

Duplicate Texas Holdem

a cousin of bridge





Duplicate Texas Holdem

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- 3 - How it works



Basic definitions

- **Carry-over:** The amount, if any, added to a player's chip count at the start of a Session based on the result of his play in the previous session.
- **Total Points Count:** The cumulative number of tournament points won or lost by a player at any given point during a session.
- **Deal:** The play of each pre-determined deck during a session.
- **Final:** The last session of play, which determines the order of awards of the remaining prizes.
- **Ranking:** A player's standing among all the players in a particular seat. 1st, 2nd, 3rd at the end of each session based on his total score.
- **Round:** A series of Deals during which the button makes exactly one complete revolution of the table.
- **Semi-Final:** The session of play that immediately follows the session that determined who would be the winner.
- **Session:** A period of play consisting of a pre-determined number of blind levels.
- **Starting Stack:** The quantity of points used for wagering that are assigned to each player for the playing of each Deal throughout a session.
- **Total Score:** An amount of tournament points used to determine a player's rank relative to the other players in that seat.



What is Duplicate Texas Holdem

Duplicate Texas Holdem is modeled on some of the concepts underlying the duplicate form of Bridge.

- Identical deals will be played at each table during the course of the tournament. That is, for each deal the players in the same seat number at each table will receive identical hole cards and the community cards will also be identical at each table in play.
- All players will begin each deal with the same number of hand points. Players are subject to elimination during a session for “wild play” that results in excessive loss of points.
- Tournament scoring for each session (Total Points) is based on the ranking of each player in a given seat position. That is, the Net Total Points won or lost by a player in, say, the “8 seat” at a given table **will be compared against the similar results** achieved by the players in the “8 seat” at every other table to determine the ranking of the player in each seat position.
- Decks to be used will be standard 52-card decks. Decks prepared for all deals will be securely dealt and duplicated for play ahead of time, and will be stored in a secure location.

Conduct of Play and Total Points Scoring

- The game played will be CAP Limit Texas hold'em.
- **Seating:** Players will be seated nine to a table except for the Quarter-finals and Semi Final where there will be six and for the final where there will be two players per table.



Conduct of Play and Total Points Scoring

- There will be 5-7 preliminary 12-24 deals sessions (according to number of participants) , each with fixed blind levels of T25/T25
- Each player will begin each session with the same amount of chips (T5000 to T10,000 according to the structure of the tournament).
- At the end of each session the amount of Total Points of each player in the same seat at each table will be compared to determine the session rank of each of those players and to determine the ranking and amount of any carry-over Total Points to the next session. **Players in a given seat number are not compared against players in any other seat number.**
- Among those compared, a certain percentage of the players with the least Total Points will be eliminated at the end of each duplicate session.
- If the tables are unbalanced, i.e., some tables have eight players and some tables have seven players, blinds must be posted by the “player” in an empty seat when the button directs this, to match up the initial playing conditions at all tables.
- The dealer will move the dealer button as in normal play, and blinds and the order of action will be based on the position of the button as in normal play.

Normalized carry-over example

- At the end of the session a carry-over will be calculated based on each player's relative ranking to other players at the same seat. This carry-over will become the player's beginning Total Points at the start of the next session.
- Maximum carry-over will be $n \times \text{BB}$ (TBD).

Example :

<u>seat 1</u>	<u>TPs</u>	<u>Carry-over</u>	<u>seat 2</u>	<u>TPs</u>	<u>Carry-over</u>
p31	8500	250	p22	6000	250
p21	5400	200	p42	5800	200
p1	2300	150	p12	4500	150
p51	2150	100	p2	3500	100
p41	500	eliminated	p32	2500	eliminated



How it works

- Duplication & cards management
- Seating & beginning of play
- Recording
- Handout diagram of deals played
- Screenshots

