Asia Poker League Club Event

This is a Poker Club Event that uses point system to play as a Team. This event allows each Poker Club to send a team of four players to play this event at Asia Poker League Tour. Small Poker Groups are welcome to join in the Club Event as long as they create a Poker Club to help Asia Poker grow.

APL Club Event helps to create another level of poker for Asia. APL gathers different poker groups from all over Asia to come APL to play as a team. The Points System poker game is set to test individual players on their skills and also create a team work base to help each other score points to win the game. Therefore, we allow players to use the Time Bank to do a discussion on the hand when it comes to a major hand for tournament life. Apart of that, we also have heads up, 6 Max and 9-10 Handed plays to let players experience on different styles and levels of poker.

Game Rules:

1. A group of four players to represent their Club to play the Event

2. A minimum of 9-10 Clubs are needed to start the event. Number of Clubs can go up to 18-20 or 27-30.

3. A total of 3 Rounds will be played (9-10 Handed, 6 Max and Heads Up)

   a) Round 1: Based on 9-10 Handed, players from all clubs will play on 4 different tables (one member from each club on a different table) and game stops when each table is left with 6 players

   b) Round 2: Top 6 Clubs will go to the next round to play 6 Max game using 2 tables. Game will stop when 2 players are left. In this round, each club will use 2 players to play first and can have an option to change players every level. Each club will get 4 Time Banks, **2 on each table**, to ask for help from their players

   c) Round 3: Top 2 Clubs will go to the Final Round and play Heads Up on one table. The Round, 2 players will take turns to play one street per hand, on the second level each club can have the option to change players. Each club will have 3 Time Banks to discuss hand decisions and 2 Club Time Banks for group discussions

Points System:

R 1	10	9	8	7	6	5	4	3	2	1
R 2	20	18	16	14	12	10				
R 3	30	20								

1. Round 1: Base on chip count, according to the most number of chips to the least, the player will get the points. Example: A club finish 1st, 2nd, 1st & 2nd, total points will be 10 + 9 + 10 + 9 = 38

2. Round 2: Base on chip count, according to the most number of chips to the least, the player will get the points. Example: A club finish 1st & 2nd, total points will be 20 + 18 = 38

3. Round 3: Base on chip count, according to the most number of chips to the least, the player will get the points. Example: A club finish 1st = 30

4. Winner will be the highest number of total points collected from Round 1 to 3. If points are tied for 1st and 2nd place, they will have to play another round of Heads Up to be the Champion of the Club Event.

Note:

1. If managed to hit 18-20 Clubs, the session for Round 1-3 will multiply by 2. Example: Round 1 will have 8 tables, Round 2 will have 4 tables and the last Round will have 2 tables

2. No players from the same Team are allowed on the same table.

3. When all Time Banks have been used, there should not be any discussion made.

4. All Rounds will start with 10k chips and will play 20 mins per level.

Suggestions for Next Year:

2018, this is the first year APL has done a Club Event. In 2019, all Poker Tours that have Club Events will hold the points for all clubs that have participated and total up the number of points to win the 2019 Club Event Champion of the Year

Club Event Structure: 6,000 + 600

Level	SB	BB	ANTE
1	100	100	NIL
2	100	200	
3	200	400	
4	300	600	
5	400	800	
6	500	1000	
10 Minute Break			
7	600	1200	NIL
8	800	1600	
9	1000	2000	
10	1200	2400	
11	1500	3000	
10 Minute Break/Chip Raise 100 & 500			
12	2000	4000	NIL
13	3000	6000	

14	4000	8000	
15	5000	10000	
16	6000	12000	
17	8000	16000	

Starting Stack: 10,000 Chips

Blind Levels: 20 Minutes

Notes:

1. Freezeout NLH Event

2. Times Bank – 30 Sec Each

3. No players from the same team is allow to be the same until Round 3 head up match

4. Pay out 9-10 clubs for top 3 pay: 50%, 30% and 20%.

亚洲扑克联赛俱乐部活动

这是一个扑克俱乐部活动，使用积分系统作为一个团队。 **此活**动允许每个扑克俱乐部派出四名队员参加亚洲扑克联赛巡回赛。 欢迎小型扑克团体加入俱乐部活动，只要他们创建扑克俱乐部以帮助亚洲扑克成长。

