The K$B Hold Em Hive League Points Formula

Points = 10 * SQRT(*Players / Rank*) * (1 + LOG(*Prizemoney / Players* + 0.25))^2 / (1 + LOG(*Buy-in + Rebuys* + 0.25))

Warning: DON'T try to decipher this formula on your own; you risk getting a severe headache! Instead read the following break down to help you understand what the formula *rewards* and *punishes*. Let Kay know if you would like to see the spreadsheet of this formula in action! ☺

Where (on earth) did this formula come from you ask?! See the Background section at the end for insights!

This formula is run *after* <u>each</u> game to award points to <u>each</u> player who played in the game. At the end of the season, the 8 players (possibly 9) with the highest point totals for the season qualify for the ==*Season Championship*==. In other words, the league points system is designed to be *all about* qualifying to play in the Season Championship!!

Let's break it down...

The Variables
Players – the number of players that played in the game (will be the same value for every player)
Rank – the place (first, second, third, etc.) the player finished in (will be a different value for every player)
Prizemoney - the total pot for the game (will be the same value for every player)
Buy-in – dollar amount of original buy in (will be the same for every player)
Rebuys – dollar amount of all rebuys for the player (will vary from player to player)

The Segments of the Formula and what each rewards/punishes
The formula has three main segments, two of which boost points awarded and one of which reduces points awarded, as follows:

10 * SQRT(*Players / Rank*)
This segment of the formula *rewards* higher (verses lower) finishes (rank).
> Example: more points for 4th place than 5th place

It also *rewards* more points for more players in the game.
> Example: If you finish 4th in a 10 player game you will earn fewer points than if you finish 4th in an 11 player game (all else being equal)

This segment of the formula will award a different number of points to each player who played the game (there will be no ties). The SQRT function gives exponential _weight_ to higher finishes in bigger games.

*(1 + LOG(*Prizemoney / Players* + 0.25))^2

This segment _boosts_ the points awarded based on the size of Prizemoney relative to the number of players.

> Example: Two games in the 8 game season include 15 unique players. Game #1 the Prizemoney = $300; Game #2 the Prizemoney = 250 (due to fewer rebuys). the points awarded to each of the 10 players in game #1 will be _higher than_ the points awarded to each of the 10 players in game #2.

This part of the formula will give the same number for every player, but will differ from game to game.

/ (1 + LOG(*Buy-in + Rebuys* + 0.25))

Quite simply, this segment mildly _punishes_ rebuys (trust us)!

Summary of _Rewards_ and _Punishments_
1.   Finishing first is better than finishing second and second is better than third, etc.
2.   Playing in bigger turnout games is better than playing in lower turnout games.
3.   Playing in a bigger prize pool game is better than playing in a smaller prize pool game.
4.   Every rebuy reduces a player's points relative to not having to rebuy.**
5.   And, it goes without saying, _playing_ (i.e. getting some points) is better than _not playing_ (i.e. getting no points)! ☺☺

**The slight points penalty for each additional rebuy can be offset by finishing perhaps as few as 3 places higher than you will if you don't rebuy!

Background
We wish we could take credit for concocting this formula. Neither of us is that mathematically crafty however. No, Kay discovered this formula on the web accompanied by an explanation that convinced her it was robust in rewarding _all_ the true challenges to one's skills of playing poker tournaments. And, it _doesn't_ reward non-performative things like knockouts, bounties or winning money (that is, strictly speaking, there is nothing in the formula that specifically rewards winning more versus less money!!). Additionally, the formula, along with the 8 games per season, are designed to absolutely minimize the role of good luck getting you into the Season Championship or of bad luck preventing you from getting into the Season Championship.