

# CRIBBAGE WORLD

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AMERICAN CRIBBAGE CONGRESS

## *Effective August 1, 1997*

### **New Master Rating Point System**

After two years of fine tuning, the American Cribbage Congress will be scoring their sanctioned tournaments under a new Master Rating Point system, effective August 1, 1997.

The late Ed Horigan championed a scoring system that would award equal points for equal difficulty, and after two years of manipulating numbers to insure players scoring equal numbers as in the past, the new "Modified Horigan" system was voted into place at the January (Reno) Board of Director's meeting.

Equal numbers of MRP's will be scored, but in a different manner. A player will score MRP's in the qualifying round based upon Game Points. Charts have been prepared to score points on typical one-day and two-day events. For example, in a two-day event (22 games), players scoring in the top 1/8 will be awarded MRP's: The scoring is by five-point increments, beginning with 27 GP's scoring 5, 28-10, 29-15, 30-20, 31-25, etc. In a typical one-day tournament with a 12-game qualifying round, the scoring begins with 15 Game Points scoring 5 MRP's, then 16-10, 17-15, 18-20, etc. Once again, only the top 1/8 score MRP's. Similar systems for Consolation events with three-point increments have also been prepared. Charts will be provided for tournaments for posting, but once a player knows the system, no charts will be needed to figure your MRP's.

Playoff rounds are scored with emphasis placed on equal points for equal difficulty, regardless of size of tournament. Once again, a player will

not need charts after familiarity is attained. All players will score 7 MRP's for qualifying (top 1/4), and from that point the scoring is 7 + 7...the second round losers will score 21 MRP's (7 + 14 = 21). The third round losers will score 42 MRP's, then 70, 105, 147, 196, 252, and finally 315 in a 513-1,024 tournament.

Byes count as wins, and no backward playoffs are awarded points. The scoring will be: 1-2-3-3-5-5-5-9-9-9-9-9-9-17-17, etc. A tournament director has the option in playing off 3-4, or 5-8, for example, for prize money or trophies, but MRP's will not be affected.

The smaller tournaments will benefit the most by the new system, and 2nd and 3rd round losers in larger tournaments will lose the most...but this, arguably, was precisely what was unfair about the old system.

Double Elimination events (such as the National Open) have scoring charts that equal the standard scoring. A unique new feature has the Double Elimination events now offering qualifying points (the top 1/8 finishers are all awarded an additional 30 MRP's). This alleviates the unfairness in *not* awarding qualifying points as in the past.

Charts are printed on pages 4 and 5 inside. Study the numbers. They apply to all-sized tournaments, and, once mastered, you will have no difficulty figuring your MRP's. And the ACC wagers you will like the over-all fairness and simplicity of this new system.



## The President's Column

### Everett 'Ev' Bey

odds. His numbers differed from Adam's as follows: 4-card flush in your hand, 1:10; 5-card flush in your hand, 1:50; 5-card Crib flush, no guess (but when dealer throws two suit-matching cards, 1:17).

I'm sure other mathematical wizards out there in cribbagedom can make a good case to confirm or differ with either or both of the above numbers.

If anybody has any ideas on this, or can come up with better figures, please send them to me.

If we get enough reaction and can justify the possible change, I'll submit it to Syl Lulinski's Rules Committee for deep thinking.

Those flush counts have been in effect for more than 350 years, ever since Sir John invented the game way back in the early 1600's, so it's not likely that we'll ever see it changed.

Gaylord Matti, director of the Madison (WI) Masters Tournament, tells us that he had ACC founder Joseph Petrus Wergin out of the nursing care home as a non-playing guest at the recent Masters event. Everyone was glad to see Joe.

Walter McCallum of Yountville, CA knocked off the ACC brass in two consecutive matches at the Reno Independence Day tourney. He nullified a possible Consolation championship between Ye Olde Prexy (me) and Executive V-P Syl Lulinski by beating us two straight each. You showed no respect, Walt, in walking off with first place!

Bill and Dorthalee Irons, directors of the Independence Day tournament and the Veteran's Day tournament at Reno every year, report that some \$50,000 has been donated to Veteran's charities due to these tourneys over the last 12 years.

### Odds of Scoring a Flush

Sir John Suckling, inventor of the game of cribbage, must have dipped too many times into the ale barrel while he was deciding the rule governing flushes.

