

BARBARA & ALEX'S NEWSLETTER JAN, FEB MAR 2013

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TIPS FOR LESS EXPERIENCED PLAYERS

Hand Evaluation

Andrew Robson looks at the power of shape.

Contrast these two hands:

Hand (i)	Hand (ii)
♠ K J 3	♦ KJ853
♥ Q J 4 2	♥ Q J 4 2
♦ A 9 6	♦ A 9 6
♣ 10 8 5	♣ 10

Hand (i) is the most barren shape in Bridge, the dreaded 4333. No short suits, no long suits. You would not open the bidding, nor would you bid as an overcall if an opponent opened.

Hand (ii) is far more interesting. 5431 is my favourite of the common shapes (it's also – after 4432 and 5332 the third most common). You will open the bidding $1 \pm$ with this hand – using the Rule of 20 (high-card points added to number of cards in two longest suits getting to 20) and you'll also bid $1 \pm$ after an opposing opening bid. Having a 5 card suit and a lower ranking 4 card suit is particularly nice, giving you an easy bidding strategy $(1 \pm$ - then $2 \)$.

(Ed note: If you are a short suit counter, you would still open with 1 ♠)

Shape is so important that I would recommend looking at your shape before even counting your points. I would mark the common shapes as follows (out of ten):

Shape (in decreasing order of frequency)	Marks/10
4-4-3-2	5
5-3-3-2	6
5-4-3-1	9
5-4-2-2	7
4-3-3-3	3
6-3-2-2	8

MEET ANDREW ROBSON

NY TIMES Jan 2, 2013 by Phillip Alder

Each Jan. 1 the reigning British monarch announces an honors list. British and Commonwealth subjects are recognized for especially meritorious achievement in almost any field.

This year the English bridge personality Andrew Robson has become an officer of the Most Excellent Order of the British Empire for services to bridge and charity.

At the table Robson won the World Youth Teams and Junior Common Market Teams in 1989 and the European Teams in 1991. He has also captured three board-a-match North American championships, five Gold Cups (the most prestigious event in Britain) and several topranked pair titles.

But Robson has earned the O.B.E. for his work away from the top level of the game. In 1995 he opened the Andrew Robson Bridge Club, which is now one of the largest in the world, with **OVET** 2,000 members. He stresses zero tolerance (no bad behavior) and teaches lots of classes, especially for beginners and the inexperienced. He learned the game when he was 10 from his parents, who now sometimes attend his classes. He also runs about 50 so-called Bridge Days each year, usually raising money for charities — over 60 so far and counting. These typically attract more than 100 people.

Robson, who is married with two daughters, writes a column daily in The Times of London and weekly in The Sunday Times...He has done all of the above in only 48 years. Congratulations Andrew Robson O.B.E.

Do check out Andrew's website at

www.arobson.co.uk

And if you get to London, U.K. do visit his outstanding bridge club.

Tips for Intermediates by Andrew Robson

Tip: DO look for a five-card suit from which to make length winners

A long suit – typically five cards in length – usually provides declarer with the chance to exhaust the opponents of all their cards in the suit and so enables him to score tricks with the small cards left over. Naturally trumps must have been drawn (or it is notrumps).

Dummy

K Q 7 5 2

West

East

Declarer

A 4 3

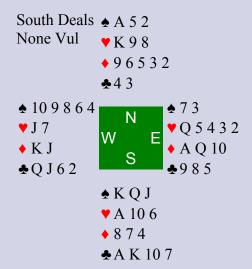
You have excellent chances of scoring tricks with ◆ 75. After ◆ AKQ, an opposing 3-2 split (expected – a missing odd number of cards rates to split as evenly as possible) will see the opposing diamonds exhausted. Two extra tricks.

Dummy
♣ A Q J 5 2

West East

Declarer
♣ 4 3

Still promising, although six missing cards are more likely to be 4-2 (or 2-4) than 3-3. Lead $\clubsuit 3$ to $\clubsuit J$, finessing against $\clubsuit K$. Say West holds $\clubsuit K$ meaning that $\clubsuit J$ will win - a 50-50 shot. Now cross back to hand (in another suit) and play $\clubsuit 4$ to $\clubsuit Q$. That card also wins, so cash $\clubsuit A$. Say East discards to reveal a 4-2 split. Now give up a \clubsuit (or trump if you have them) a fourth round to set up the long card.



