

Tomorrow's Schedule

Thursday, April 16, 2009.

Bob Peacock Morning Compact Knockout
 Teams (began Wednesday morning) (bracketed)8:45
 Side Game (MORNING Series, #3 of 5) (1500+/500-1500/0-500: team avg.) ..8:45
Morning 199er Pairs (strat limits at Director's discretion)8:45

Debbie Hargreaves Knockout Teams
 (opening round and quarterfinals) (bracketed)1:00 & 7:30
 Milton, Johnson Knockout Teams
 (semifinals and finals) (bracketed)1:00 & 7:30

David Richardson Open Swiss Teams (1500+/500-1500/0-500).....1:00 & 7:30
Janet Heino Senior Swiss Teams (1500+/500-1500/0-500).....1:00 & 7:30
 (in the two-session Swiss Team events, strats will be based on the team average)

Dr. Presley A. McLeod
 Side Game (AFTERNOON Series, #3 of 5) (1500+/500-1500/0-500).....1:00
Afternoon 199er Swiss Teams..... (strat limits at Director's discretion)1:00

One-Session Swiss Teams (1500+/500-1500/0-500: team avg.) ..7:30
 Ted Van der Vliet
 Side Game (EVENING Series, #3 of 5) (1500+/500-1500/0-500).....7:30
Evening 199er Swiss Teams (strat limits at Director's discretion)7:30

Newly-begun events are listed above in **boldface**.
 Side Games may be entered at any time.

Crast♥Gord♠ns!

WEDNESDAY Edition

Crast♥Gord♠ns! is the Daily Bulletin of the 2009 Victoria Regional, which is probably the first time that bridge has been played in the exact spot where Johnny Weismuller broke the world indoor record for the 100-yard freestyle. Our playing area used to be a salt-water indoor pool, for many years the largest in the British Empire!

I will be available for digital photos of overall winners of all strats before the afternoon session (near the pairs entry table in the main playing area) and again after the evening session ends (near the exit to Douglas St.). Any win is important enough for a photo: no matter the bracket or the strat, even if it happened earlier in the tournament. Don't be shy!

Each edition of **Crast♥Gord♠ns!** (and other recent McBruce Daily Bulletins) is posted online early each morning (photos in color!) here:

www.matchpointer.com/db.htm

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

Photos will appear in **Crast♥Gord♠ns!** as space permits. All photos are posted online, so that you can download them and have lasting color copies made, or order prints made and sent to you from the website that publishes the photos online. Details are on the web page.



Crast♥Gord♠ns! Editor:

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I welcome all content: news, stories, photos, interesting deals and anything else of interest for **Crast♥Gord♠ns!**, and I'll print as much as I can—from experts, intermediates and novices alike. Something interesting? Let me know!



Today's Schedule

WEDNESDAY, April 15, 2009.

Bob Peacock Morning Compact Knockout Teams (concludes Thursday morning)
 (bracketed)8:45
 Side Game (MORNING Series, #2 of 5)
 (1500+/500-1500/0-500)8:45
Morning 199er Pairs
 (strat limits at Director's discretion)8:45

Milton, Johnson Knockout Teams
 (opening round and quarterfinals)
 (bracketed) 1:00 & 7:30
 Connie & Jim McAvoy Knockout Teams
 (semifinals and finals)
 (bracketed) 1:00 & 7:30
Bill Bean Open Pairs
 (1500+/500-1500/0-500) 1:00 & 7:30

Dr. Presley A. McLeod Side Game
 (AFTERNOON Series, #2 of 5)
 (1500+/500-1500/0-500)1:00
Afternoon 199er Pairs
 (strat limits at Director's discretion)1:00

One-Session Swiss Teams
 (1500+/500-1500/0-500: team avg.).....7:30
 Ted Van der Vliet Side Game
 (EVENING Series, #2 of 5)
 (1500+/500-1500/0-500)7:30
Evening 199er Pairs
 (strat limits at Director's discretion)7:30

Newly-begun events are listed above in **boldface**.
 Side games can be entered at any time.

Can You KENKEN?

Improve your bridge with KenKen®!

