



Third Party Tools and Services Policy
Reference Guide
Last Updated: 2015-09-21

This presentation is intended to be a supplementary reference guide beyond the information that is already available on our [website](#). It is created for any third party developers or players that are interested in understanding some of the finer details regarding our policy towards the use of third party tools and services.

This presentation will:

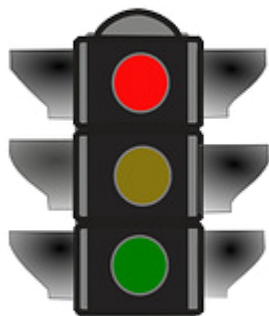
- briefly explain the August, 2015 changes
- confirm what our official policy is
- detail what the common types of tools can and can not do.

In August, 2015, we revised our policy towards the use of third party tools and services. The main outcomes of this were:

- Reference material, such as starting hand charts, now have to be “basic in nature”. Anything considered to be sophisticated in nature can no longer be used whilst the client is open
- HUDs are no longer permitted to display non-numerical data, categorise players or dynamically display statistics specific to a certain situation
- Hand or Situation Analysers, such as programs that compute equities of various ranges of hands against one another, can no longer be used whilst the client is open
- Game State Reporters can no longer automatically or semi-automatically retrieve information from an otherwise permitted reference material. For example, tools can no longer notify an end-user that their starting hand lies in Group 1 of a statically defined grouping of hands.
- Table Selection and Seating Scripts can no longer time a player’s registration into a global waiting list. They must register players into specific tables or tournaments.

If you would like to skip to directly to the sections detailing these changes, you may do so by following the links above. Otherwise, we’ll start from the beginning.

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 types of tools and services are generally acceptable:

- 1) Tools and services that simply report basic game state information, such as pot odds or absolute hand strength.
- 2) Tools and services that are static reference material and basic in nature, such as a single table-based starting hand chart.
- 3) Tools and services that monitor and display numerical based statistics in-game, but make use of only information which you have accumulated through your own play.
- 4) Macros and Hotkey programs that don't have any bearing on gameplay logic. For example, you can use AutoHotKey, MacroExpress or AutoIt3 to make it such that you 'bet the pot' when you press the 'P' key, but you cannot use these or other utilities to create an autofolder that folds poor starting hands, or that automates advice or actions from any other tool or service.

Category 2 – Prohibited only whilst the client is open

The following types of tools and services are prohibited only whilst the client is open:

- 1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on actions, card values or player tendencies.
- 2) Any tool or service 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 types of tools and services are prohibited at all times:

- 1) Any tool or service that shares hole card data with other players or services is colluding, and is prohibited.
 - i. Hosting live streams on Twitch and other similar services is not considered as sharing hole card data.
- 2) Any tool or service that works off of a central database of player profiles, hands played or private results is prohibited.
- 3) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human playing. For instance, an 'auto-folder' is prohibited.
- 4) The practice of datamining (observing games without playing in order to build up a database of hand histories for future reference) is prohibited.
- 5) Any tool or service that offers real-time commentary or advice on the current game state that goes beyond reporting data and statistics.
- 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.

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
- Utility and Hotkey Scripts
- Reference Material – Push/Fold charts, Trees etc.
- Game State Reporter
- Player Tracking Databases and HUDs
- Table Selection and Seating Scripts
- Hand or Situation Analysers

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 by transferring \$0.03 to opt-in and \$0.01 to opt-out of all third party result tracking services to a PokerStars controlled account, 'ResultSites'. In instances where a transfer is not possible, an email to Customer Support stating their desire is acceptable. These player options will be collated internally and periodically emailed (approximately weekly) to each service operator, which 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, will be prohibited per TPT clause 3.2 and 3.4.

1.4) Macros and Hotkey programs that don't have any bearing on gameplay logic. For example, you can use AutoHotKey, MacroExpress or Autolt3 to make it such that you 'bet the pot' when you press the 'P' key, but you cannot use these or other utilities to create an autofolder that folds poor starting hands, or that automates advice or actions from any other tool or service.

3.3) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human playing. For instance, an 'auto-folder' is prohibited.

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 that don't have any bearing on gameplay logic. For example, you can use AutoHotKey, MacroExpress or Autolt3 to make it such that you 'bet the pot' when you press the 'P' key, but you cannot use these or other utilities to create an autofolder that folds poor starting hands, or that automates advice or actions from any other tool or service.