You mustn't be frightened to lose tricks to set up the long cards. But the sooner you start the better, or you will run out of time. Declarer on our featured 3NT deal (South is declarer) had to lose the lead no fewer than three times.

Declarer won West's ♠10 lead with ♠J and, as he had to, led ♠8. East overtook West's ♠J with ♠Q and led ♠7. Declarer won ♠Q and led ♠7. West won ♠K and persevered with ♠9. Declarer won dummy's ♠A and led ♠5. East won (good – West held two long spades) with ♠A and switched to ♠9, but nothing was any good (for the defence). Declarer won ♠K, crossed to ♥K and enjoyed ♠96 as winners. This brought his trick tally to 9.

OPENING LEADS VS SUIT CONTRACTS By EDDIE KANTAR

The card you select as your opening lead is probably the most important card you are going to play during the entire defense. Therefore, you should give it a little thought. Your focus should be on the likely distribution around the table (easier when there is mucho bidding), declarer's likely strength and the degree of trump fit that the bidding seems to indicate.

Of major concern is whether you should be making an aggressive or a passive opening lead. Again you must go back to the bidding to help you out.

Does the dummy figure to have a long side suit?

If there is a long side suit, how is it breaking? If it appears to be breaking evenly, make an attacking lead. If you have it well under control, a trump lead is usually best. Why? Because when dummy has a long suit it also has a short suit. Since the long suit cannot be established, declarer will try to use dummy's trumps for ruffing. Each trump you lead is one less loser that declarer can trump.

Should I be looking for a ruff? Lead a short suit, particularly with a trump holdings that look like Kxx, Ax (x), but not with QJx or J10xx where ruffing costs you a natural trump trick.

Should I be looking to give partner a ruff? This can work out well if you have a quick rump entry facing a partner who is marked with shortness in a side suit.

Should I be trying to shorten the declarer's trump holding? This is usually a good idea when holding four trumps. If delcarer has five trumps, say, and you can make declarer twice, you will have more trumps than declarer. This is good news for you and bad news, very bad news, for declarer.

Should I just be sitting back and waiting for my tricks rather than attacking here, there, and everywhere? This is what you do against a balanced dummy where declarer cannot set up a long suit and will eventually lose any slow losers they have. Avoid breaking new suits unless it is safe to do so.

Should I be leading a trump to cut down on ruffs in the dummy? Declarer has bid two suits, winds up in the second suit, and you have length and strength in the first suit. This is a good time to lead a trump.

Has partner passed a low level takeout double? A trump lead is quasi- mandatory in this case. Partner must have a very strong trump holding to pass a low level takeout double. You should be looking to draw declarer's trumps so he can't make his little ones by ruffing.

BRIDGE AND YOUR BRAIN

Reasons Why Wall Street Loves Bridge Business Insider



Poker's rise to prominence in the world of finance has pushed bridge, its more mature predecessor, from the limelight. There's a reason, however, why the best bridge players in the country are almost all investors. *Business Insider* deputy editor and bridge enthusiast Gus Lubin notes: "Bridge is a complex card game that fits the analytic side of finance, as poker appeals to instincts."

A bridge devotee, Warren Buffett has famously declared, "I wouldn't mind going to jail if I had three cellmates who played bridge." But passion for the game has gotten some on Wall Street in trouble. As recounted in

William D. Cohan's *House of Cards*, Jimmy Cayne played a tournament of bridge while Bear Sterns imploded, an example of antipathy at the executive level that is often compared to Nero playing the fiddle while Rome burned.

Though an intense mental activity, bridge also offers an opportunity to unwind for high-octane individuals. A 1955 issue of *Sports Illustrated* references Eisenhower's love for the game which was his "only effective form of relaxation...The most relaxing thing he could do was to play a game in which the problems were tough, the solutions difficult, but the consequences of error were just a few hundred harmless points written down on a scorepad."

There's no doubt why investors still flock to this challenging test of teamwork, memory, and wits. Bridge can help your intelligence, your health, and your career — and *it's fun*. Due to the sheer number of rules and complexity involved with bidding, which precedes a hand of bridge, it can be a very difficult game to pick up. The challenge of mastering bridge is a compelling end in and of itself for those with competitive spirits and analytical minds. There's no doubt that Wall Streeters enjoy the mental stimulation that accompanies a game of bridge. Warren Buffett once said that bridge has "got to be the best intellectual exercise out there."

