Third Party Tools and Services Policy:
Reference Guide

Last Updated: 2019-03-04

This presentation is intended to be a supplementary reference guide beyond the information that is already available on our <u>website</u>. It is created for any third party developers or players that require knowledge in some of the finer details regarding our policy towards the use of third party tools and services.

This presentation will:

• clarify our official policy;

• detail what the common types of tools are permitted, and not permitted, to do.

Third Party Tools and Services fall into one of three categories –

1) Permitted at all times

2) Prohibited only whilst the client is open[*]

3) Prohibited at all times

Category 2) tools generally have a positive working relationship with us, have no malicious intentions and are legitimately trying to help players improve their games. However, they have been deemed to give players an unfair advantage if they were to be utilised during play.

Category 3) tools generally have malicious intentions and try to assist players in violating our Terms of Service.

* For various reasons our detection methods do not distinguish whether an account is actively playing or not, so our rule is based on client usage.

Category 1 – Permitted at all times

The following are generally acceptable:

1) Tools or services that simply report basic game state information, such as pot odds or absolute hand strength.

2) Reference material that is static and basic in nature, such as simple table-based starting hand charts advising on what hands to play or not in unopened pots.

3) Tools or services that monitor and display numerical-based statistics in-game, but make use of only information that you have accumulated through your own play. Furthermore, there are qualitative limitations on any statistics displayed in-game, such as not being able to be split based on card values. There are also feature limitations of tools and services displaying statistics in-game, such as not being able to automatically change displayed statistics based on game state or opponent tendencies.

Category 1 – Permitted at all times (continued)

4) Macros and Hotkey programs for gameplay efficiency that do not reduce the requirement of a player having to make a decision. The player must decide what action to take and the exact relative size of any bet or raise, with the macro or hotkey merely executing this decision. For example, a hotkey that bets half the pot is permitted. A hotkey that bets a randomised amount between half and three quarters of the pot is prohibited.

Category 2 – Prohibited only whilst the client is open

The following are prohibited only whilst the client is open:

1) Reference material that provides advice that goes beyond a basic level, such as a large collection of tables offering recommendations beyond whether to play certain hands or not in unopened pots.

2) Tools or services designed specifically to ease referral to reference material.

3) Tools or services that computes advanced equity calculations, such as range vs range simulators, ICM or Nash Equilibrium-based programs.

Category 3 – Prohibited at all times

The following are prohibited at all times:

1) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human to make decisions. A human must decide what action to take and the exact relative size of any bet or raise. For example, 'auto-folders' and tools that randomise the size of bets are prohibited.

2) Any tool or service that offers real-time advice on what action to take through reading of the current game state (a 'bot').

3) Any tool or service that delays a player's decision by either a specific or randomised amount of time.

4) Any tool or service that shares hole card data with other players or services.

    i.   Hosting live streams on Twitch and other similar services is not considered as sharing hole card data.

Category 3 – Prohibited at all times

5) The practice of datamining hands or private results (observing games without playing in order to build up a database of hand histories for future reference); the use of hands or private results acquired through datamining; the mass sharing of hands, private results or playing statistics for the purpose of analysis of opponents.

6) Any tool or service that is targeted towards the manipulation of opponents in games in which you are unable to choose a specific table to play on, such as Spin & Go's.

7) Any tool or service for table selection efficiency that filter or sort available games, or automates/semi-automates the process of joining available games, based on opponent gameplay statistics or notes. For example, seating scripts that join you on a set number of tables that have an average statistic for opponents above/below a certain figure, or work off pre-assigned player note labels, are prohibited. Seating scripts that merely join you on a set number of available tables without consideration of the opponents are permitted.

Common Third Party Tool Classifications

The functionality of most third party tools and services can be grouped into one of the following seven categories, which we will each look at in turn:

- Third Party Result Tracking Services

- Gameplay Utility and Hotkey Scripts

- Reference Material – Starting Hand Charts, Trees etc.

- Game State Reporters

- Player Tracking Databases and HUDs

- Table Selection and Seating Scripts

- Hand or Situation Analysers

Third Party Result Tracking Services

There exists a range of services which collate and publish publicly available information, such as Sit & Go or multi-table tournament results. These services are permitted, providing they abide by the following policy –

1) No player profitability data (i.e. ROI, net profit, etc.) may be displayed on any player unless they have explicitly opted into such display.

2) No information may be displayed on any player if they explicitly choose to opt-out of such services.