It has always seemed to me that the noble Sir John got it backwards when he decreed a 4-card flush in the hand and a 5-card flush in the Crib.

I would think that the difficulty of obtaining a 4- or 5-card flush in one's hand or the Crib would be reflected in the percentage of likelihood in catching either flush.

I posed the question to Russell Adams, University of Minnesota thinker and oddsmaker, at the recent Reno 4th of July tournament. He cogitated for a while and then pontificated: Odds of a 4-card flush in your hand, 1:50; odds of a 5-card flush in your hand, 1:200; odds of a 5-card flush in your Crib, 1:595.

Remember, you have some control over your hand, because you have the option of throwing 2 cards to the Crib, no matter whose. That's the easy one.

Counting a 5-card flush in your hand requires the luck of the draw in cutting or turning the fifth suit-matching card. Decidedly more difficult, regardless of whether you're the dealer or the pone.

Now we come to the most difficult one...each of the players must throw 2 same-suit cards into the Crib and then turn up the fifth matching suit card to complete the Crib flush. Very, very tough...a rarity!

Deciding to check further, I asked DeLynn Colvert, all-time top point scorer and Cribbage World editor, to give his estimate of the flush

*Keep peeggin'... Ev Bey*

## 338 In Reno

### Mary Gladish Champ!

Mary Gladish, the 4th Street Terrorists resident poet and Master pegger, has been on a roll this cribbage year. At the recent Reno Independence Day Classic, this Concord, CA pegger zipped to the championship, besting a whopping 338 players...and has vaulted over the 900 MRP mark for this year. Nearing her Grand Master rating, Gladish also throws her hat into the ring for top ten honors for this season's action.

Phil True, a Master pegger from Richland, WA, came away with 2nd money...and will make a major move up in the Western Region standings.

DeLynn Colvert, the ACC's only Two-Star player, finished 3rd (after qualifying 14th) and has cemented his national MRP lead for this cribbage season. This Montana pegger has topped the 1,600 mark for the year.

Kenneth Mitchell, Seaside, CA, had a fine tournament, taking home 4th place...and a sizeable purse.

Grand Master Darrel Miotke (Sublimity, OR) zipped over the 700 MRP mark for the year by taking qualifying honors...a nice 38 '18 + 249.

Walt McCallum (CA) nailed the 240-pegger Consolation, getting by the ACC's two top executives in the final two matches...Life Master Syl Lulinski, (IL) and ACC President Ev Bey (AZ). Lulinski took 2nd, with Bey in 4th. Richard Frost, a Master pegger from Berlin, WI took 3rd.

#### Satellites:

Friday Early Bird: Roger Wilson (CO) 9/9  
Saturday High Roller: Mel Ashley (CA)

A highlight of this event saw R. M. Robson (CA) score a 29-hand in Saturday morning's action and had \$1,000 in hand from the Sands (if no one else scored another 29). Oops...in the afternoon John Clemson (CA) nailed another 29-hand. Each player then received \$500 from the Sands...and another \$100 from the ACC for these gems (16th and 17th this season).

Bill and Dorthalee Irons, Roberta Huff, Jesse Jarrell, Barbara Woodward, and a host of volunteers ran another first-class event, attested to by yet another huge crowd.

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# Effective August 1, 1997 New Master Rating Point System

Typical One-Day Tournament	Typical Two-Day Tournament	22-Game Qualifier	22-Game Qualifier
Game Points	Game Points	Game Points	Game Points
15	5	27	5
16	10	28	10
17	15	29	15
18	20	30	20
19	25	31	25
20	30	32	30
21	35	33	35
22	40	34	40
23	45	35	45
24	50	36	50
25	55	37	55
26	60	38	60
27	65	39	65
28	70	40	70
Etc.		41	75
		42	80
		Etc.	

Scoring charts are available for all events played by the ACC. Contact your Tournament Commissioner.

## Double Elimination Events

That National Open and a few other similar double-elimination events are played every year. They will be furnished scoring charts that offer MRP's that equal standard events. A typical National Open (256 players) will be scored as follows:

1 - 196
2 - 147
3 - 115
4 - 95
5 - 6 - 78
7 - 8 - 62
9 - 12 - 48
13 - 16 - 36
17 - 24 - 25
25 - 32 - 17
33 - 48 - 9
49 - 64 - 5

The top 1/8 (and ties) will score an additional 30 MRP's in lieu of qualifying MRP's. This will give the Double Elimination events MRP's equal to those in standard events.

