

# bet inter

Measure of the health of a player's chip stack in poker  
In no-limit or pot-limit poker,  
a player's M-ratio (also called "M number", "M) Tj T\*

the health of a player's chip stack as a function of the cost  
to play each round. In

simple terms, a player can sit passively in the game, making only  
compulsory bets, for

M laps of the dealer button before running out of chips. A high M mean  
s the player can

afford to wait a high number of rounds before making a move. The conce  
pt applies

primarily in tournament poker; in a cash game, a player can in pr  
inciple manipulate his

M at will, simply by purchasing more chips.

A player with a low M must act soon or be

weakened by the inability to force other players to fold with agg  
ressive raises.

The term was named after Paul Magriel.

Calculation [ edit ]  
The M-ratio is calculated by

the formula:  
$$M = \frac{\text{stack}}{\text{small blind} + \text{big blind} + \text{total antes}}$$

For

example, a player in an eight-player game with blinds of \$50/\$100

, an ante of \$10, and

a stack of \$2,300 has an M-ratio of 10:

$$M = \frac{2300}{50 + 100 + (10 \times 8)} = \frac{2300}{230} = 10$$

That is,

if the player only makes the compulsory bets, he will be

indicated out of the game in

10 rounds, or 80 hands.

Dan Harrington studied the concept in great detail in

Harrington on Holdem: Volume II The Endgame, [2] defining several "zo  
nes" in which the

M-ratio may fall:

Zone name M-ratio "Optimal" strategy Green zone M  $\geq$  20 Most

desirable situation, freedom to play conservatively or aggressive

ly as you choose

Yellow zone  $10 \leq M < 20$  Must take more risks, [3] hands containing s

mall pairs and small

suited connectors less value Orange zone  $6 \leq M < 10$  Main focus is t