3) Players may signify their options in an email to Stars Customer Support stating their desire. These player options will be collated internally and periodically emailed (approximately weekly) to each service operator, who must action the player requests in a timely and accurate manner.*

<continued>

* Additional independent procedures may be created by each service operator if desired, but all services must adhere to this procedure at minimum.

There exists a range of services which collate and publish publically available information, such as Sit & Go or multi-table tournament results. These services are permitted, providing they abide by the following policy –

4) Instructions on how players can opt-in and out of their service must be prominently displayed and accessible.

5) Any service operator found to be in violation of these rules risks having their access to the game clients restricted and/or their service impeded including, but not limited to, the warnings of players who access their service.

Any tool or service which collates information considered not to be publicly accessible, such as hand histories, cash game results or Spin & Go tournament results, is prohibited as per TPT clause 3.2 and 3.4.

1.4) Macros and Hotkey programs for gameplay efficiency that do not reduce the requirement of a player having to make a decision…

3.1) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human to make decisions….

3.3) Any tool or service that delays a player's decision by either a specific or randomised amount of time.

Providing the script is not accessing any variables that are considered off limits and it is the end-user that is still making the ultimate decision as to how to play their hand, efficiency based utility and hotkey scripts are permitted.

Scripts may take into consideration any information that is extractable before the cards are dealt. This includes variables such as big blind size, effective stack size and absolute position.

In addition, scripts may also identify:
- The current street
- The current pot size
- The current bet size
- Whether the time bank button is visible

1.4) Macros and Hotkey programs for gameplay efficiency that do not reduce the requirement of a player having to make a decision…

3.1) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human to make decisions…

3.3) Any tool or service that delays a player's decision by either a specific or randomised amount of time.

However, scripts may not take the following poker-related variables into consideration:

- Value of any visible cards, regardless of whether they are personal hole cards or community cards

- Relative position (in position / out of position vs the aggressor)

- Any player or opponent action throughout the hand

1.4) Macros and Hotkey programs for gameplay efficiency that do not reduce the requirement of a player having to make a decision…

3.1) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human to make decisions…

3.3) Any tool or service that delays a player's decision by either a specific or randomised amount of time.

This means the following scripts would be permitted:

- Bets 65% of the pot if on the flop, 55% if on the turn, upon a single key press

- Enters 50% of the pot as the default bet amount

- Tiles tables based on big blind amount

- Raises 3xBB UTG and 2xBB on the button, upon a single key press

1.4) Macros and Hotkey programs for gameplay efficiency that do not reduce the requirement of a player having to make a decision…

3.1) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human to make decisions…

3.3) Any tool or service that delays a player's decision by either a specific or randomised amount of time.

Similarly, the following scripts would be prohibited:

- Folds a player's cards if dealt a starting hand in the bottom 10% of starting hands

- Repositions a table if dealt a premium pair

- Makes the requested action after a specified time or within a specified time period

- Bets or raises a randomised amount

1.4) Macros and Hotkey programs for gameplay efficiency that do not reduce the requirement of a player having to make a decision…

3.1) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human to make decisions…

3.3) Any tool or service that delays a player's decision by either a specific or randomised amount of time.

Similarly, the following scripts would be prohibited (continued):

- Raises 9xBB if in position on the pre-flop raiser, 11xBB if out of position, upon a single key press

- Bets 70% of the pot if it is a two-toned flop, 50% if it is a rainbow flop, upon a single key press

- Raises 3xBB + 1xBB for every limper, upon a single key press

1.2) Reference material that is static and basic in nature, such as simple table-based starting hand charts advising on what hands to play or not in unopened pots.

2.1) Reference material that provides advice that goes beyond a basic level, such as a large collection of tables offering recommendations beyond whether to play certain hands or not in unopened pots.
2.2) Tools or services designed specifically to ease referral to reference material.

3.2) Any tool or service that offers real-time advice on what action to take through reading of the current game state (a 'bot').

"Reference material" is defined for the purpose of this policy as any material designed to provide advice on what action to take in various poker scenarios.

Our intention is to permit simple starting hand charts that would help introduce a beginning player to basic strategy. We do not wish for players to be supplied with in-depth reference material, follow it blindly, and significantly improve their performance.

1.2) Reference material that is static and basic in nature, such as simple table-based starting hand charts advising on what hands to play or not in unopened pots.

2.1) Reference material that provides advice that goes beyond a basic level, such as a large collection of tables offering recommendations beyond whether to play certain hands or not in unopened pots.

2.2) Tools or services designed specifically to ease referral to reference material.

