onabet max vs onabet

<p> True M versus Harrington s M and Why Tournament Structure Matters< /p> <p>by Arnold</p> <p> Snyder</p> <p>(From Blackjack Forum Vol. XXVI #1, Spring 2007)</p> <p>© Blackjack £ , Forum Online</p> <p> 2007</p> <p>Critical Flaws in the Theory and Use of M in Poker Tournaments</p& gt; <p>In this article,</p> <p> I will address critical £, flaws in the concept of Μ as a measure o f player viability in</p> <p&qt; poker tournaments. I will specifically be addressing £, the concept o f M as put forth by</p> <p> Dan Harrington in Harrington on Hold em II (HOH II). My book, The £, Poker Tournament</p> <p&qt; Formula (PTF), has been criticized by some poker writers who contend t hat my strategies</p> <p> for fast tournaments must £, be wrong, since they violate strategies based on Harrington s</p> <p> M.</p> <p>I will show that it is instead Harrington s theory and advice £, that are wrong. I will</p> <p> explain in this article exactly where Harrington made his errors, why Harrington s</p> <p> strategies are incorrect £, not only for fast tournaments, but for sl ow blind structures</p> <p> as well, and why poker tournament structure, which Harrington ignores, £, is the key</p> <p> factor in devising optimal tournament strategies.</p> <p>This article will also address a</p> <p> common error in the thinking of £, players who are using a combinatio n of PTF and HOH</p> <p> strategies in tournaments. Specifically, some of the players who are £ using the</p> <p> strategies from my book, and acknowledge that structure is a crucial f actor in any</p> <p> poker tournament, tell me £, they still calculate M at the tables bec ause they believe it</p> <p> provides a more accurate assessment of a player s current £, chip s tack status than the</p&qt; <p> simpler way I propose gauging your current stack as a multiple of the big blind. But £, M,</p> <p> in fact, is a less accurate number, and this article will explain why. </p&qt; <p>There is a way</p> <p> to calculate what £, True M, that would provide the informat I call