3.3) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human playing. For instance, an 'auto-folder' is prohibited.

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 that don't have any bearing on gameplay logic. For example, you can use AutoHotKey, MacroExpress or Autolt3 to make it such that you 'bet the pot' when you press the 'P' key, but you cannot use these or other utilities to create an autofolder that folds poor starting hands, or that automates advice or actions from any other tool or service.

3.3) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human playing. For instance, an 'auto-folder' is prohibited.

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 that don't have any bearing on gameplay logic. For example, you can use AutoHotKey, MacroExpress or Autolt3 to make it such that you 'bet the pot' when you press the 'P' key, but you cannot use these or other utilities to create an autofolder that folds poor starting hands, or that automates advice or actions from any other tool or service.

3.3) Any tool or service that plays without human intervention (a 'bot') or reduces the requirement of a human playing. For instance, an 'auto-folder' is prohibited.

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
- 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) Tools and services that are static reference material and basic in nature, such as a single table-based starting hand chart.

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

Our intention here is that we wish to permit the traditional, simple starting hand charts that would help introduce a beginning player to basic strategy. At the same time, we do not wish for non-beginning players to be supplied with an in-depth reference material, follow it blindly and significantly improve their game.

That said, it is known that if we are too restrictive here these rules would be unenforceable as some material could still be referred to in hard copy form. This is why the “basic in nature” phrasing is important.

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1.2) Tools and services that are static reference material and basic in nature, such as a single table-based starting hand chart.

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

Basic in nature refers to anything that could be realistically referenced in hard copy form, one or two tables that could be printed out on an A4 sheet of paper, or contains only two or three basic dimensions (starting hand, position, stack size*) is permitted.

Anything that requires electronic navigation, fully or semi-automated information retrieval, includes multiple, finely cut dimensions, or is simply comprehensive enough to result in otherwise unrelated players playing in a very similar fashion would be prohibited only whilst the client is open.

A few examples follow.

* Generic stack size bucketing, such as 0-10 BBs, 10-20 BBs etc.

Example 1

Texas Hold'em Starting Hands

A-A	A-K	K-Q	Q-J	J-T	T-9	9-8	8-7	7-6	6-5	5-4	4-3	3-2
K-K	A-Q	K-J	Q-T	J-9	T-8	9-7	8-6	7-5	6-4	5-3	4-2	
Q-Q	A-J	K-T	Q-9	J-8	T-7	9-6	8-5	7-4	6-3	5-2		
J-J	A-T	K-9	Q-8	J-7	T-6	9-5	8-4	7-3	6-2			
T-T	A-9	K-8	Q-7	J-6	T-5	9-4	8-3	7-2				
9-9	A-8	K-7	Q-6	J-5	T-4	9-3	8-2					
8-8	A-7	K-6	Q-5	J-4	T-3	9-2						
7-7	A-6	K-5	Q-4	J-3	T-2							
6-6	A-5	K-4	Q-3	J-2								
5-5	A-4	K-3	Q-2									
4-4	A-3	K-2										
3-3	A-2											
2-2												

PAIRS & SUITED CARDS

Play in any position

Play in mid/late position

Play in late position only

unplayable hands

Texas Hold'em Starting Hands

A-K	K-Q	Q-J	J-T	T-9	9-8	8-7	7-6	6-5	5-4	4-3	3-2
A-Q	K-J	Q-T	J-9	T-8	9-7	8-6	7-5	6-4	5-3	4-2	
A-J	K-T	Q-9	J-8	T-7	9-6	8-5	7-4	6-3	5-2		
A-T	K-9	Q-8	J-7	T-6	9-5	8-4	7-3	6-2			
A-9	K-8	Q-7	J-6	T-5	9-4	8-3	7-2				
A-8	K-7	Q-6	J-5	T-4	9-3	8-2					
A-7	K-6	Q-5	J-4	T-3	9-2						
A-6	K-5	Q-4	J-3	T-2							
A-5	K-4	Q-3	J-2								
A-4	K-3	Q-2									
A-3	K-2										
A-2											

UNSUITED CARDS

Play in any position

Play in mid/late position

Play in late position only

unplayable hands

Considered to be referenceable in hard copy form and only contains two dimensions (starting cards, absolute position). Therefore, basic in nature and permitted at all times.

Example 2

Considered to be referenceable in hard copy form and only contains two dimensions (starting cards, absolute position). Therefore, basic in nature and permitted at all times.