3.2) Any tool or service that offers real-time advice on what action to take through reading of the current game state (a 'bot').

Firstly, regarding tools designed to ease referral to reference material:

- Any tool or feature designed specifically to ease referral to reference material is prohibited while the client is open, due to their likely use to ease access to prohibited reference material. An exception is made if these tools disable the user's ability to view prohibited reference material within the tool when the Stars client is running. The tool must also be able to reliably detect when the Stars client is running for this purpose. The tool must be presented to and approved by Stars before it is used while playing.

- The presentation of reference material to the user cannot be automated or semi-automated by the reading of any of the current game state. This includes information both before and after any cards are dealt. A tool that provides such a feature is considered to be a poker bot.

1.2) Reference material that is static and basic in nature, such as simple table-based starting hand charts advising on what hands to play or not in unopened pots.

2.1) Reference material that provides advice that goes beyond a basic level, such as a large collection of tables offering recommendations beyond whether to play certain hands or not in unopened pots.

2.2) Tools or services designed specifically to ease referral to reference material.

3.2) Any tool or service that offers real-time advice on what action to take through reading of the current game state (a 'bot').

Reference material can:

- **Only** advise on what hand combinations to play or not play (or a mixture of both) in an "unopened pot"*.

- Distinguish advice based on position or stack size.

- Distinguish advice based on what card(s) of the user are in the hole and what cards are face-up.

*"Unopened pot" – a poker hand before any chips have been voluntarily added to the pot. That is, a call or raise not including forced blinds, ante or bring-ins.

1.2) Reference material that is static and basic in nature, such as simple table-based starting hand charts advising on what hands to play or not in unopened pots.

2.1) Reference material that provides advice that goes beyond a basic level, such as a large collection of tables offering recommendations beyond whether to play certain hands or not in unopened pots.

2.2) Tools or services designed specifically to ease referral to reference material.

3.2) Any tool or service that offers real-time advice on what action to take through reading of the current game state (a 'bot').

Reference material cannot:

- Distinguish between calling and raising;

- Advise on whether to play or not in opened pots;

- Recommend in what proportion to "play or not play" for any specific hand combination;

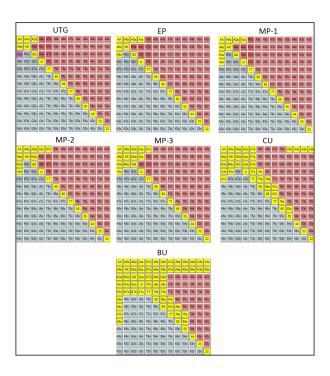- Distinguish advice based on known opponent cards or community cards.

1.2) Reference material that is static and basic in nature, such as simple table-based starting hand charts advising on what hands to play or not in unopened pots.

2.1) Reference material that provides advice that goes beyond a basic level, such as a large collection of tables offering recommendations beyond whether to play certain hands or not in unopened pots.

2.2) Tools or services designed specifically to ease referral to reference material.

3.2) Any tool or service that offers real-time advice on what action to take through reading of the current game state (a 'bot').

Furthermore, the entire content of any reference material must be able to be converted to a maximum of nine "13x13 chart matrices"* and each intersection only provide one of three possible advices in unopened pots: play, don't play, or a mixture of both (in an undefined proportion).

The Stars Group at our sole discretion may advise that any specific, or similar, collection of reference material is prohibited for use while playing, even if the qualities of the material do not clearly breach the previously defined parameters. This will be in instances whereby we deem the material is not within the spirit of this policy.

*"13x13 chart matrix" – a table with 13 constant columns and 13 constant rows that, for this policy, can only represent card ranks, suits, or visibility.
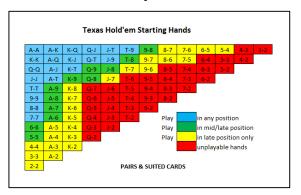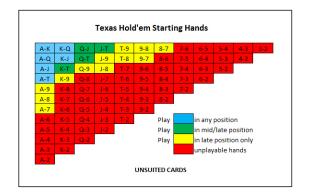
Permitted - Example 1

This material is only advising on whether to play or not in unopened pots. It can be (and already is) converted to less than nine 13x13 matrices.

As such, it is permitted at all times.

