Risk of Ruin)

Calculated using the Kelly criterion approximation for Risk of Ruin: `B = -(σ² / 2μ) * ln(R)`

#### 1. Team Capital Requirements (Investor Risk)

Since the Team provides 100% of the bankroll for all 3 players, we treat the operation as a single portfolio.

- **Team Net Winrate:** +18.9 bb/100 (Combined)
- **Team Variance:** $\sqrt{3} \times 100 \approx 173$ bb/100
- **Required Buy-ins:** ~37 BIs (Kelly Criterion for <1% Risk of Ruin)
- **Recommended Fund: $1,000 (50 Buy-ins)**
  - *Allocation:* The $1,000 fund covers the variance of all 3 players simultaneously.
  - *Reload Strategy:* If the fund drops below $500 (25 BIs), investors should be prepared to top up.

#### 2. Player Risk Profile

- **Financial Risk:** $0.00 (Fully Staked).
- **Risk of Ruin:** None (Players do not lose their own money).

- **Make-up Protocol:** Players in make-up (negative balance) must clear the debt from future profits before receiving their 40% cut. Make-up does not reset monthly.

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## 5. Summary of Operations

1. **Daily Routine:**
   - Volume check: ~430 hands/day/player daily average (or ~1k/session 3x a week).
   - Stop-loss enforcement: Hard stop at -4 BI ($80) loss in a single day.
2. **Weekly Review:**
   - Check actual Rake Paid vs Estimated (9 bb/100).
   - Verify Rakeback payouts.
3. **Monthly Goals:**
   - Hit 36k hands combined.
   - Review Net Winrates to adjust Bankroll strategy if edges decrease.

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## 6. Future Scalability (Simulation)

We created a custom simulation script ( `calculate_scenarios.ts` ) to model future growth. This scenario assumes the team expands to higher stakes with increased volume.

- **Script Location:** `calculate_scenarios.ts`
- **How to Run:** `npx ts-node calculate_scenarios.ts`

### Scenario: Future Expansion Scale-Up

**Assumptions:**

- **NL20:** 2 Players (Juniors) playing 20k hands/mo (1 bb WR).
- **NL60:** 3 Players (Seniors) playing 15k hands/mo (2 bb WR).
- **NL100:** 2 Players (Captains) playing 12k hands/mo (3 bb WR).

**Projected Monthly Results:**

| Group | Count | Stake | Vol/Player | Table WR | Net WR | Group Rev |
|---|---|---|---|---|---|---|
| **Junior** | 2 | NL20 | 20,000 | 1 bb | 8.0 bb | **$640** |
| **Senior** | 3 | NL60 | 15,000 | 2 bb | 7.9 bb | **$2,146** |
| **Captain** | 2 | NL100 | 12,000 | 3 bb | 7.9 bb | **$1,896** |

**Total Team Financials:**

- **Total Monthly Volume:** 109,000 hands
- **Total Net Revenue:** ~$4,682
- **Team Profit (60%): ~$2,809 / month**
- **Players Payout (40%):** ~$1,873 / month

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## 7. Study Plans & Data Collection (Data-Driven Edge)

To ensure continuous competitive advantage and dynamic adaptation to the field, the team will adopt a data-driven approach and structured studies, utilizing advanced analysis and simulation tools.

## 7.1 Massive Data Collection (24/7)

A dedicated Virtual Machine (VM) will be implemented, operating 24 hours a day, with the following objectives:

- **Automated Capture:** Capture hands played by the field using Hand2Note (H2N).
- **Database:** Continuous storage of data to build a robust statistical database.
- **Tendency Monitoring:** Monitoring of population tendencies by stake, position, and action.

**Benefits:**

- Identification of recurring field leaks.
- Exploitative adjustments based on real data.
- Reduction of exclusive dependence on pure GTO in highly exploitable environments.

## 7.2 Statistical Analysis with Hand2Note (H2N)

H2N will be used for:

- Analysis of population HUD stats.
- Creation of specific filters (e.g., overfold in 3-bet pots, underbluff on rivers).
- Comparison between team performance vs. field.
- Construction of weekly and monthly tendency reports.

**Expected Outputs:**

- Exploitative ranges adjusted by stake.
- Ideal bluff/value frequencies against the field.
- Prioritization of higher EV spots.

## 7.3 Advanced Studies with Pio Solver

Pio Solver will be used as a theoretical reference tool (baseline GTO), allowing:

- Simulation of critical spots identified via H2N.
- Comparison between field decisions, team decisions, and GTO solutions.
- Creation of strategic simplifications applicable to real gameplay.

**Study Flow:**

1. **Identification:** Identify critical spots via H2N data.
2. **Modeling:** Model the spot in Pio Solver.
3. **Extraction:** Extract practical heuristics.
4. **Application:** Apply to ranges and exploitative lines.

## 7.4 Team Study Structure

- **Weekly Studies:** Analysis of recurring spots + review of population data.
- **Individual Studies:** Focus on personal leaks detected via H2N.
- **Knowledge Base:** Centralized storage of Adjusted Ranges, Study Scripts, Pio Solution Screenshots, and Strategic Notes.

## 7.5 Strategic Objective of the Study System

The final objective is not just to play "correctly", but rather:

- To **exploit** the field systematically and measurably.
- To create a continuous cycle of **Collection → Analysis → Adjustment → Execution**.

- To keep the team always ahead of field adaptation, even in high-rake environments.

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# 8. Business Expansion & Income Streams (Ecosystem)

Beyond the tables, the project aims to diversify revenue by commercializing our internal tools and expertise, creating a cohesive Poker Ecosystem.

## 8.1 MDA SaaS Platform (Global Market)

**Concept:** A subscription-based platform democratizing access to Elite Mass Data Analysis, inspired by market leaders like SnapMDA. **Core Value:** Allowing users to explore population tendencies without needing high-end hardware or private datamining farms. **Features:**

- **Massive Database:** Access to processed data from millions of hands (mined via our VM).
- **Leak Finder:** Visualization of population GTO deviations (e.g., "Pool underbluffs River in 3BP").
- **Bias Removal:** Algorithms to correct for non-showdown hand strength.
- **Revenue Model:** Monthly subscription (SaaS) for access to data filters and trend reports.

## 8.2 Localized Solver & Training (Brazilian Market)

**Problem:** Major tools (PioSolver, GTO Wizard) are priced in USD, making them prohibitive for the Brazilian market due to the exchange rate. **Solution:** A "Tropicalized" Solver and Trainer platform priced in BRL (Real). **Innovation: Realistic Range Reading Trainer**

- **Mechanism:** Unlike standard trainers, the user must input *their perception* of the villain's range at a decision point.
- **Feedback Loop:** The system compares the user's input vs. Actual Population Data (MDA) + GTO Baseline.
- **Cycle:** We use our own team players as beta testers (dogfooding) to refine the realism of the scenarios.

## 8.3 Team Management Ecosystem (B2B SaaS)

**Concept:** An all-encompassing ERP for Poker Teams and Stables. **Modules:**

- **Management:** Financial tracking, deal management, automated make-up calculations.
- **Scheduling:** Booking system for coaching, study sessions, and grind blocks.
- **Integration:** Seamlessly linked with the Training Platform (8.2) to track student progress and study history. **Goal:** Create a unified platform where a Manager can track a player's volume, results, AND study habits in one dashboard.