

Tomorrow's Schedule

THURSDAY, November 12, 2009

Morning Knockout Teams
(quarterfinals)..... (bracketed)9:00
Side Game (MORNING Series, 3rd of 5) (1500+ / 500-1500 / 0-500).....9:00

StratiFlighted Swiss Teams, Flight A/X..... (3000+ / 0-3000) 1:00 & 7:00
StratiFlighted Swiss Teams, Flt. B/C/D..... (1000-1500 / 500-1000 / 0-500)... 1:00 & 7:00
Prime Time Knockout Teams
(semifinals and finals) (bracketed) 1:00 & 7:00

Side Game (FIRST Series, 5th of 6) (1500+ / 500-1500 / 0-500).....1:00
Afternoon Stratified 199er Swiss Teams . (100-200 / 50-100 / 0-50).....1:00

Side Game (FIRST Series, 6th of 6) (1500+ / 500-1500 / 0-500).....7:00
Evening Stratified 199er Swiss Teams (100-200 / 50-100 / 0-50).....7:00

Events in **boldface** are the first session of a multi-session event, or of a Side Game Series. (Side Games can be entered at any time and carry no obligation to play in any other games in the series.)



Bridge by the Flag

Wednesday Edition

Bridge by the Flag is the Daily Bulletin of the 2009 Vancouver Regional, held at the Guildford Sheraton Hotel in Surrey, across the street from the flagpole that flew over Expo 86. At 86 meters it was the world's tallest free-standing flagpole at that time. When the fair ended the flagpole was moved to the Flag Motors car dealership here in Guildford. The flag itself is replaced several times a year and takes quite a beating, especially in winter conditions—so it might not look as majestic as it does on the cover page here...



Bridge by the Flag Editor:

Bruce McIntyre (Burnaby BC)

e-mail: ooga@shaw.ca

I welcome news, stories, photos, interesting deals, and other material for *Bridge by the Flag*,

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 all strats before the afternoon session and again after the evening session. Any win is important enough for a photo: no matter the bracket or the strat. If you have a digital camera and see an winner, snap a picture and come find me! I have a gizmo that can read most memory sticks.

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

www.matchpointer.com/db.htm

Also online: results and hand records for pairs games, which I hope to have online daily before you get home after the evening session. You'll also find links to a site which displays the photos of winners (taken daily from 12 to 1pm and from 9 to 10:30pm outside the main playing area) and allows you to download copies or order prints.

A link to the Daily Bulletin page will be found at the District 19 website at www.d19.org



Today's Schedule

Wednesday, November 11, 2009

Morning Knockout Teams

(opening round) (bracketed)..... 9:00
Side Game (MORNING Series, 2nd of 5)
(1500+ / 500-1500 / 0-500)..... 9:00

Prime Time Knockout Teams

(opening round and quarterfinals)
(bracketed)..... 1:00 & 7:00

Stratified Open Pairs

(1500+ / 500-1500 / 0-500)..... 1:00 & 7:00

Side Game (FIRST Series, 3rd of 6)

(1500+ / 500-1500 / 0-500)..... 1:00

Afternoon Stratified 199er Pairs

(100-199 / 50-100 / 0-50)..... 1:00

Evening Stratified Swiss Teams

(1500+ / 500-1500 / 0-500)..... 7:30

Side Game (FIRST Series, 4th of 6)

(1500+ / 500-1500 / 0-500)..... 7:30

Evening Stratified 199er Pairs

(100-199 / 50-100 / 0-50)..... 7:30

Bold: first session of a new event or side series.
(Side games may be entered at any time.)

Brain Warmups

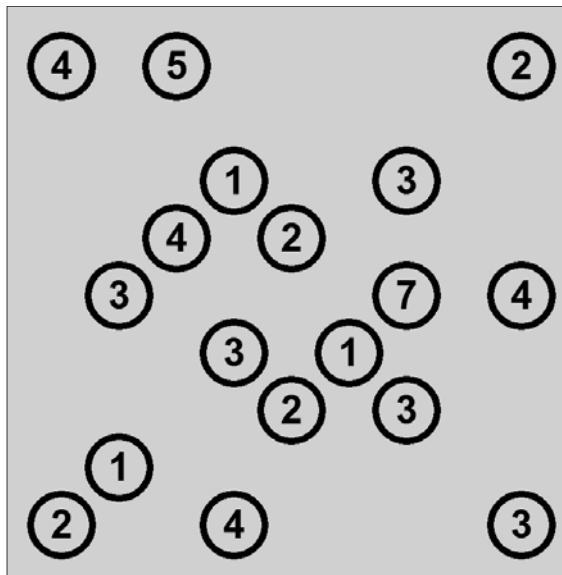
Your daily warmup puzzle!