Duplication and Cards Management

- The pre-arranged decks to be played are determined by a special software using a random number generator.
- The decks are prepared from electronic files
- The deck used for each deal will be pre-ordered before the tournament using automatic dealing. Electronic files of the pre-ordered deals will be securely stored and used only by authorized tournament personnel
- The decks will be pre-ordered assuming that the nine seats at a table will be filled. The dealer will distribute the hole cards to each of those seats at the table. Thus, if there is an unoccupied seat at a table, the hole cards will be distributed to the vacant seat position, so the pre-arranged order of the cards in a deck is preserved to match the handouts, and **to have identical hands at all other tables**. For sessions with fewer than eight assigned seats, decks will be prepared to accommodate such seating setup. The dealer will mark cards dealt to empty seats at the end of dealing of the hole cards.
- Each ten prepared deals will be placed in special deck-holders designed to fit in the chip tray space in a standard poker table. Each deck will be securely sealed with a specially designed seal. The deck-holders will be securely stored until tournament time.
- Dealers will deal the cards from the pre-ordered decks to the players and collect the cards after completion of each deal. Collected cards will be returned to the appropriate space in the deck-holder.



Seating and beginning of play

- Each player must register and receive a badge.
- No player is allowed to move away from the playing area during the play of a session.
- No electronic devices are allowed in the playing rooms.
- At the beginning of the tournament, the player is given a seat card (table number and seat).
- At each table of 9 players there are also a Dealer and a Recorder (equipped with a laptop).
- The Dealer receives the sealed decks and is in charge of the dealing of each board.

Recording

- Recording of the results of each Deal will be done in real time at each table in play.
- The laptop computer will use a specific software playing in « recorder » mode.
- The screen will show a representation of the playing table with the names of the players pre-entered by the recorder, and the deal number. Only the common cards will be visible to the recorder.



Recording

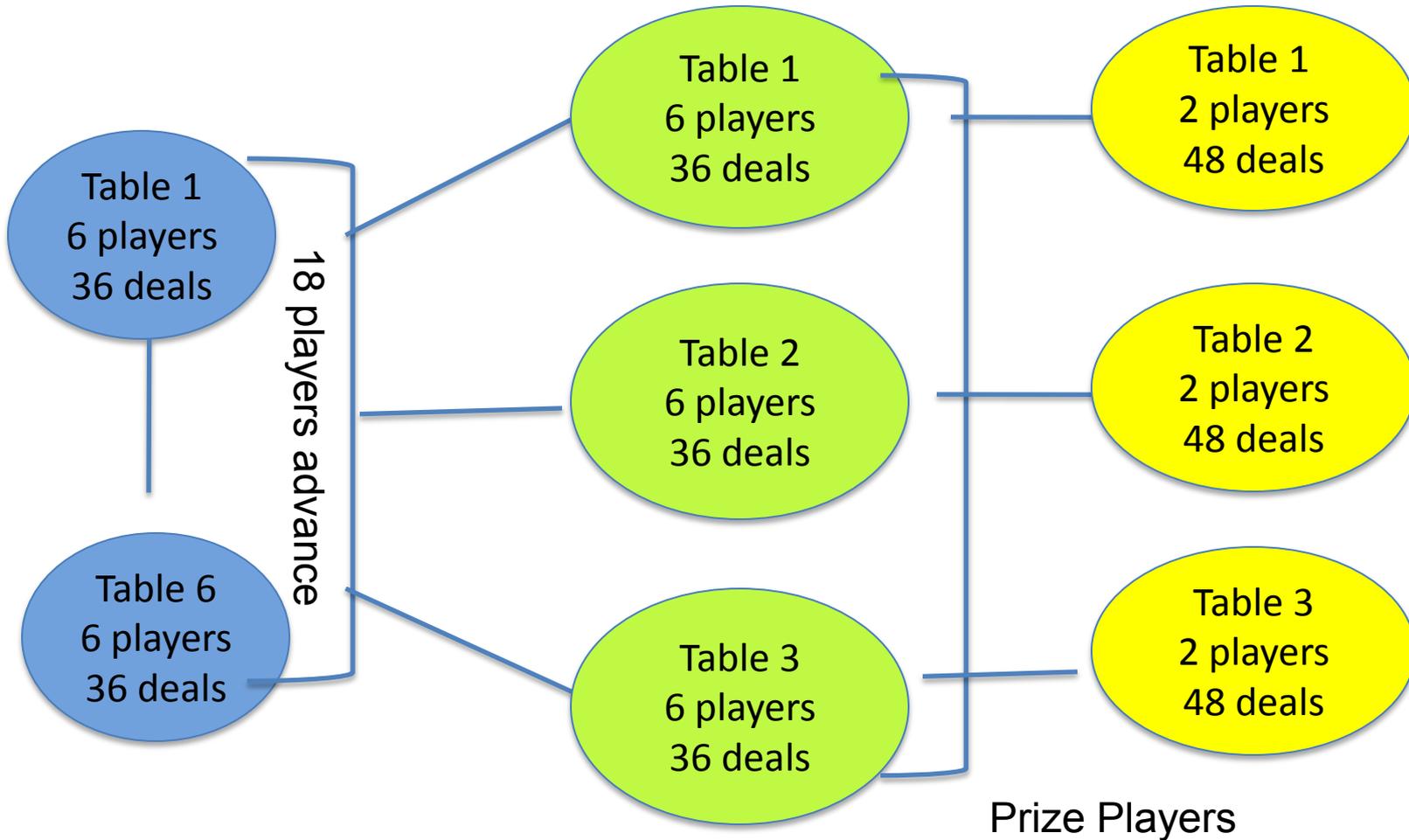
- The recorder will record each bid of each player.
- Player's actions (bid, check, fold, or raise, and amount of points involved in the action) will be announced by the dealer to help the recorder.
- At the end of the Deal the result is uploaded, and players will be able to see and verify the entry prior to the uploading of the results.
- The recorder screen shown above, is also shown to the players at each respective table and to the dealer. These results relate only the play at that particular table.
- In addition there is a technological option to also show all tables the results achieved at other tables. (See on the slide below an example of such a screen).
- All elements of security and integrity are taken into account. The Laptops will be connected to the Internet and then to a web site.
- The results will be uploaded in real time to a server.

