==== Competition event proposal ====

1) Describe the rules of the game. Be sure to include any details necessary to play the game (e.g., how cards are dealt, deck size, antes/blinds, betting structure, how the winner of the pot is determined, time allowed per decision).

2) Why is this competition scientifically relevant? How are the challenges presented by this competition novel with respect to existing competitions?

3) Have you discussed this event with any other competitors (e.g., through the Annual Computer Poker Competition forums)? Are there any competitors who have already expressed interest in participating in this event? If so, please provide their email addresses so we can contact them if the event is run.

4) Describe how you would evaluate the winner of the event. For instance, current competitions use duplicate matches and either the total bankroll or instant runoff winner determination rule to evaluate the competition.

5) How will you get statistically significant evaluation? Do you have any data regarding how many hands of play it may take to get a statistically significant evaluation? Using two-player limit hold'em as an example, we would expect something of the following form:

> *The standard deviation of our bot in self-play is 6 bb/h. Duplicate matches drops this down to 2bb/h. A reasonable win-rate (as considered by professionals) in limit hold'em is 0.05bb/h. This would require ~4000 pairs of hands of duplicate play to achieve such discrimination at 90% confidence. If there were 10 entries, this would involve 720k hands. This is similar to other events in the ACPC.*

6) Provide an estimate of the amount of computational resources required to run this competition (which obviously depends on the number of participants and level of statistical significance). In particular, please provide any special requirements for hardware, and CPU hours required.

Please send completed proposals to: chair@computerpokercompetition.org