KenKen® is a new twist on those popular number puzzles that have recently come from Japan to our newspapers and puzzle magazines. It was invented in 2004 by **Tetsuya Miyamoto**, an innovative instructor who promotes a method of “teaching without teaching.” Mr. Miyamoto’s weekend classroom has many applicants each year, and his students dominate Japan’s Math Olympics. KenKen® (which means “cleverness squared”) is one of many tools he uses to get students thinking instead of memorizing.

With Mr. Miyamoto’s method in mind, it seems appropriate to simply present the rules of KenKen® to get you started:

The object: fill in numbers in the grid from 1 to the grid size. A grid of four-by-four like the one below contains only the numbers 1, 2, 3, and 4 when solved. Grid sizes can range from 3 (easy) to 9 (challenging)!

Do not repeat a number in any row or column.

The numbers in each heavily outlined set of squares, called **cages**, must combine (in any order) to produce the target number in the top corner of the cage, using the mathematical operation indicated.

Cages with just one box should be filled in with the target number in the top corner.

A number can be repeated within a cage, as long as it is not repeated in the same row or column.

Good luck!

Easy

3-	7+		3+
	6+	3	
2		6+	
2-			4

www.kenken.com

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 Try a slightly more challenging puzzle on page 19!

KENKEN

(An easier KenKen® puzzle, and rules for solving these ADDictive puzzles, are on page 2)

How KenKen® Will Improve Your Bridge Game

Success in bridge and in KenKen® require a fair bit of logic and a little bit of arithmetic. In both games, players construct a logical chain that leads to success, and a wrong turn in a sequence of assumptions can lead to trouble. In bridge, you might lose a key finesse that you thought was certain to succeed. In KenKen®, you may reach the end of the puzzle, only to find out that there is a pair of the same digit in a row or column, or one of the cages doesn’t hit the target number! Disaster!

KenKen® gives the solver three basic clues to attain the goal of finding the missing digits in a grid:

- all rows contain each digit once only
- all columns contain each digit once only
- each cage hits the listed target number exactly when the indicated arithmetic function is applied

Bridge also gives three basic clues to attain the goal of working out where the missing cards are:

- each player begins with thirteen cards
- players must follow suit if able
- a player’s hand conforms to the limits set by that player’s bidding system (usually...)

From these three axioms, bridge players and KenKen® solvers will discover and develop what mathematicians know as theorems. A simple bridge theorem might be: a player known to hold a doubleton in a suit cannot hold more than seven highcard points in that suit. A simple KenKen® theorem might be: a two-square cage with 3+ as the target always contains the digits 1 and 2, but not necessarily in that order.

As you play more and more bridge against better and better opponents, you’ll learn to combine the axioms and the theorems to make more advanced and more useful theorems. Like this one: a player who passes his partner’s opening bid and shows up with a side suit ace cannot also have the missing king of trumps: opener has it, and the only hope is to drop it singleton if we cannot finesse against it. You’ll also come up against situations where the logical play doesn’t seem to work. If you are a serious bridge student, you’ll try to go over the ground and see where you went wrong.

As you solve more and more KenKen® puzzles of greater and greater difficulty, you’ll find yourself amazed at similar logical leaps you’ll make. Some of them will lead to disaster and you’ll have to go over your reasoning and discover where you went wrong. Sometimes you’ll suspect that you did the right thing for the wrong reason and you may want to try to correct that for next time.

If you play both games regularly, your brain’s logical circuits will be pumped up. You’ll know instinctively the key difference between a proven fact and something that is simply speculation. You’ll stop yourself in the middle of a hand or a puzzle, thinking “is that a valid conclusion — or am I missing something?”

I’ve done about three hundred KenKen® puzzles and I play bridge fairly often. I’m convinced that one compliments the other. The two games set into motion the same circuits in the brain. And both have what a scientist might call *intuitive feedback*: you hardly need an answer section in a KenKen® book: if you get to the end and everything works, you know you have the answer. In bridge, a good score is your reward (sometimes...).

So I hope you’ll spend a few minutes this week with this fun new puzzle from Japan. We’ll slowly increase the difficulty over the course of the week.

Want more KenKen®? Check out their six daily puzzles at www.kenken.com. Happy solving!

Easy

20x		5-		9+	
	3÷		14+		48x
3-	3÷				
		12x	11+	11+	
72x					4-
	3+			4	

www.kenken.com

(Answers to today’s puzzles in tomorrow’s issue)

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