Permitted - Example 2

Texas Hold'em Starting Hands — PAIRS & SUITED CARDS
Play in any position / Play in mid/late position / Play in late position only / unplayable hands

Texas Hold'em Starting Hands — UNSUITED CARDS
Play in any position / Play in mid/late position / Play in late position only / unplayable hands

This material is only advising on whether to play or not in unopened pots. It can also be converted to less than nine 13x13 matrixes. As such, it is permitted at all times:
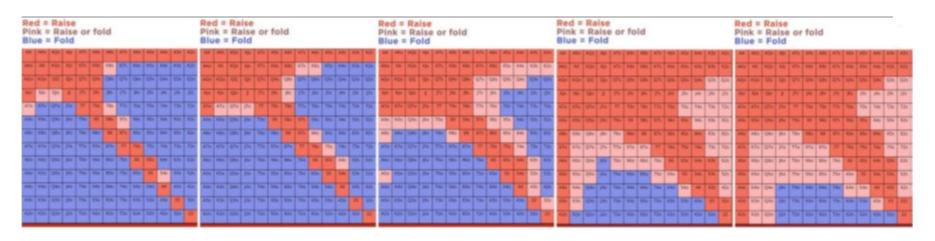
Early Position

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AK	AQ	AJ	AT	A9	A8	A7	A6	A5	A4	A3	A2
K	AK	KK	KQ	KJ	KT	K9	K8	K7	K6	K5	K4	K3	K2
Q	AQ	KQ	QQ	QJ	QT	Q9	Q8	Q7	Q6	Q5	Q4	Q3	Q2
J	AJ	KJ	QJ	JJ	JT	J9	J8	J7	J6	J5	J4	J3	J2
T	AT	KT	QT	JT	TT	T9	T8	T7	T6	T5	T4	T3	T2
9	A9	K9	Q9	J9	T9	99	98	97	96	95	94	93	92
8	A8	K8	Q8	J8	T8	98	88	87	86	85	84	83	82
7	A7	K7	Q7	J7	T7	97	87	77	76	75	74	73	72
6	A6	K6	Q6	J6	T6	96	86	76	66	65	64	63	62
5	A5	K5	Q5	J5	T5	95	85	75	65	55	54	53	52
4	A4	K4	Q4	J4	T4	94	84	74	64	54	44	43	42
3	A3	K3	Q3	J3	T3	93	83	73	63	53	43	33	32
2	A2	K2	Q2	J2	T2	92	82	72	62	52	42	32	22

Middle Position

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AK	AQ	AJ	AT	A9	A8	A7	A6	A5	A4	A3	A2
K	AK	KK	KQ	KJ	KT	K9	K8	K7	K6	K5	K4	K3	K2
Q	AQ	KQ	QQ	QJ	QT	Q9	Q8	Q7	Q6	Q5	Q4	Q3	Q2
J	AJ	KJ	QJ	JJ	JT	J9	J8	J7	J6	J5	J4	J3	J2
T	AT	KT	QT	JT	TT	T9	T8	T7	T6	T5	T4	T3	T2
9	A9	K9	Q9	J9	T9	99	98	97	96	95	94	93	92
8	A8	K8	Q8	J8	T8	98	88	87	86	85	84	83	82
7	A7	K7	Q7	J7	T7	97	87	77	76	75	74	73	72
6	A6	K6	Q6	J6	T6	96	86	76	66	65	64	63	62
5	A5	K5	Q5	J5	T5	95	85	75	65	55	54	53	52
4	A4	K4	Q4	J4	T4	94	84	74	64	54	44	43	42
3	A3	K3	Q3	J3	T3	93	83	73	63	53	43	33	32
2	A2	K2	Q2	J2	T2	92	82	72	62	52	42	32	22

Late Position

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	AA	AK	AQ	AJ	AT	A9	A8	A7	A6	A5	A4	A3	A2
K	AK	KK	KQ	KJ	KT	K9	K8	K7	K6	K5	K4	K3	K2
Q	AQ	KQ	QQ	QJ	QT	Q9	Q8	Q7	Q6	Q5	Q4	Q3	Q2
J	AJ	KJ	QJ	JJ	JT	J9	J8	J7	J6	J5	J4	J3	J2
T	AT	KT	QT	JT	TT	T9	T8	T7	T6	T5	T4	T3	T2
9	A9	K9	Q9	J9	T9	99	98	97	96	95	94	93	92
8	A8	K8	Q8	J8	T8	98	88	87	86	85	84	83	82
7	A7	K7	Q7	J7	T7	97	87	77	76	75	74	73	72
6	A6	K6	Q6	J6	T6	96	86	76	66	65	64	63	62
5	A5	K5	Q5	J5	T5	95	85	75	65	55	54	53	52
4	A4	K4	Q4	J4	T4	94	84	74	64	54	44	43	42
3	A3	K3	Q3	J3	T3	93	83	73	63	53	43	33	32
2	A2	K2	Q2	J2	T2	92	82	72	62	52	42	32	22

Permitted - Example 3

This material is only advising for unopened pots, and whether to play, not play, or mix play and not play in an undetermined proportion. Although it explicitly advises play as "raise" it is not making separate recommendations to call so not defined as distinguishing between the two options. It is converted to less than nine 13x13 matrixes.

