

# Tomorrow's Schedule

Thursday, June 12, 2008

## MORNING EVENTS:

Plum Good Compact Knockout Teams

(second of two sessions) ..... (bracketed, teams of four **only**) .....8:45

**Stratified Choice Pairs**..... (play any **two** of the 3 sessions).....8:45

*NOTE: If you enter this event at 8:45am, you **must** choose, when buying your entry, whether to play the afternoon or the evening session as well as the morning one. It's a great choice for golfers, tourists, or movie-buffs who want to take a full afternoon or evening off!*

EARLY BIRD Side Game Series (#3 of 5) ..... (1500+ / 500-1500 / 0-500) .....8:45

**Stratified 199er Pairs**..... (100-200 / 50-100 / 0-50) .....8:45

## TWO-SESSION EVENTS:

**Stratified Choice Pairs**..... (play any **two** of the 3 sessions)1:00 & 7:15

*(if you enter this event at 1:00, you **must** play the afternoon **and** evening session)*

Apple of Your Eye Knockout

Teams (semi-finals, finals) ..... (bracketed) .....1:00 & 7:15

**Apricot Brandy Knockout Teams**

(first and second of four sessions) ..... (bracketed) .....1:00 & 7:15

## AFTERNOON SINGLE-SESSION EVENTS:

WEEKDAY Side Game Series (#5 of 6) ..... (1500+ / 500-1500 / 0-500) .....1:00

**Stratified 199er Pairs**..... (100-200 / 50-100 / 0-50) .....1:00

## EVENING SINGLE-SESSION EVENTS:

**Stratified Swiss Teams**..... (1500+ / 500-1500 / 0-500) .....7:15

WEEKDAY Side Game Series (#6 of 6) ..... (1500+ / 500-1500 / 0-500) .....7:15

**Stratified 199er Pairs**..... (100-200 / 50-100 / 0-50) .....7:15

**Don't Forget! 199ers & Goodwill Committee Reception — 4:30 – 6:00 at the Days Inn**

# Bridge by the Beach

## Wednesday Edition

*Bridge by the Beach* is the Daily Bulletin of the **2008 Penticton Regional** — Canada's biggest Regional every year since 2003.



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I welcome news, stories, photos, interesting deals, and other material for **Bridge by the Beach**, and I'll print as much as I can—from experts, intermediates and novices alike. I will be available for digital photos of overall winners of any event, or

any bracket or strat within an event, both before the afternoon session and again after the evening session, at the Bulletin office near the northeast entrance (the one on the pairs side of the room).

Each edition of **Bridge by the Beach** (and other recent McBruce Daily Bulletins) is posted online early each morning to this address:

[www.matchpointer.com/db.htm](http://www.matchpointer.com/db.htm)

Photos taken for **Bridge by the Beach** are uploaded to the London Drugs Photo Station:

[www.londondrugs.com/LDPS](http://www.londondrugs.com/LDPS)

Anyone can view them, download them, or purchase high-quality prints or even gift items with the photos. (The Penticton London Drugs, or any photo shop could do this for you if you have no Internet access.) No login is required; to access the photos, enter this access code: **ZLJ2KXTK7**

# Bridge by the Beach

Daily Bulletin of the 2008 Penticton Regional



## Today's Schedule

Wednesday, June 11, 2008

### MORNING EVENTS:

**8:45 AM**

**Plum Good Compact KO Teams** ..... (bracketed)

(first of two sessions, teams of four **only**)

EARLY BIRD Stratified Side Game Series ..... (#2 of 5)

**Stratified 199er Pairs**..... ( 100-200 / 50-100 / 0-50 )

### TWO-SESSION EVENTS:

**1:00, 7:15 PM**

**Stratified Open Pairs**..... ( 1500+ / 500-1500 / 0-500 )

**Stratified Senior Pairs**..... ( 1500+ / 500-1500 / 0-500 )

Cherry Blossom Knockout Teams ..... (semi-finals, finals)

**Apple of Your Eye Knockout Teams** ... (first and second of four sessions, continues tomorrow)

### AFTERNOON SINGLE-SESSION EVENTS:

**1:00 PM**

WEEKDAY Stratified Side Game Series ..... (#3 of 6)

**Stratified 199er Pairs**..... ( 100-200 / 50-100 / 0-50 )

### EVENING SINGLE-SESSION EVENTS:

**7:15 PM**

**Stratified Swiss Teams** ..... ( strats by team average )

WEEKDAY Stratified Side Game Series ..... (#4 of 6)

**Stratified 199er Pairs**..... ( 100-200 / 50-100 / 0-50 )

Newly-begun events are listed above in **boldface**.

*Where's my section?* Pairs in the carpeted area, teams in the uncarpeted area.

*Which lineup?* Entries sold inside for team events and morning pair games; near the concession area for afternoon and evening pairs events.