## Playoff Master Rating Points

The simplicity of the new system is evident in that all tournaments score MRP's in the same manner. All qualifiers score 7 MRP's. Byes count as wins. Progressive MRP's are earned with each round won on a 7 + 7 basis. For example, the second round scores 21 (7 + 14 = 21). Once you memorize the following numbers, a scoring chart will no longer be necessary to figure your MRP's:

**7 - 21 - 42 - 70 - 105 - 147 - 196 - 252 - 315**

Let's take a typical 128-player tournament. 32 players will qualify for the playoffs. The first round losers (16: 17-32) will score 7 MRP's. The second round losers (8: 9-16) will score 21 MRP's. The third round losers (4: 5-8) will score 42 MRP's. The two players tying for 3rd will score 70 MRP's. 2nd place will score 105 MRP's, and 1st place will score 147 MRP's.

Larger tournaments have more playoff rounds and will score more MRP's. For example, a winner of a 256-player event will score 196 MRP's. The winner of a 512-player event will score 252 MRP's...and the largest tournament (513-1,024) winners will score 315 MRP's.

The simplicity is that all rounds won are awarded MRP's equally, regardless of size of tournament. This is the late Ed Horigan's legacy, as he championed this method of scoring.

## Consolation MRP's

The Consolation event is scored in a similar manner as the Main Event. In the qualifying round, the top 1/8 will score MRP's based on Game Points as follows:

### 9-Game Event

Game Points	Master Points
12	3
13	6
14	9
15	12
16	15
17	18
18	21
19	24
20	27
21	30
22	33
23	36
24	39
Etc.	

Charts are available for Consolation formats other than 9 games. Wall charts will be available to tournament directors for posting.

### Consolation Playoffs

Consolation playoff rounds are scored in the same manner as the Main Event, except that each round won is scored on a 3 + 3 formula. All qualifiers will earn 3 MRP's. The 2nd round losers will earn 9 MRP's (3 + 6 = 9). Each round is scored.

**3 - 9 - 18 - 30 - 45 - 63 - 84 - 108 - 135**

### Scoring Summary

This new MRP system is scored in a slightly different manner, insofar as numbers of MRP's scored in the qualifying round and playoffs. The new system awards about 15% more points in the qualifying round...and about 15% less in the playoffs. The new system will award MRP's (within 2%) in the same aggregate amount as the old system. As stated earlier, the smaller tournaments will be the big winners, as they will now be on an equal footing with the larger ones; rewarding our ACC members with equal MRP's for equal difficulty.

## Apologies To BOD Candidates

Last month's issue of *Cribbage World* had a voting centerfold with biographies of the 33 candidates running for this office.

The sheer volume of copy insured that a few typos would occur...and they did.

The most glaring error was in the biography of President Ev Bey. It read: "Also organized a 7-member GR club in Sun City West, AZ...!" **The correct number was a 70-member club!** Our President is no slouch when it comes to promoting cribbage! CW apologizes for this typo.

And Ron Morgan was listed as a member of GR 11, when, in fact, the club number is 111! Apologies to Ron for this typo.

CW offers only the excuse that time was short...and the work load heavy!

## Central Region Format Heads West

The Central Region sports tournaments that offers players an "All-Events" contest. This format scores the Friday/Early Bird (9 games) in conjunction with the Main Event qualifying round (22 games) and the Saturday Special (9 games). This event totals a 40-game match and is scored in the usual manner.

The Montana Championship match to be played October 3-5 in Missoula has decided to give this format a try. Instead of the Friday High Roller and Doubles matches, a 9-game Friday Early Bird will be part of the All-Events (40-game match) that parallels the Central Region's format.

See Tournament Trail for details.

## John Mixer Designs Unique Board

John Mixer, Camarillo, CA, has come up with a new board design. The basic shape is a triangle with three tracks. All players start the game in the center of the board and peg toward the edge. This three-sided board keeps each player on separate (numbered) tracks. In effect, this is a 3-sided long board design.

Anyone interested in details, contact:

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