Structure for ¼, ½ and Final

QUARTERFINAL

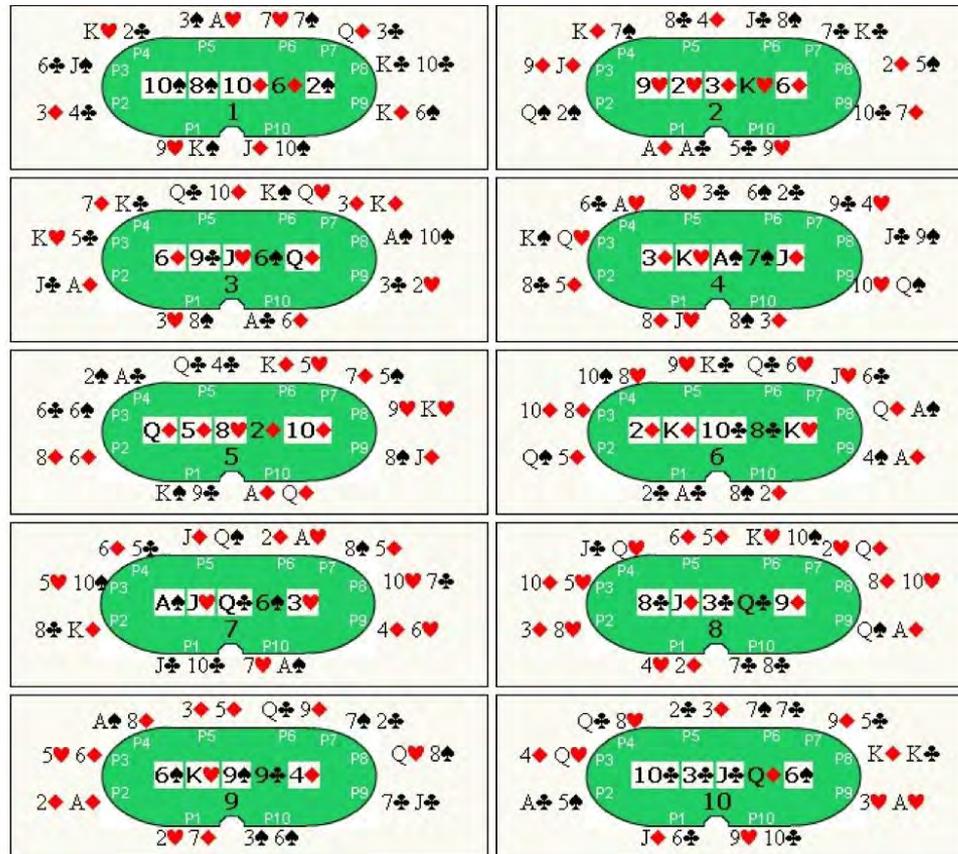
SEMI-FINAL

FINAL



Handout diagram

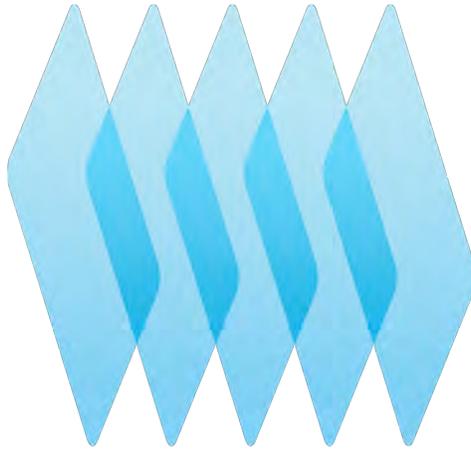
- After the end of each session, the computer program will generate electronic copies of the hands, which will be printed to provide paper handouts to players. Here is an example showing the cards played for 10 Deals.



Conclusion

- 1 - The image of Duplicate Texas Holdem, as described cannot be negative, as there is no luck nor gambling involved, and it would not harm the educational strategy of the other Mind Sports
- 2 – It can be used for youngsters, and Duplicate Texas Holdem can intervene in the area of behaviour, structuring the mind and concentration techniques (mental arithmetic, probabilities...)
Conclusion
- 3 – Duplicate Texas Holdem is universal, it can be played everywhere, by all categories of people.

Duplicate Poker



IFP

A guide for players

Introduction

The IFP is proud to be promoting the Mind Sports version of Poker, Duplicate Poker. Duplicate Poker borrows concepts from Duplicate Bridge and offers a way of organising team and individual poker tournaments completely free from the “luck of the draw”. Duplicate Poker tournaments are unique in allowing a fair assessment of the skill of the players without any influence of the random deal of cards.

In Duplicate Poker tournaments, the same order of cards (deck-order) is used at all tables. Every player in a given seat position across the tournament receives exactly the same cards as his fellow competitors in that seat position. His skill in playing these hands and outperforming the others players in the given seat determines his finishing position. In no way does the quality of the cards a player receives influence their chance to win the tournament. Indeed, all players in a given seat may receive such poor cards as to render them unable to win if they were competing in a regular poker tournament. In this situation in a Duplicate Poker tournament, the winning player will be the one that manages to lose the fewest chips with the cards dealt.

For players, little adjustment is needed to understand and compete in Duplicate Poker tournaments. Each hand, in isolation, is still a hand of No Limit Texas Hold'em and a player is still looking to win the most (or lose the fewest) chips he can on that given hand. Only the overall mechanic and scoring system needs to be controlled to achieve Duplicate Poker's aims.

Elimination of Luck

In a typical poker tournament, three major factors are outside of the control of the participating players and are determined by random chance:

- The quality of the hands received during the tournament.
- The position in which these hands are received.
- The quality of the other players at the table.

In Duplicate Poker tournaments, players compete against opponents who are playing exactly the same cards in exactly the same position relative to other players. With all players given the same allocation of cards and relative positions, the only determining factor in the result of the tournament is how skillfully the player has acted.

The Duplicate Poker mechanic is ideal for team events where one member of each team is allocated to each table and each team has one player in every seat position across all tables. This structure ensures the quality of players faced by the teams is also balanced. Every team has one player at each table competing against one player from the other teams. A team Duplicate Poker tournament works best when teams are split into groups of 6, with 6 players per table. By starting with multiple groups of 6 and allowing teams to progress to finals stages, large international tournaments with many teams can be arranged.