As such, this material is permitted.
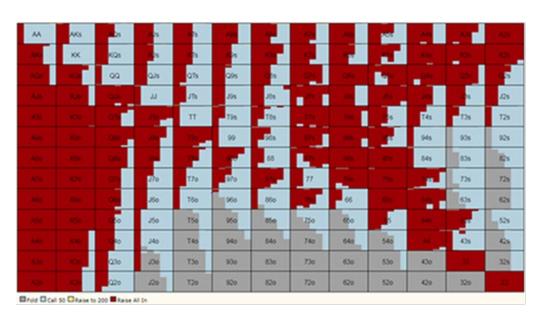
Prohibited While Client is Open - Example 1

Nash Pusher

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	20	20	20	20	20	20	20	20	20	20	20	20	20
K	20	20	20	20	20	20	20	20	20	20	20	19.9	19.3
Q	20	20	20	20	20	20	20	20	20	20	16.3	13.5	12.7
J	20	20	20	20	20	20	20	20	18.6	14.7	13.5	10.6	8.5
T	20	20	20	20	20	20	20	20	20	11.9	10.5	7.7	6.5
9	20	20	20	20	20	20	20	20	20	14.4	6.9	4.9	3.7
8	20	18.0	13.0	13.3	17.5	20	20	20	20	18.8	10.1	2.7	2.5
7	20	16.1	10.3	8.5	9.0	10.8	14.7	20	20	20	13.9	2.4	2.1
6	20	15.1	9.6	6.5	5.7	5.2	7.0	10.7	20	20	16.3	2.3	2.0
5	20	14.2	8.9	6.0	4.1	3.5	3.0	2.6	2.4	20	20	2.4	2.0
4	20	13.1	7.9	5.4	3.8	2.7	2.3	2.1	2.0	2.1	20	2.2	1.8
3	20	12.2	7.5	5.0	3.4	2.5	1.9	1.8	1.7	1.8	1.6	20	1.7
2	20	11.6	7.0	4.6	2.9	2.2	1.8	1.6	1.5	1.5	1.4	1.4	20

Nash Caller

	A	K	Q	J	T	9	8	7	6	5	4	3	2
A	20	20	20	20	20	20	20	20	20	20	20	20	20
K	20	20	20	20	20	20	17.6	15.2	14.3	13.2	12.1	11.4	10.7
Q	20	20	20	20	20	16.1	13.0	10.5	9.9	8.9	8.4	7.8	7.2
J	20	20	19.5	20	18.0	13.4	10.6	8.8	7.0	6.9	6.1	5.8	5.6
T	20	20	15.3	12.7	20	11.5	9.3	7.4	6.3	5.2	5.2	4.8	4.5
9	20	17.1	11.7	9.5	8.4	20	8.2	7.0	5.8	5.0	4.3	4.1	3.9
8	20	13.8	9.7	7.6	6.6	6.0	20	6.5	5.6	4.8	4.1	3.6	3.5
7	20	12.4	8.0	6.4	5.5	5.0	4.7	20	5.4	4.8	4.1	3.6	3.3
6	20	11.0	7.3	5.4	4.6	4.2	4.1	4.0	20	4.9	4.3	3.8	3.3
5	20	10.2	6.8	5.1	4.0	3.7	3.6	3.6	3.7	20	4.6	4.0	3.6
4	18.3	9.1	6.2	4.7	3.8	3.3	3.2	3.2	3.3	3.5	20	3.8	3.4
3	16.6	8.7	5.9	4.5	3.6	3.1	2.9	2.9	2.9	3.1	3.0	20	3.3
2	15.8	8.1	5.6	4.2	3.5	3.0	2.8	2.6	2.7	2.8	2.7	2.6	15

Even a single "Nash Pusher" chart of the above complexity cannot be converted to less than nine 13x13 matrixes that advises to play (i.e. "push"), not play, or mix the two. As such, on its own it is prohibited.

A single "Nash Caller" chart is prohibited, in addition to the above reason, for advising on a situation other than an unopened pot.

