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Resumo:

betfair cavalos : Descubra o potencial de vitória em dimarlen.dominiotemporario.com!

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contente:

Drake, que disse nas redes sociais: "não pode apostar contra os rápidos", fez uma joga de US R\$ 1.15 milhão no Super Bowl do Kansas City Chieffes batendo o San Francisco. 49ers,

Um apostador ganhou mais de meio milhão betfair cavalos betfair cavalos dólares ao acertar um parlay insano durante o Campeonato, domingo na NFL. O sortudo vencedor transformou seu crédito a R\$20 no site FanDuel foi betfair cavalos R R\$5791.000 poradivinhando corretamente os vencedores e pontuação exata de ambos dos campeonatos. conferência; jogos jogos. Há 55 555, Só há 55. 555).

Type of deceptive play in poker

Slow playing (also called sandbagging or trapping) is a deceptive play in poker where a player bets weakly or passively with a strong holding. It is the opposite of fast playing. A flat call can be a form of slow playing. The objective of slow playing is to lure opponents into a pot who might fold to a raise, or to cause them to bet more strongly than they would if the player had played aggressively (bet or raised). Slow playing sacrifices protection against hands that may improve and risks losing the pot-building value of a bet if the opponent also checks.

David Sklansky defines the following conditions for profitable slow plays:[1]

A

player must have a very strong hand.

The free card or cheap card the player is allowing to his opponents must have good possibilities of making them a second-best hand.

That

same free card must have little chance of giving an opponent a better hand or even giving them a draw to a better hand on the next round with sufficient pot odds to justify a call.

The player must believe that he will drive out opponents by showing aggression, but can win a big pot if the opponents stay in the pot.

The pot must not yet be very large.

Seven-card stud example In a seven-card stud game, Ted's first three cards are all fours. Alice with a king showing bets first, Ted raises and Alice calls. On the next round, Alice catches another king, and Ted miraculously catches the last four (making four-of-a-kind). Ted suspects Alice has two pair or three kings, and Alice suspects that Ted has two pair or three fours. Alice bets again, and Ted just flat calls. Ted decides to just call for next round or two, and maybe even check if Alice doesn't bet, rather than raising, for several reasons. Ted's hand is so strong that the

chance of getting beaten is negligible, so he doesn't need protection. If Alice just has two pair and Ted acts strongly, Alice may think Ted has three fours and fold if she doesn't improve. By allowing Alice to continue for smaller stakes, Ted hopes that Alice will improve to a very strong (but second best) hand that will induce her to bet, raise, or at least call in the later betting rounds.

Relationship between slow playing and bluffing [edit]

Against observant opponents, the frequency of bluffing affects the effectiveness of slow playing, and vice versa. If a player's table image is that of an aggressive bluffer, slow playing is less important because his opponents will be more willing to call his usual bets and raises. Similarly, if a player is perceived as a "trappy" player (uses frequent slow plays), his bluffs are less likely to be respected (i.e., more likely to be called) because his opponents expect him to slow play his strong hands.[2]

Check raising as a slow play [edit]

A check-raise is not necessarily a slow play. Often, the purpose of a check-raise is to drive out opponents from a pot, which is the opposite of the goal of a slow play.[1] However, within the context of a single betting round, check-raising can be employed as a slow play.

Draw

poker example Alice, Bob, Carol, and David are playing draw poker. After anteing, Alice starts with a pair of aces, and opens the betting for R\$2. Bob raises an additional R\$2, bringing the bet to R\$4. Carol folds. David calls the R\$4, and Alice puts in an additional R\$2 to match the raise. Drawing three cards, she receives another ace, and a pair of fives. Since her aces-full is almost certain to be unbeatable, it does not need the protection of a bet. Also, Bob earlier raised, and David called a raise, so they likely have strong hands and one of them will bet if Alice doesn't. Finally, since Bob and David earlier showed strength, and they know that Alice knows this, Alice betting into them would be seen as a bold move likely to scare one or both of them off, especially if they weren't as strong as they seem. Alice decides conditions are right for a slow play: Alice checks. As she hoped, Bob bets R\$2. David thinks for a minute, then calls the R\$2. Alice now springs the trap and raises R\$2. Bob calls the additional R\$2, and David (who now realizes that he is probably beaten) folds. Bob reveals three sixes, and surrenders the pot to Alice. If Alice had just bet her hand on the second round, it is likely that Bob would just have called and David may or may not have called, earning Alice R\$2 to R\$4 on the second round. But with the slow play, she earned R\$6.

Even in games (such as California lowball) where the check-raise is not allowed, one can make other sandbagging plays such as just flat calling instead of raising with a very strong hand and then later raising.

Fishing for the overcall [edit]

Fishing for the overcall occurs when the last card a player is dealt makes him a very strong hand, an opponent in front of him bets, and there are more opponents yet to act behind him. While the player might normally raise with his hand, just calling may encourage the opponents behind him to overcall when they would have folded to a raise. For this play to be used profitably, one or more conditions like the following must be met:

The original bettor is all-in and therefore has no money to call a raise.

The player is confident that the original bettor was bluffing and would not call a raise.

There are several opponents yet to act. If there is only one opponent yet to

act, then getting the overcall would gain no more money than raising and having the initial bettor call.

The opponents are likely to overcall the initial bet, but not a raise. This play sacrifices the profit that might have been made from opponents who would have overcalled a raise.