In each issue this week we will feature a small, easy version of a puzzle beside the instructions; then, on another page, a larger, more difficult version will appear. Most important: in all of these puzzles, you will be able to solve them 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:

- 1) bridges run horizontally or vertically, NEVER diagonally, and they are always straight lines
- 2) the number of bridges terminating at any island is equal to the number written in that island
- 3) one or two bridges may run in parallel between the same two islands, but no more than two
- 4) no bridge crosses another bridge
- 5) all the islands are connected together

The easy version is below. Hints, and a more difficult version is on page 15. Answers will appear in tomorrow's issue.



You can get a program to create, save, print, and solve unlimited numbers of these programs (size and difficulty are adjustable) here:

www.chiark.greenend.org.uk/~sgtatham/puzzles/

Bridges Hints

Beginner's puzzle on page 2

Bridges recap: Connect the numbered islands with bridges, with the following constraints:

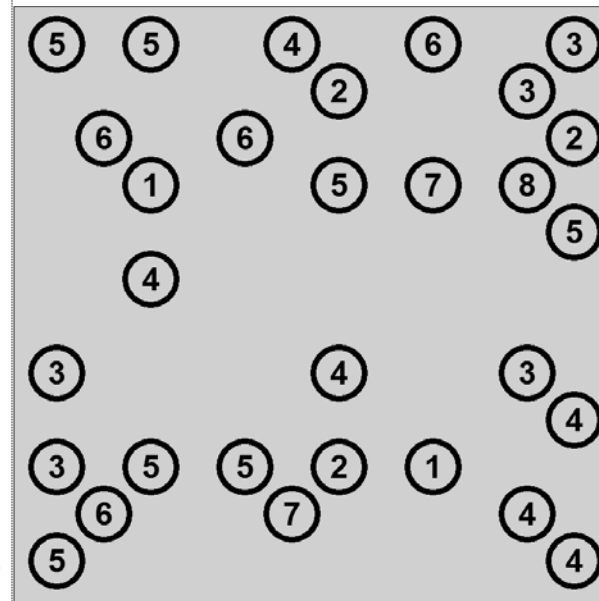
- 1) bridges run horizontally or vertically, NOT diagonally, and they are always straight lines
- 2) the number of bridges terminating at any island is equal to the number written in that island
- 3) one or two bridges may run in parallel between the same two islands, but no more than two
- 4) no bridge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

Bridges hints:

The number of possible connecting islands to any island is a useful key. A 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.

Now can you do the easy one on page 2? Or...

How about a more difficult one, like **this**:



Slight catch: just for this more difficult one above, there can be up to THREE bridges running in parallel between the same two islands.

Answers to both puzzles will appear in tomorrow's issue.

DINO Recorder

The main role of the Recorder is to receive written information, complaints and suggestions by players about other players, tournament directors, tournament facilities and anything else directly related to bridge.

The Recorder's Duties:

- The Recorder keeps ongoing records of all grievances brought to his attention, the facts of which he is able to verify. Absolute confidentiality is observed.
- The Recorder has no punitive powers. If a hearing does take place, however, the Recorder's records may be made available to the Committee as evidence.
- The Recorder will review memos received and determine how the issue is to be acted upon. He may investigate to determine the facts and possible extenuating circumstances.
- The Recorder acts as an educator. Many players do not understand ethics and rules. The Recorder is able to help newer players, and others, become aware of each player's ethical responsibilities.

If you wish to report to the Recorder, you do so by obtaining a Player Memo form from a Director. All Player Memos should be completed as fully as possible and returned to a Recorder or to a Director.

The DINO Recorder is: Ole Godefroy, 1210 101st Pl NE, Bellevue, WA 98004. Phone: 425/452-8335 (home); 206/725-4900 (work). Email: ahabfox@cs.com