Prohibited While Client is Open - Examples 2 and 3

The above makes separate recommendations for raising and calling, as well as advising on proportions for the options. For both reasons, it is prohibited to use while our client is open.

The above is advising on how to play in an opened pot, and for specific actions beyond playing or not. For both reasons, it is prohibited to use while our client is open.

1.1) Tools or services that simply report basic game state information, such as pot odds or absolute hand strength.

2.3) Tools or services that computes advanced equity calculations, such as range vs range simulators, ICM or Nash Equilibrium-based programs.

3.2) Any tool or service that offers real-time advice on what action to take through reading of the current game state (a 'bot').

Game state reporters are tools that extract the current game state and present related information to the player.

Only the following is allowed to be extracted:

- Any information available before any cards are dealt.
- Running pot and bet sizes, but only to calculate:
  - The explicit pot odds;
  - Stack/pot sizes for conversion to different units, such as big blinds.
- Hole and community cards, but only to calculate:
  - Absolute strength of a player's hand (e.g. "two pair, Jacks and Fives")
  - Percentage chance of making an absolute hand (e.g. "36.5% to make a flush before showdown")
  - Percentage chance of winning against all possible hole cards (e.g. equity vs a random hand)
  - Percentage chance of winning against a specific starting hand (e.g. all-in equity)

Game State Reporters

1.1) Tools or services that simply report basic game state information, such as pot odds or absolute hand strength.

2.3) Tools or services that computes advanced equity calculations, such as range vs range simulators, ICM or Nash Equilibrium-based programs.

3.2) Any tool or service that offers real-time advice on what action to take through reading of the current game state (a 'bot').

Game state reporters are also allowed to report prior actions throughout the current hand. For example, reporting on the following would all be permissible:

- Dead cards

- Action on prior streets

- Time to act values

1.1) Tools or services that simply report basic game state information, such as pot odds or absolute hand strength.

2.3) Tools or services that computes advanced equity calculations, such as range vs range simulators, ICM or Nash Equilibrium-based programs.

3.2) Any tool or service that offers real-time advice on what action to take through reading of the current game state (a 'bot').

However there must be no analysis or interpretation of this data from the tool itself. The tool's functionality is to merely display data in an alternate form. No interpretation, commentary or advice can be given by the tool. For example, the following tools would be prohibited:

- Any that provide any type of advice, whether it be direct ("you should fold") or indirect ("this is a bad situation", "you are in the red zone").

- Any that display text in a different colour dependent on whether a player's pot odds are greater or less than their equity against a random hand.

- Any that take a player's starting hand, refer to an internally defined starting hand chart and report back that it is in "zone 3" of a user-defined hand order; or even that it is in "group 2" of a publicly available hand grouping, such as the Sklansky and Malmuth hand groupings.

1.3) Tools or services that monitor and display numerical-based statistics in-game, but make use of only information that you have accumulated through your own play. Furthermore, there are qualitative limitations on any statistics displayed in-game, such as not being able to be split based on card values. There are also feature limitations of tools and services displaying statistics in-game, such as not being able to automatically change displayed statistics based on game state or opponent tendencies.

We determine that there are two main components to these software packages:

1. the tracking application itself, that parses hand histories, stores information in a database and returns ad-hoc user-requested reports.

2. Heads-Up Displays (HUDs), that are the in-game retrieval of statistics of players currently at a table. This typically involves panels of information that are overlaid on top of the poker table itself, but does extend to include any information, whether it be an external window or otherwise, that includes information on players participating in the current playing session.

1.3) Tools or services that monitor and display numerical-based statistics in-game, but make use of only information that you have accumulated through your own play. Furthermore, there are qualitative limitations on any statistics displayed in-game, such as not being able to be split based on card values. There are also feature limitations of tools and services displaying statistics in-game, such as not being able to automatically change displayed statistics based on game state or opponent tendencies.

There are virtually no restrictions to what the tracking applications can do with the data in terms of what, how and when data is displayed, providing:

- the tracking application is not used to merely mimic the features of an otherwise prohibited HUD;

- the underlying data only contains information from hands in which the end-user personally participated in.*

This includes the editing of client player note files, per a user defined criteria, being acceptable providing this is not done in a real-time, HUD-replicating-like fashion.

* We do allow tracking applications to import a limited number of observed hand histories (up to 30 per playing session), in order to initialise HUD data prior to commencing play. This feature must be tightly controlled and not exploitable by end-users under any circumstances. Failure to ensure this will result in the prohibition of the tool.