A common example of fishing for overcalls occurs in

High-low split games like Omaha hold 'em. If John is confident that Mary is betting a high hand, then John might flat call with his low hand to fish for overcalls rather than make it more difficult for opponents to call. If John were to raise, he and Mary would gain no profit at all if no other opponents called.[3]

See also [edit]

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Fabiano Caruana triunfa en el SuperUnited Zagreb Rapid y Blitz

Fabiano Caruana, el jugador de ajedrez número 3 del mundo y campeón de los Estados Unidos, demostró su nueva maestría en el ajedrez rápido la semana pasada cuando ganó el SuperUnited Zagreb Rapid and Blitz, parte del Grand Chess Tour organizado por St. Louis, con un total de 27/36 puntos, igualando el récord de Magnus Carlsen para el evento. Caruana estaba seguro de la victoria con cinco rondas por jugar.

Hubo nueve rondas cada una de ajedrez rápido (G25+10) y ajedrez relámpago (G5+2), con el primero contando el doble de puntos. El fondo total del premio fue de R\$175,000. En los nueve años del Tour, han habido 10 totales de ajedrez rápido/relámpago de 24.5 o más altos, cinco de ellos por el dominante Carlsen y uno cada por Caruana, Alireza Firouzja, Hikaru Nakamura, Wei Yi, y Wesley So.

Caruana jugó algunas partidas impresionantes, incluyendo la última ronda rápida contra Anish Giri para la que él y su entrenador, Grigoriy Oparin, nombraron su apertura preparada 6 Qd3 y 7 g3 como la "Delayed Zagreb" ya que 6 g3 ya es conocido como el Zagreb contra la Najdorf Sicilian. El último movimiento de Caruana 41 Qa7! vino como una sorpresa para su oponente.

El resultado de Zagreb impulsa a Caruana

El resultado de Zagreb es un impulso significativo para Caruana, quien ha perfeccionado su

juego rápido en los años siguientes a la conclusión desastrosa de su desafío por el título mundial en 2024, donde el estadounidense mantuvo su propio con Carlsen a través de 12 difíciles tablas antes de ser derrotado 3-0 en los desempates rápidos.

Ahora Caruana ha avanzado hasta el No. 2 detrás de Carlsen en las clasificaciones rápidas de Fide y al No. 6 en el ajedrez relámpago. En el ajedrez de alto nivel, las pequeñas diferencias importan. Si Caruana hubiera convertido su final de juego ganador contra Ian Nepomniachtchi en los Candidatos en abril, él y el indio Dommaraju Gukesh se habrían enfrentado en un desempate de velocidad, con el estadounidense como claro favorito. Gukesh finalizó último de 10 en el Zagreb relámpago, perdiendo cinco juegos en un solo día.

Kasparov critica a Gukesh y Ding Liren

Garry Kaaparov, el ex campeón mundial, quien es uno de los organizadores del Grand Chess Tour y estuvo presente en Zagreb, dirigió recientemente una publicación en X a Gukesh y Ding Liren, quienes se enfrentarán por la corona en Singapur en noviembre-diciembre.

Kasparov escribió: "El campeonato mundial de ajedrez debería ser el partido entre los dos jugadores más fuertes. Definitivamente, no es el caso ... es un interesante partido. Poco puedo llamarlo un campeonato mundial".

Kasparov tiene forma para este tipo de comentario, notablemente en 2024 cuando llamó a Ding y Nepomniachtchi "un evento amputado" y en 2012 cuando criticó a Boris Gelfand, en ese entonces el No. 20, convirtiéndose en el desafiante de Vishy Anand, entonces No. 4.

Claramente Ding y Gukesh son contendientes legítimos, y la ausencia del No. 1 ha sido causada por Carlsen renunciando voluntariamente al título. Dicho esto, Kasparov tiene razón. Él jugó ocho campeonatos mundiales de ajedrez, de los cuales cinco fueron contra Anaroly Karpov, el entonces No. 1 o No. 2, dos fueron contra Anand y Vladimir Kramnik, quienes eran contendientes principales, mientras Nigel Short en 1993 había derrotado convincentemente a Karpov en camino a convertirse en el desafiante.

La calidad de los juegos puede ser cuestionada

En 2024, Ding ha tenido problemas durante todo el año con forma pobre y mala salud, mientras que los resultados de Gukesh desde que se convirtió en desafiante han estado por debajo del par, por lo que en los ratings en vivo clásicos el campeonato mundial actualmente es No. 6 v No. 15. Ding v Gukesh es un partido completamente legítimo, pero si la calidad de los juegos es baja, su credibilidad puede ser cuestionada.

Comienza el Crunchlabs Masters

El Crunchlabs Masters, el último evento de la gira en línea Champions Tour, comenzó el miércoles y continúa la próxima semana. Carlsen, quien estaba programado para competir en Zagreb pero se retiró debido a la muerte de su madre, Sigrun Øen, a la edad de 61 años, será el favorito.

El Mindsports International Open, que comenzó el jueves, es un evento interesante y fuerte donde los grandes maestros europeos y maestros se enfrentan a expertos ingleses y jóvenes talentos. El juego es en el Centro de Mindports de Londres y los juegos principales son visibles diariamente en línea en lichess.

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1 Qxh4+! Kxh4 2 Rh7+ Kg5 3 h4 mate.

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