

# Tomorrow's Schedule

SUNDAY, November 15, 2009

## Two-Session Events:

**StratiFlighted Swiss Teams, Flight A/X**..... (3000+ / 0-3000)..... 10:00 & TBA

**StratiFlighted Swiss Teams, Flight B/C/D**..... (1000-1500 / 500-1000 / 0-500) .... 10:00 & TBA

**Stratified Senior Swiss Teams** ..... (1500+ / 500-1500 / 0-500) .. 10:00 & TBA

## Single-Session Events:

**Side Game** (SECOND Series, 5th of 5)..... (1500+ / 500-1500 / 0-500) ..... 10:00

**Morning Stratified 199er Swiss Teams** .... (100-200 / 50-100 / 0-50) ..... 10:00

Expected On-The-Road time: 1:30pm (single session), 6:30pm (teams).



## Don't slow the game down!

Round timers show the amount of time left in a round: this one says there are 15 minutes left in round five. 7-8 minutes is the standard time for a single board, so a quick look at a clock will tell you when you need to speed up a bit. If you are behind, try to keep delays to a minimum.

## Bridge by the Flag

### Saturday 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](mailto: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 and new Life Masters after the evening session outside the main playing area. Any win is important enough for a photo: no matter the bracket or the strat. If you have a digital camera and see a 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](http://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 (the record so far is an hour past the end of the evening session). You'll also find links to a site which displays the photos of winners 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](http://www.d19.org)

## Bridge by the Flag

♠ ♥ ♦ ♣ Daily Bulletin of the ♠ ♥ ♦ ♣  
♠ ♥ ♦ ♣ 2009 Vancouver Regional ♠ ♥ ♦ ♣  
♠ ♥ ♦ ♣ Editor: Bruce McIntyre ♠ ♥ ♦ ♣

## Today's Schedule

Saturday, November 14, 2009

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

**North American Pairs District Finals** (flighted)  
(club qualification required) ..... 1:00 & 7:00

Weekend Bracketed Knockout Teams  
(semifinals and finals).... 1:00 & 7:00

**Bracketed Compact Knockout Teams**  
(teams must have exactly 4 members)... 1:00 & 7:00

**Stratified Open Pairs**  
(1500+ / 500-1500 / 0-500)..... 1:00 & 7:00

Side Game (FIRST Series, 5th of 6)  
(1500+ / 500-1500 / 0-500)..... 1:00

**Afternoon Stratified 199er Swiss Teams**  
(100-199 / 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**  
(100-199 / 50-100 / 0-50) ..... 7:00

**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 **Unequal**. Fill in numbers (integers from one up to the grid size: the number of squares in any row or column; the one below contains digits 1-4) in the grid of squares so that:

- 1) Each row and each column must contain only one occurrence of each digit.
- 2) All the greater than signs must be correct: the "arrows" point to the lower of two adjacent numbers.

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

4			
	<		
	2		
		1	3

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

# Unequal Hints

## Beginner's puzzle on page 2

**Unequal** recap: The solution will have the numbers 1 thru grid size (1-7 here, 1-4 on page 2) once in each row and column. Also, the greater than signs between some cells must agree with the numbers on either side of them: their "arrows" point to the lower of the two numbers. (How much lower is unknown.)

### Unequal hints:

Eliminate possible numbers from individual squares by:

- recognizing that no grid number can be lower than 1 or higher than the limit
- recalling that no digit can appear twice in the same row or column
- combining the two guides and watching nearby > signs can eliminate more digits

You may find it easier to list the digits in each box that are impossible instead of listing the possibilities. Or you might write small digits along the bottom of the box to indicate an impossible digit, then at some point switch to possible digits along the top

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

## Tents Answers from yesterday's issue

🌳	▲				▲		2
					🌳		0
▲	🌳	▲	🌳	▲			3
				🌳			0
	🌳			▲			1
	▲			🌳			1
1	2	1	0	2	1		

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

	4				6	
5	<	^	^	^		
		^	v	^		
v				>	^	
v			<	>	>	
v	^	^	<	<		v

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

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

					▲				▲	2
▲	🌳	▲			🌳	🌳	▲	🌳		3
		🌳		▲	🌳				▲	1
🌳	▲			🌳	▲	▲	🌳	🌳		2
		▲	🌳	🌳	▲	▲	🌳	▲	▲	4
▲	🌳	▲	🌳	🌳	▲	🌳	▲	🌳	▲	2
				▲		▲	🌳	▲	🌳	3
		▲			▲			▲	🌳	1
▲	🌳	🌳	🌳	▲	🌳	▲		▲	🌳	4
	🌳	▲					🌳	▲	▲	2
1	3	0	5	1	3	2	3	2	3	1