Example 3

	Opener			1-2 Limpers			Facing A Raise			Facing 3 Bet		
	UTG	MP	CO	Button	MP	CO	Button	MP	CO	Button	CO	Button
AA	R	R	R	R	R	R	R	RR	RR	RR	CAP	CAP
K-K	R	R	R	R	R	R	R	RR	RR	RR	CAP	CAP
Q-Q	R	R	R	R	R	R	R	RR	RR	RR	CAP	CAP
J-J	R	R	R	R	R	R	R	RR	RR	RR	CAP	CAP
T-T	R	R	R	R	R	R	R	RR	RR	RR	F	F
9-9	R	R	R	R	R	R	R	RR	RR	RR	F	F
8-8	R	R	R	R	R	R	R	RR	RR	RR	F	F
7-7	R	R	R	R	R	R	R	R/F	R/F	RR	F	F
6-6	R	R	R	R	LA	LA	LA	F	F	RR	F	F
5-5	R	R	R	R	LA	LA	LA	F	F	RR	F	F
4-4	R	R	R	R	LA	LA	LA	F	F	F	F	F
3-3	R	R	R	R	LA	LA	LA	F	F	F	F	F
2-2	R	R	R	R	LA	LA	LA	F	F	F	F	F
A-Ks	R	R	R	R	R	R	R	RR	RR	RR	CAP	CAP
A-Qs	R	R	R	R	R	R	R	RR	RR	RR	F	CAP
A-Js	R	R	R	R	R	R	R	RR	RR	RR	F	F
A-Ts	R	R	R	R	R	R	R	F	F	RR	F	F
A-9s	R	R	R	R	R	R	R	F	F	RR	F	F
A-8s	R	R	R	R	R	R	R	F	F	F	F	F
A-7s	R	R	R	R	LA	R	R	F	F	F	F	F
A-6s	R	R	R	R	LA	R	R	F	F	F	F	F
A-5s	R	R	R	R	LA	LA	LA	F	F	F	F	F
A-4s	R	R	R	R	LA	LA	LA	F	F	F	F	F
A-3s	R	R	R	R	LA	LA	LA	F	F	F	F	F
A-2s	R	R	R	R	LA	LA	LA	F	F	F	F	F
A-K	R	R	R	R	R	R	R	RR	RR	RR	CAP	CAP
A-Q	R	R	R	R	R	R	R	RR	RR	RR	F	F
A-J	R	R	R	R	R	R	R	RR	RR	RR	F	F
A-T	R	R	R	R	R	R	R	F	F	F	F	F
A-9	R	R	R	R	R	R	R	F	F	F	F	F
A-8	R	R	R	R	R	R	R	F	F	F	F	F
A-7	R	R	R	R	R	R	R	F	F	F	F	F
A-6	R	R	R	R	R	R	R	F	F	F	F	F
A-5	R	R	R	R	R	R	R	F	F	F	F	F
A-4	R	R	R	R	R	R	R	F	F	F	F	F
A-3	R	R	R	R	R	R	R	F	F	F	F	F
A-2	R	R	R	R	R	R	R	F	F	F	F	F
A-Qc	R	R	R	R	R	R	R	RR	RR	RR	F	F

Not considered to be referenceable in hard copy form. Chart contains multiple dimensions, including action facing the player. Advanced in nature and thus prohibited whilst the client is open.

Example 4

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.
Q	20+	20+	20+	20+	20+	20+	20+	20+	20+	20+	16.3	13.5	12.
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	2.5	2.1
6	20+	15.1	9.6	6.5	5.7	5.2	7.0	10.7	20+	20+	16.3	*	2.0
5	20+	14.2	8.9	6.0	4.1	3.5	3.0	2.6	2.4	20+	20+	**	2.0
4	20+	13.1	7.9	5.4	3.8	2.7	2.3	2.1	2.0	2.1	20+	***	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+

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+	20+	17.6	15.2	14.3	13.2	12.1	11.4
Q	20+	20+	20+	20+	20+	20+	16.1	13.0	10.5	9.9	8.9	8.4	7.8
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	15.0

Considered to be referenceable in hard copy form, thus permitted.