1.3) Tools or services that monitor and display numerical-based statistics in-game, but make use of only information that you have accumulated through your own play. Furthermore, there are qualitative limitations on any statistics displayed in-game, such as not being able to be split based on card values. There are also feature limitations of tools and services displaying statistics in-game, such as not being able to automatically change displayed statistics based on game state or opponent tendencies.

HUDs **may**:

- Display an unlimited number of numerical based statistics on the frequencies of specific actions having occurred by the respective player[*], providing it is calculated from hands in which the end-user personally participated.

- Include "pop-up" based HUD functionality to further display additional statistics.

- Alter the colour or font of an individual statistic based on two different thresholds. For example, a HUD may show a VPIP statistic in red if it is less than 20%, white if it is between 20%-30% and green if it is greater than 30%. However, the thresholds must be raw values and cannot be dynamically calculated or population-percentile based.

* Meaning statistics have to be raw counts of events occurring / count of event opportunities, and not adjusted by other information such as population based tendencies

1.3) Tools or services that monitor and display numerical-based statistics in-game, but make use of only information that you have accumulated through your own play. Furthermore, there are qualitative limitations on any statistics displayed in-game, such as not being able to be split based on card values. There are also feature limitations of tools and services displaying statistics in-game, such as not being able to automatically change displayed statistics based on game state or opponent tendencies.

HUDs **may not**:

- Have statistics that are split based on card values. For example, AGGRESSION FREQUENCY is fine, AGGRESSION FREQUENCY ON FLUSH DRAW BOARDS is not. Similarly, COUNT OF AKO WHEN 3-BET would also be prohibited.

- Dynamically change based on any details of the current game state, aside from game format and opponent usernames. For example, altering statistics shown based on stack sizes or table position is prohibited.

1.3) Tools or services that monitor and display numerical-based statistics in-game, but make use of only information that you have accumulated through your own play. Furthermore, there are qualitative limitations on any statistics displayed in-game, such as not being able to be split based on card values. There are also feature limitations of tools and services displaying statistics in-game, such as not being able to automatically change displayed statistics based on game state or opponent tendencies.

HUDs **may not**:

- Dynamically change based on player/opponent tendencies. For example, displaying FOLD TO CBET but only for players that have high folds to continuation bets is prohibited.

- Rate, label, categorise or stereotype players based on their tendencies.

- Display graphical representations of more than one numerical data point. For example, bet size / hand strength scatter plots are prohibited but a 0-100 "temperature gauge" representation of a player's VPIP is permitted.

- Display statistics or information that is not based upon the corresponding opponent's details. For example, displaying any hand chart is prohibited.

Table Selection and Seating Scripts

3.6) Any tool or service that is targeted towards the manipulation of opponents in games in which you are unable to choose a specific table to play on, such as Spin & Go's.

3.7) Any tool or service for table selection efficiency that filter or sort available games, or automates/semi-automates the process of joining available games, based on opponent gameplay statistics or notes. For example, seating scripts that join you on a set number of tables that have an average statistic for opponents above/below a certain figure, or work off pre-assigned player note labels, are prohibited. Seating scripts that merely join you on a set number of available tables without consideration of the opponents are permitted.

Table selection and seating scripts that merely navigate the poker lobby, specifically choosing individual table or tournaments to play at, are permitted provided the filtration, sorting or joining are not based on any opponent details. Opponent details include, but are not limited to, gameplay statistics, winnings, categorisations and notes.

Any tool or service that adapts the user interface to merely display statistics on the players in the games, is permitted, providing these statistics are not obtained from a prohibited data source.

3.6) Any tool or service that is targeted towards the manipulation of opponents in games in which you are unable to choose a specific table to play on, such as Spin & Go's.

3.7) Any tool or service for table selection efficiency that filter or sort available games, or automates/semi-automates the process of joining available games, based on opponent gameplay statistics or notes. For example, seating scripts that join you on a set number of tables that have an average statistic for opponents above/below a certain figure, or work off pre-assigned player note labels, are prohibited. Seating scripts that merely join you on a set number of available tables without consideration of the opponents are permitted.

For example, the following table selection tools or seating scripts would be permitted:

- Any that automatically registers a user in the next available Spin & Go tournament, whenever the user's active Spin & Go tournaments is below a certain number.

- Any that automatically registers a user into ring games, that already have at least a certain number of players seated.

- Any that overlays on the PokerStars client average statistics of players in the games from hands played by the user.

3.6) Any tool or service that is targeted towards the manipulation of opponents in games in which you are unable to choose a specific table to play on, such as Spin & Go's.