# Brain Warmups

## Five new kinds of puzzles!

For the past three years, DINO Daily Bulletins have featured a daily Sudoku. Sudoku is now everywhere, so for this tournament we're trying a new feature: five different types of puzzles (many which originated from Nikoli, the same Japanese puzzle maker that first popularized Sudoku in 2005) that you will find entertaining and stimulating. If you get hooked on one or more, go to the Internet: they come from a wonderful free collection of no less than 27 small programs that you can get at this address:

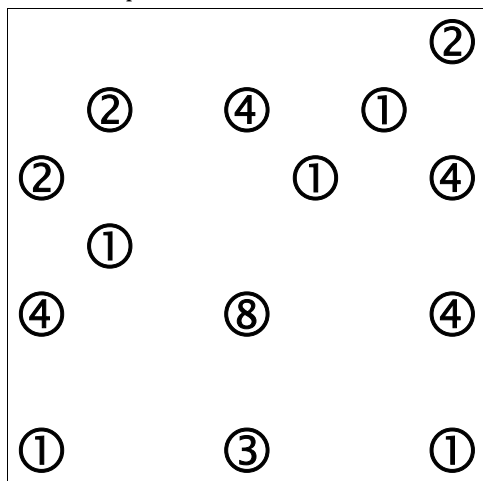
[www.chiark.greenend.org.uk/~sgtatham/puzzles/](http://www.chiark.greenend.org.uk/~sgtatham/puzzles/)

You'll be able to solve all of these puzzles **without guesswork**, by logical deductions alone. (Isn't that what we're all trying to do at the table? Why take a finesse when you have a 100% line?)

Today's puzzle is called **Bridges**. The objective is to connect the numbered islands with bridges, with the following constraints:

- ♦ bridges run horizontally or vertically, NOT diagonally, and they are always straight lines
- ♦ the number of bridges terminating at any island is equal to the number written in that island
- ♦ one or two bridges may run in parallel between the same two islands, but no more than two
- ♦ no bridge crosses another bridge
- ♦ all the islands are connected together

The easy version is below. Some hints, and a more difficult version is on page 23. Answers will appear in tomorrow's issue. A program with an infinite number of such puzzles is available at the link above.



# Bridges Hints

## Beginner's puzzle on page 2

**Bridges** Recap: Connect the numbered islands with bridges, with the following constraints:

- ♦ bridges run horizontally or vertically, NOT diagonally, and they are always straight lines
- ♦ the number of bridges terminating at any island is equal to the number written in that island
- ♦ one or two bridges may run in parallel between the same two islands, but no more than two
- ♦ no bridge crosses another bridge
- ♦ all the islands are connected together

**Bridges** hints: the number of possible connecting directions to other islands is a useful key. Any corner island can connect with only two other islands: if its number is 3, you can fill in one bridge to each and work out the third later. If its number is 4, two bridges must lead from it in both directions. Any island with  $x$  connections can be filled in with at least one bridge from each if its number is  $2x-1$ ; with two bridges each way if its number is  $2x$ . As you fill in bridges that logically must exist, the 'no crossings' rule will remove some other possible connections from islands, making further logical leaps possible.



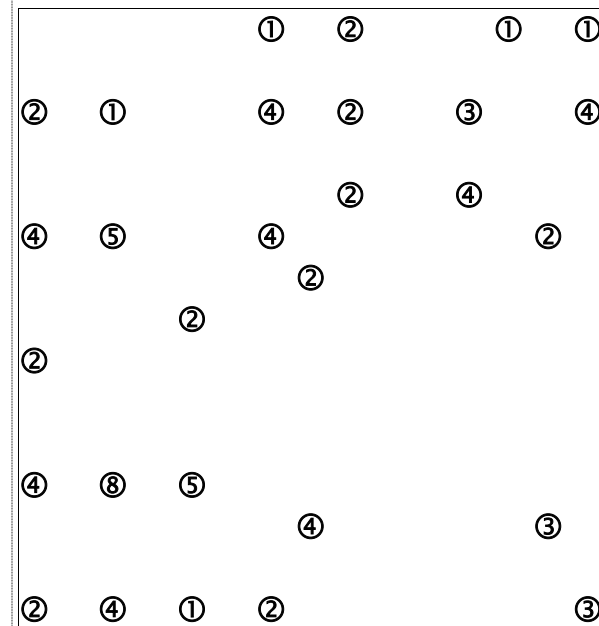
(Okanagan Notes, continued from page #)

It's locally produced, simple to learn and use, long-lasting, inexpensive, and it will help you and your partner bid to the best contract more often. Invented by **Granger Evans** and recommended by **Dee Berry**, the Evans Power Bridge system is a unique tool for improving your partnership, with thousands of combinations of hands to test yourself on. Mr. Evans will be demonstrating his invention in the area near the PDI bookselling area tomorrow at noon hour. PDI has ample supplies of this ingenious gadget. Come and have a look!

The opening lead that beats 6NT by North (assuming double-dummy play) in the deal on page 22 is...a small heart. A club lead, as we've

Now can you do the easy one on page 2?

Good: let's try a harder one! This puzzle took me three minutes fifteen seconds to solve.



Good luck! Tomorrow: **Dominosa**

seen, allows declarer to establish five club tricks, eventually squeezing West in the other suits. A spade lead allows declarer to do the same. A diamond lead gives declarer an alternate way to succeed: losing finesse, win the return and cash three diamonds, three clubs, three spades and the king of hearts, reducing all to two cards (having lost a diamond at trick one). West cannot keep the fourth spade and a heart guard.

But a heart lead to West's queen and North's king breaks up the squeeze! Whether declarer loses to West's  $K\heartsuit$  or East's long club, a second heart lead by the defense (the  $J\heartsuit$  if it is West in with the defense's first trick) kills North's  $T\heartsuit$ , transferring third round control of the suit to East's nine. East certainly has no possible discarding dilemmas!