Example 5

3бет NL100-second/Колл 3бета NL100/Колл рестила NL100/Рестил NL100-full				
Позиции	SBvsBB/BUvsBB/BUvsSB/COvsBU			
МинEV	0 / 0,5 / 1			
Рейз	2 / 2,5 / 3			
4бет	0,00%/0,90%/3,02%			
Дедмани	0 / 1 / 2			
Ранжирование рук Karlson-Sklansky/Сильные тузы				
14 50	55	60	65	70
25 44,A9,KJ,QT,JT,AT	22,A9,K9,Q9,J9,T9,AT,KQ	22,A7,K4,Q7,J7,T7,97,86,7	T2,83-82,73-72,62,42,32,A	72
30 22,A8,KT,QT,JT,A9,KQ	22,A7,K9,Q9,J9,T8,98,A9,J	22,A2,K2,Q5,J6,T6,96,86,7	72,62,42,32,K2,Q5-Q2,J6-	any 2
35 22,A5,KT,QT,J9,T9,A8,KQ	22,A4,K8,Q8,J8,T8,97,87,7	22,A2,K2,Q3,J5,T6,96,85,7	Q3-Q2,J4-J2,T5-T2,95-92,	any 2
16 50	55	60	65	70
25 55,AT,KQ,AT	44,AT,KT,QT,JT,AT	22,A9,K9,Q9,J9,T9,98,AT,	22,A7,A5-A3,K2,Q5,J7,T7,	72,Q7,Q4-Q2,J7-J2,T6-T2
30 44,A9,KJ,QJ,AT	22,A9,KT,QT,JT,A9,KQ	22,A8,K7,Q8,J8,T8,98,87,	22,A2,K2,Q4,J5,T6,96,85,7	J6,J4-J2,T6-T2,94-92,84-8
35 22,A7,KJ,QJ,JT,A9	22,A7,KT,Q9,J9,T9,A9,KQ	22,A4,K6,Q8,J8,T7,97,87,7	22,A2,K2,Q2,J4,T5,95,85,7	T2,T4-T2,94-92,84-82,73-7
18 50	55	60	22	
25 55,AT,AJ	55,AT,KQ,AJ	55,AT,J	22	
30 44,A9,KQ,AT	44,A9,KJ,QJ,AT	22,A9,J	22	
35 33,A8,KQ,A9	33,A8,KT,QT,JT,A9	22,A8,K9,Q9,J9,T9,A9,KQ	22,A3,K5,Q6,J7,T7,97,86,7	83-82,72,62,52,42,32,A3-A
20 50	55	60	65	70
25 66,AT,AJ	55,AT,AJ	66,AT,KQ,AJ	22,AT,K9,QT,JT,AJ	22,A8,A5-A4,K4,Q8,J8,T8,
30 55,A9,AT	55,A9,KQ,AT	44,AT,KT,QT,JT,AT	22,A9,K9,Q9,J9,T9,98,AT,	22,A7,A5-A3,K2,Q5,J7,T7,
35 44,A8,KQ,A9	44,A8,KJ,A9	22,A8,KT,QT,JT,A9	22,A7,K9,Q8,J8,T8,98,87,	22,A2,K2,Q4,J6,T6,96,85,7

Not considered to be referenceable in hard copy form. Uses non-basic dimensions (steal and fold-vs-resteal). Prohibited whilst the client is open.

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

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

3.5) Any tool or service that offers real-time commentary or advice on the current game state that goes beyond reporting data and statistics.

Game state reporters are tools which extract the current game state and present related information to the player. Our policies towards their use is a mix between our stance towards static reference material and utility scripts. This is because they can effectively be seen as scripts that internally refer to a chart, but only report the relative data point to the end-user.

This is why, similar to reference material in general, our intention is to allow the retrieval or display of basic information in an alternative form but it must remain up to the end-user to interpret this information and decide on the best course of action. No interpretation, commentary or advice can be given by the tool. This applies to any type of advice, whether it be direct (“you should fold”) or indirect (“this is a bad situation”, “you are in the red zone”).

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

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

3.5) Any tool or service that offers real-time commentary or advice on the current game state that goes beyond reporting data and statistics.

As is the case for utility scripts, any information extractable prior to cards being dealt is acceptable. This means tools that alter the display of stack sizes, changing from dollar amounts to the number of big blinds is permitted.

Likewise, game state reporters are allowed to extract the running pot size and bet sizes, but only to explicitly calculate the pot odds being offered.