APL俱乐部活动有助于为亚洲创造另一个级别的扑克。 **APL集聚了来自**亚洲各地的不同扑克小组来**APL作**为一个团队参赛。 积分系统扑克游戏旨在测试各个玩家的技能，并创建一个团队基本基础，以帮助彼此得分以赢得比赛。

我们允许玩家使用时间银行进行讨论主要手。**除此之外，我们**还提供了两人对决赛，**六人决赛,九到十人决赛，**让玩家体验不同风格和级别的扑克。

明年的建议：

2018年，这是APL举办俱乐部活动的第一年。 **2019年，所有参加俱乐部活**动的扑克巡回赛将为所有参加过的俱乐部保留积分，并总数**2019年度俱乐部**赛事冠军的积分**数**

游戏规则：

1.一组四名扑克玩家代表他们的俱乐部参加比赛

2.开始活动至少需要**九到十个俱乐部**。俱乐部的数量可以达到**18-20或27-30。**

3.总共打3轮（九到十人决赛，六人决赛，两人对决赛）

a）**第1**轮：根据**九到十扑克玩家，来自所有俱乐部的扑克玩家将在四个不同的桌子上进行比赛**（每个俱乐部在不同的桌子上有一名成员），当每个桌子剩下**六名扑克玩家时，**比赛停止

b）**第2轮：前六名俱**乐部将进入下一轮比赛，使用**两桌**进行**六人**比赛。当剩下两**名**扑克玩家时，比赛将停止。在这一轮比赛中，每个俱乐部将首先派两

名扑克玩家进行比赛，并且可以选择更换每个级别的扑克玩家。每个俱乐部将获得**四个**时间银行，每张桌子上有**2个**时间银行，以向他们的玩家寻求帮助

c）第3轮：前两**名俱**乐部将进入决赛，并在一张桌子上进行单挑。本轮比赛，两**名**扑克玩家将轮流在每一手翻牌前交换位置打牌，在第二级，每个俱乐部都可以选择更换扑克玩家。每个俱乐部将有**3个**时间银行来讨论手工决策，两**个俱**乐部时间银行用于小组讨论

积分系统**:**

R 1	10	9	8	7	6	5	4	3	2	1
R 2	20	18	16	14	12	10				
R 3	30	20								

1.**第1轮**：根据筹码数量，最多的筹码玩家将获得积分。 **示例：俱乐部完成第一名，第二名，第一和第二名，总积分将为10 + 9 + 10 + 9 = 38**

2.**第2轮**：根据筹码数量，最多的筹码玩家将获得积分。

示例：俱乐部完成第一名和第二名，总分数将是20 + 18 = 38

3.第3轮：根据筹码数量，最多的筹码玩家将获得积分。

示例：俱乐部完成1 = 30

4.获胜者将是从第1轮到第3轮收集的最高分数。如果积分排在第一和第二位子，他们必须再打一轮两人对决赛成为俱乐部赛事的冠军。

注意：

1.如果有18-20个俱乐部，第1-3轮的会话将乘以二

例如：第1轮将有八个桌子，第2轮将有四个桌子，最后一轮将有两个桌子

2.同一桌上不允许来自同一队的队员。

3.当使用所有时间银行时，不应进行任何讨论。

4. 每一轮比赛将以十千筹码开始，每个级别将持续二十分钟。

俱乐部活动结构：6,000 + 600

Level	SB	BB	ANTE
1	100	100	NIL
2	100	200	
3	200	400	
4	300	600	
5	400	800	
6	500	1000	
十分钟休息			

7	600	1200	NIL
8	800	1600	
9	1000	2000	
10	1200	2400	
11	1500	3000	
十分钟休息/筹码提升100 & 500			
12	2000	4000	NIL
13	3000	6000	
14	4000	8000	
15	5000	10000	
16	6000	12000	
17	8000	16000	

起始堆栈：**10千筹码**

盲目级别：20分钟

笔记：

1.冻结**NLH事件**

2.时代银行 **- 每个30秒**

3.在第3轮比赛前，同一支球队的队员不得相同

4. 9-10个俱乐部的比赛前三名奖金：50%，30%和20%。