3.7) Any tool or service for table selection efficiency that filter or sort available games, or automates/semi-automates the process of joining available games, based on opponent gameplay statistics or notes. For example, seating scripts that join you on a set number of tables that have an average statistic for opponents above/below a certain figure, or work off pre-assigned player note labels, are prohibited. Seating scripts that merely join you on a set number of available tables without consideration of the opponents are permitted.

For example, the following table selection tools or seating scripts would be prohibited:

- Any that time a user's registration into a global waiting list, such as those that exist for Spin & Go's, in order to avoid other classes of players.

- Any that automatically registers a user into ring games, that already have at least a certain number of players seated and at least half of whom are classified as "weak" by whatever means.

3.6) Any tool or service that is targeted towards the manipulation of opponents in games in which you are unable to choose a specific table to play on, such as Spin & Go's.

3.7) Any tool or service for table selection efficiency that filter or sort available games, or automates/semi-automates the process of joining available games, based on opponent gameplay statistics or notes. For example, seating scripts that join you on a set number of tables that have an average statistic for opponents above/below a certain figure, or work off pre-assigned player note labels, are prohibited. Seating scripts that merely join you on a set number of available tables without consideration of the opponents are permitted.

For example, the following table selection tools or seating scripts would be prohibited:

- Any that sort the available games in order of favourability, as determined by the details of registered or seated opponents.

- Any that will join a heads-up Sit & Go provided the opponent is not on a list of players to avoid.

- Any that automates an alert to the user when specific opponent(s), or a given number of opponents on a list, are playing.

2.1) Any tool or reference material that provides advice that goes beyond a basic level, such as a large collection of tables offering recommendations beyond whether to play certain hands or not in unopened pots.

2.2) Any tool or service that computes advanced equity calculations, such as range vs range simulators, ICM or Nash Equilibrium-based programs.

Tools that either analyse specific hand histories or allow the creation of a user-defined situation, in order to run simulations or comparisons against player models are prohibited whilst the client is open. That is, the following calculations are prohibited from being accessed whilst the client is open:

- a specific hand's equity vs a non-random range of hands
- a range of hand's equity vs another range of hands
- the distributed strength of a hand on all possible flop combinations
- a Nash equilibrium solution of a specific scenario
- the EV comparison of different player decisions
- the ICM equity of specific tournament situations[*]
- how a player model or AI engine would have played a particular hand or situation

* A one-off ICM calculation of current chip stack to tournament equity in order to facilitate a tournament deal is permitted

Q. How do I get my program officially classified on your website?

A. Please send an email to support@pokerstars.com, along with details on how to obtain and use your tool, as well as a feature list that is as detailed as possible. We will evaluate the program and in turn list it on our website.

Q. Do you provide an API to developers to pass game state data to third party tools?

A. No. Extracting relevant information is a programming challenge developers need to overcome independently.

Q. Can I restrict prohibited in real-time functionality in order to be permitted at all times?

A. Yes. Some developers do not wish to be labelled as prohibited whilst the client is open or have their players warned upon misuse of their software. If you can reliably detect when any Stars client is open and restrict the prohibited functionality (either by disabling specific features or terminating your software) during this time, you will be listed as permitted at all times.

Q. How does restrictions towards the usage of HUDs interact with changing of the actual underlying HUD profile selected by the player?

A. The changing to distinct HUD profiles is treated similarly to the dynamic change of a single HUD profile. We only permit a HUD profile to be automatically changed between hands based on a change in opponents or game format. Similarly, we would permit a HUD profile to be changed, mid-hand or otherwise, upon the press of a hotkey, providing it is a one-to-one mapping of hotkey to HUD profile and not based on any gameplay logic. In this sense, the changing of a HUD profile is treated similar to browsing pop-up HUD material, as both are user-enacted.

Q. How will you treat older versions of software that are no longer in compliance?

A. Ideally we would like all older pieces of software to be forced to be updated to a compliant version. However, it is known that such functionality is not included in all pieces of software. In that case, we will explicitly list which version of your software is permitted for use at all times.

We will monitor and track the usage of non-compliant versions individually, notifying players of their misuse as appropriate.

Disclaimer

In order to maintain a fair playing environment, our policies are subject to review and change at any time. Whilst we look to notify the public of any significant changes, it is each player's own responsibility to keep track of our most up-to-date policies, which are available on website, located at:

http://www.pokerstars.com/poker/room/prohibited/

https://www.fulltilt.com/poker/room/prohibited/

In case of disputes, management decision will be final.