In addition, the player's hole cards and the community cards are extractable but only to be used in order to calculate:

- Absolute strength of a player's hand (i.e. "two pair, Jacks and Fives")
- Percentage chance of making an absolute hand (i.e. "36.5% to make a flush before showdown")
- Percentage chance of winning against all possible hole cards (i.e. equity vs a random hand)
- Percentage chance of winning against a specific starting hand (i.e. all-in equity)

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

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

3.5) Any tool or service that offers real-time commentary or advice on the current game state that goes beyond reporting data and statistics.

Finally, game state reporters are 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 and services that simply report basic game state information, such as pot odds or absolute hand strength.

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

3.5) Any tool or service that offers real-time commentary or advice on the current game state that goes beyond reporting data and statistics.

However, to be clear, there must be no analysis or interpretation of this data from the tool itself. The tools functionality is to merely display data in an alternate form. It must remain up to the end-user to make any inferences from this alternate display. For example, the following tools would be prohibited:

- Tools 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
- Tools that take a player's starting hand, refer to an internally defined starting hand chart and report back that it is in a "playable zone"; 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 and services that monitor and display numerical based statistics in-game, but make use of only information which you have accumulated through your own play.

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

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

1. the tracking application itself, which parses hand histories, stores information in a database and returns ad-hoc user-requested reports.
2. Heads-Up Displays (HUDs), which is 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 and services that monitor and display numerical based statistics in-game, but make use of only information which you have accumulated through your own play.

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

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 and services that monitor and display numerical based statistics in-game, but make use of only information which you have accumulated through your own play.

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

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 in
- Include “pop-up” based HUD functionality to further display additional statistics
- Alter the colour 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 and services that monitor and display numerical based statistics in-game, but make use of only information which you have accumulated through your own play.

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

HUDs may not:

- Have statistics which 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 which statistics are shown after the cards are dealt. For example, displaying FOLD TO CBET but only after a flop is seen is prohibited.
- Dynamically change which statistics are shown based on player/opponent tendencies. For example, displaying FOLD TO CBET but only for players that have high folds to continuation bets is prohibited.

<continued>

1.3) Tools and services that monitor and display numerical based statistics in-game, but make use of only information which you have accumulated through your own play.

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

HUDs may not:

- Rate, label, categorise or stereotype players based on their tendencies
- Display graphical representations of more than one numerical datapoint. For example, bet size / hand strength scatter plots are prohibited but a 0-100 “temperature gauge” representation of a player’s VPIP is permitted.

1.4) Macros and Hotkey programs that don't have any bearing on gameplay logic...

3.2) Any tool or service that works off of a central database of player profiles, hands played or private results is prohibited.

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.

Table selection and seating scripts that merely navigate the poker lobby, specifically choosing individual table or tournaments to play at, are classified as any other hotkey or utility script. That is, they are permitted providing any information displayed or criteria used to join or register is from a permitted data source.

However, tools that are based on a prohibited data source or are targeted towards either playing against or avoiding specific players in game offerings whereby they are unable to select or register to a specific table are prohibited.

1.4) Macros and Hotkey programs that don't have any bearing on gameplay logic...

3.2) Any tool or service that works off of a central database of player profiles, hands played or private results is prohibited.

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.

For example, the following types of table selection and seating script tools would be permitted:

- Selection tools that utilise playing statistics from a collection of hands the end-user personally participated
- Registrations scripts that are based on user-defined preferences or player note labels

Similarly, the following tools would be prohibited:

- Tools which time a players registration into a global waiting list of all Spin & Go users in order to avoid other classes of players
- Services that interact with a prohibited data source, such as a database of datamined hand histories or a developer-designated list of recommended players

2.1) Any tool or reference material that offers commentary or advice that goes beyond a basic level, such as a collection of individual stack-size-based starting hand tables, decision trees or heads-up displays that dynamically change based on player action or card values.

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, that run simulations or comparisons against player models are prohibited whilst the client is open. That is, the calculation of the following features must all be restricted 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. Unfortunately not. 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 both the PokerStars and Full Tilt clients are 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 and denoted as offering a limited subset of features whilst the client is open.

Q. How does the revision 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 would permit a HUD profile to be automatically changed between hands based on information extracted prior to the cards being dealt (e.g: the number of players remaining at the table) 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.

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/>

<http://www.fulltilt.com/about-us/legal-information/terms/prohibited-programs>

In case of disputes, management decision will be final.

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Further queries can be directed to
support@pokerstars.com or
support@fulltilt.com



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