Preparation of Decks

Prior to the tournament, a random number generator is asked to generate the required number of deck-orders for the tournament. For example, a single tournament group stage might be played over 150 hands. These deck-orders can be transmitted in encrypted form to a dealing machine that can reliably and automatically sort decks of cards into the required order. Each deck-order (1-150) will need to be duplicated for every table in the tournament. For example, a 6 table tournament played over 150 hands will require a total of 900 decks. Each deck leaves the dealing machine security-sealed and ready for delivery to the tables. No human eyes need ever see the deck-orders prior to the security seal being broken by the dealer to commence the hand.

Capped No-Limit betting structure and scoring

To preserve fairness and the integrity of the Duplicate Poker concept, in every hand each team must always have a chance to win or lose as many chips as the other teams and so must begin each hand with the same number of chips. The maximum number of chips a player may commit to the pot on any one hand (the cap) is set at 100 times the big blind. Once a player has committed this number of chips to the pot, he is all in. A player may not commit more chips than the cap to any pot, nor may he start a hand with fewer chips than the cap in play. If a player's stack falls below 100 big blinds during the session, the dealer may provide the player with reserve chips.

On each hand, a player will have a net change of chips – negative if he commits chips to the pot and does not win, zero if he folds without committing chips, and positive if he wins the pot. This is his chip-score for that hand. The sum of these chip-scores over the session is the player's total chip-score. The total chip-scores of the six players in the Seat 1 position are compared, and points (6 for 1st, 5 for 2nd, 4 for 3rd, 3 for 4th, 2 for 5th and 1 for 6th) are awarded to each team for their player's performance. The same points structure is applied to the contests in all the other Seat positions similarly, and the total points across the all six Seats determines the ranking of teams in the tournament. In the event of a tie, the chip-scores of the 6 players on each team are added and the team with the highest aggregate chip-score is the winner (akin to goal-difference in football league tables).

In order to score duplicate poker, a console has been designed that allows a tournament official to input the actions of all players at the table (checks, bets, calls, raises and folds) along with the bet amount on each round and the subsequent winner of the pot. These pads communicate directly with a real-time scoring system that displays in-running scores for each seat position and the current standing of the teams.

Security procedure

Knowledge of the cards in play at one table in the Duplicate Poker tournament gives a player knowledge of the exact cards in play at all the other tables in the tournament. For this reason, it is imperative that no communication is allowed between tables. If space allows, tables from the same group (playing the same deck-orders) should be situated in different rooms. In smaller events with the tables in the same room, precautions must be taken to prevent information being exchanged between tables.

Firstly, there must be no clear line of sight between tables. This can be achieved by placing screens between tables to prevent a player from seeing any cards in play at another table. Further, no player may comment about the specifics of the hand in play. Even after a hand is complete, no player may mention the cards in play, the betting patterns of the players or the result of the hand. Finally, to reduce to an acceptable minimum the information transfer between tables from general noise, the hands in the session should be played in different random orders at each table. In a 75

hand session, all tables must play and complete the same 75 hands, with the button in the same position on each hand as at all other tables, but the order of the hands must be random. A player picking up general noise from the nearby tables will not know which hand is in play at that table and will not be able to infer any useful information.

Television Coverage

Duplicate Poker tournaments provide a unique and innovative viewing experience. Never before have viewers been able to see exactly the same hands being played in different ways by different participants, and to evaluate the merits of each unique play. Post production use of split-screen can show famous poker players from different teams facing analogous situations and choosing different courses of action. With an astute commentator evaluating each play, Duplicate Poker tournaments will allow viewers an unparalleled depth of analysis.

Example seat-draw and example hand:

The teams (Argentina, Brazil, China, Denmark, Ecuador & Finland) all submit players as follows:



