



U. S. Bridge Federation Open Team Trials  
 Schaumburg, IL - April 29, 2012  
 Vul: E-W Dealer: South  
 Contract: 4♠ Opening lead: ♣A

	ARVEDON ♠ QJ986432 ♥ j8 ♦ 1086 ♣ ---	
HURD ♠ --- ♥ K1093 ♦ KJ742 ♣ AK109		WOOLRIDGE ♠ K107 ♥ Q72 ♦ 93 ♣ J7654
	McLAUGHLIN ♠ A5 ♥ A654 ♦ AQ5 ♣ Q832	

**Bidding:**

South	West	North	East
1NT	X*	4♥*	P
4♠	P	P	P

The key to successful deceptive play is to create an illusion. First, you must envision the layout of the cards that you would like your opponents to believe that you have. You must then plan the sequence of plays accordingly that would result in your opponents to logically respond in a way that would be helpful to you and damaging to them. Sounds simple, but in practice it often requires careful planning and a great deal of imagination. When properly executed, it can be one of the most satisfying aspects of the game of bridge. A successful deceptive coup is particularly memorable and especially satisfying when your opponents are amongst some of the top players in the world!

Even though his opponents in today's hand are internationally famous, the hero of today's hand, EMBA's own John McLaughlin, and his regular partner, Lloyd Arvedon, are certainly highly accomplished players in their own right. They have won countless events together, and have been a dominant force in New England bridge for many years. Regular readers of Shark's Pointers may recall them being heralded over 4 years ago when they actually won 3 regional events in 3 successive days! Here's today's hand:

The bidding requires some explanation. West's double of 1NT was conventional showing a hand holding specifically 4 hearts and a longer minor (presumably a 5 or 6 card long diamond or club suit). North's 4 bid was the popular Texas transfer which showed at least 6 spades and values to compete to the 4 level.

John ruffed the opening lead in dummy, ran the ♠Q, played a spade to the ace, ruffed the ♣3, and then ducked the ♥8 of around to West's ♥9.

From West's perspective, he needs four tricks to beat the 4♠ contract. From declarer's play in the spade suit, partner appears to have started with three spades to the K, so that's one trick. West can see 14 HCP in his hand and 4 more in the dummy. That's a total of 18, which means there are 22 points left. Subtracting from 22 the 15 to 17 HCP for his opening 1NT bid, leaves his partner with a maximum of 7 HCP and a minimum of 5 HCP. Declarer wouldn't play the hearts this way holding the ♥Q, so from West's perspective, his partner holds both this card and the ♠K - a total of 5 HCP, leaving only a maximum of 2 HCP more that his partner can hold.. So either a diamond or a club return is likely to hand declarer his tenth trick. On this reasoning, West returned the ♥10. As you can see from the diagram, this defense is necessary to beat the contract, although perhaps it's not too hard to find.

But the truth is, the above diagram represents the West hand and the dummy, as well as the identical sequence of plays, card for card, but when West returned a heart, the dummy's ♥J won the trick! The hand wasn't as depicted above at all.

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	♠ QJ986432	
	♥ J8	
	♦ 1086	
	♣ ---	
<b>HURD</b>		<b>WOOLRIDGE</b>
♠ ---		♠ 107
♥ K1093		♥ 742
♦ KJ742		♦ A9
♣ AK109		♣ QJ8765
	<b>McLAUGHLIN</b>	
	♠ AK5	
	♥ AQ65	
	♦ Q53	
	♣ 432	

The actual deal is shown above:

John McLaughlin had executed a masterful deception against a couple of the brightest stars in the game today! Looking at the actual hand, John could have tried the heart finesse for his tenth trick, but he knew if it lost, West would realize that passive defense would let declarer get rid of a diamond loser on a good heart, and would have no choice but to lead a diamond. John could see the risk of going down if he played the hand in a straightforward manner, so found the play he made, and bamboozled his LHO into thinking he had a completely different hand than the one he held.

#### Today's Shark's Pointers:

- *Deception, when done in tempo, is a perfectly legitimate and important skill to master. Get in the habit of playing your cards in such a way as to possibly confuse your opponents as to the location of your high cards.*
- *When the bidding indicates that the percentage play doesn't rate to work, try to envision a deception that just might.*
- *Things aren't always as they appear. Discuss with your favorite partner how you can use spot cards when dummy has a void to indicate count, suit preference or both – clues that might help you uncover a clever ruse.*

## WONDER HOW MASTERPOINT AWARDS ARE CALCULATED?

### Here's how it's done

Ever wonder how masterpoint awards are calculated in club games? Do you have a vague sense that "special games" award more, but have no idea how many? If you'd like to have a better understanding, read on.

In regular club games, masterpoints are awarded based on the number of tables in play. First place in each direction gets an award of 0.1 masterpoints times the number of tables, up to a limit of 1.5 points. Second place gets 70% of first, third gets 50%, fourth gets 35%, fifth gets 1/5, sixth gets 1/6 (about 40% of the pairs get masterpoints). In Howell games, replace "number of tables" by "number of pairs" and apply the same formula. That's all there is to it: first place in a nine table games gets 0.9, first place in a 14 table game gets 1.4, etc.

Flight B (technically, stratum B) awards use the same formula, but are based on the number of flight B and C pairs playing. The flight B awards are also reduced 20% to reflect the elimination of strong players. So, for example, if there are 15 tables in play and 10 of the North-Souths are flight B or C, the flight B award is 0.8: there are 10 tables of flight B and C players, so that's  $0.1 * 10 = 1.0$ , and then the award is reduced 20%.

Flight C gets awards use the same formula and are based on the number of flight C pairs. The flight C awards are also reduced 20%.

Here's a more detailed example with lower places included. Say there are 15 tables at a club game. Say that five of the north-south pairs are flight A, 5 are flight B, and 5 flight C. Then first N-S pays 1.5 points ( $0.1 * 15$  – there are 15 pairs total). Second gets 1.05 (70% of 1.5), third gets 0.75 (50% of 1.5), fourth gets 0.53 (35% of 1.5).

First in B gets 0.8 points ( $0.1 * 10 * 80%$  – there are ten flight B and C pairs, and there is a 20% reduction). Second in B gets .56 (70% of 0.8), etc. First in flight C is worth 0.4 points ( $0.1 * 5 * 80%$  – there are five flight C pairs, the 20% reduction is the same).

(Continued on page 10)