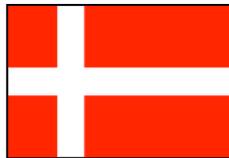
A₁, A₂, A₃, A₄, A₅, A₆



B₁, B₂, B₃, B₄, B₅, B₆



C₁, C₂, C₃, C₄, C₅, C₆



D₁, D₂, D₃, D₄, D₅, D₆



E₁, E₂, E₃, E₄, E₅, E₆



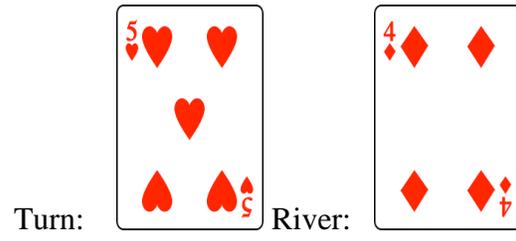
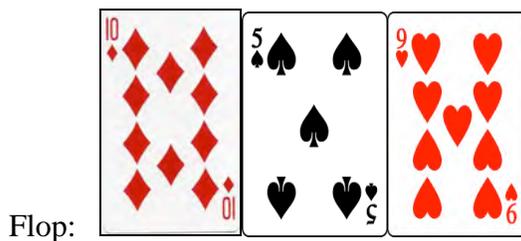
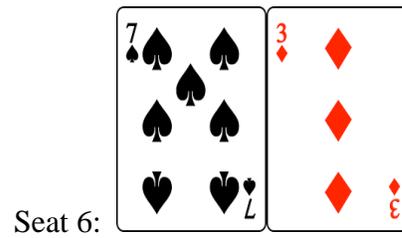
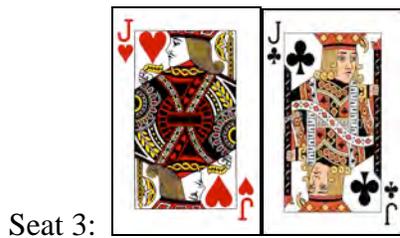
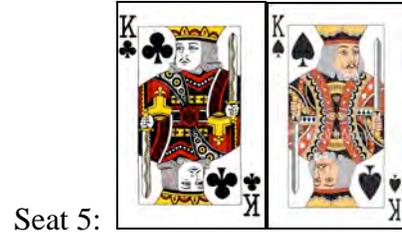
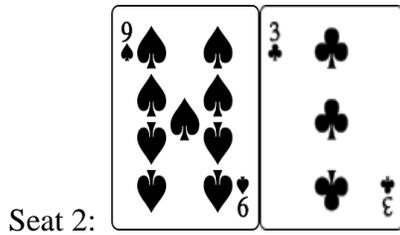
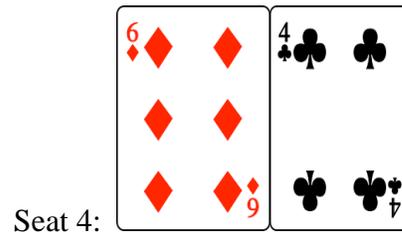
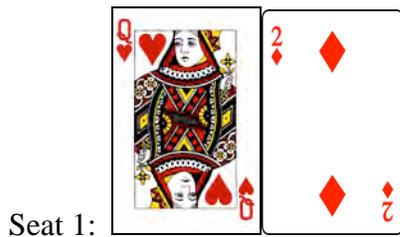
F₁, F₂, F₃, F₄, F₅, F₆

A random seat draw is then made for the tournament (subject to one member of each team on each of the six tables, and one member of each team in each of the six seat positions).

	Seat 1	Seat 2	Seat 3	Seat 4	Seat 5	Seat 6
Table 1						
Table 2						
Table 3						
Table 4						
Table 5						
Table 6						

We see from the random draw that Brazil acts after (“has position on”) Denmark on all tables, Finland acts after Brazil, China acts after Finland, and so on.

An example deal:



The play on each table may turn out completely differently, but as an example, we might predict some action between Seat 3 and Seat 5 here. As we can see that neither starting hand improves with the flop, turn, and river, it is of interest to see which nation plays Kings in Seat 5 the most skillfully and extracts the most chips from the team with Jacks in Seat 3. Likewise, it is of interest to see which nation plays Jacks in Seat 3 the most skillfully and succeeds in losing the fewest chips to the Kings in seat 5. Each team will have had KK vs JJ once, and JJ vs KK once and we can compare which team plays this situation the most skillfully.

Table 1: Here, China's JJ is up against Brazil's KK



Table 2: Here, Finland's JJ is up against Denmark's KK



Table 3: Here, Brazil's JJ is up against Ecuador's KK



Table 4: Here, Denmark's JJ is up against Argentina's KK



Table 5: Here, Ecuador's JJ is up against China's KK



Table 6: Here, Argentina's JJ is up against Finland's KK