As the following quote shows, you never know who you might meet at a game of bridge: "One of the reasons I'm here is because of the camaraderie," said a loud and gregarious Philip Krone, a political and urban consultant in Chicago. "What other place are you going to get to play with the chairman of a Fortune 500 company, the counsel general of a major European power, or even a businessman from Shanghai on his way through?"



While computers can now routinely beat all but a handful of chess grandmasters, they can't come close to outplaying the world's finest bridge players. Why is this? Because computers can understand math, but they can't understand people - at least not yet.

Buffett has elaborated on the similarities between the two pursuits: "The approach and strategies are very similar in that you gather all the information you can and then keep adding to that base of information as things develop. You do whatever the probabilities indicated based on the knowledge that you have at that time, but you are always willing to modify your behavior or your approach as you get new information. In bridge, you behave in a way that gets the best from your partner. And in business, you behave in the way that gets the best from your managers and your employees."

As long as your mind is keen, you can continue to play bridge, at any level, regardless of your age. The same can't be said for sports like golf, in which you're dependent on weather and the longevity of your joints. A study released by the College of Medicine of Yeshiva University found "Playing chess, bridge or a musical instrument significantly lowers the risk of developing Alzheimer's disease or other forms of dementia, according to the most comprehensive study to examine the benefits of challenging intellectual activity among the elderly."

Emphasizing the importance of proper play, Ben Graham, the mentor of Warren Buffett, once quipped: "I recall to those of you who are bridge players the emphasis that bridge experts place on playing a hand right rather than on playing it successfully. Because, as you know, if you play it right you are going to make money and if you play it wrong you lose money – in the long run. There is a beautiful little story about the man who was the weaker bridge player of the husband-and-wife team. It seems he bid a grand slam, and at the end he said very triumphantly to his wife 'I saw you making faces at me all the time, but you notice I not only bid this grand slam but I made it. What can you say about that?" And his wife replied very dourly, "If you had played it right you would have gone down."

A University of California study found that "playing contract bridge leaves people with higher numbers of immune cells... Bridge players plan ahead, they use working memory, they deal with sequencing, initiation and numerous other higher order functions with which the dorsolateral cortex is involved."

Thomas Weik, CIO of Weik Investment Services, "In bridge, there are various safety plays that one can take to protect against adversities in a suit or entire hand. Safety, to me, is an extremely important concept in investing and in bridge and has been a major contributor to any success I have had. You decide I'm going to change my line of play here. The difference in bridge is that you can actually plan the play of a hand from start to finish."

COMMON ERRORS AND SOLUTIONS TO AVOID THEM

From Bridge Bulletin, July 2007, "Fault Signs" by Mary Smith

1. Playing too fast.

Many errors, such as winning the opening lead in your hand when you should have won it in the dummy, can be prevented by just slowing down. If you are the declarer, make a plan. So if you're planning to take an immediate finesse for the king of trumps by leading the queen from dummy, try to win the first trick in dummy!



2. Cashing tricks, especially aces, too early.

Planning ahead is good for defenders, too. Aces should capture kings and queens, not 2s and 3s. When the dummy, on your left, tables a suit such as K-J-5-4, decide ahead of time that when declarer leads toward that suit, you, holding the Ace, will duck smoothly. You will lose your ace once in a while, but when your partner has the queen, she will score it most of the time. Try to establish **extra** tricks, not just cash the ones you were dealt.

3. Trump mismanagement.

- a) Getting your winners ruffed because you didn't pull trumps. Solution: If your hand or the dummy is going to be full of good tricks after you knock out one of the opponent's high cards, then you should usually pull trumps so your winners won't be ruffed.
- b) Pulling too many trumps. Solution: When you're planning a crossruff, or simply need to ruff losers in your hand or dummy, don't pull trumps, or at least not enough to thwart your plan.

4. Misusing conventions.

Many people play conventions without knowing the follow-ups. For example:

- a) The unusual notrump and Michaels cuebid were designed to show two suiters with one bid. You need a few high card points and decent suits. If you are vulnerable, your hand should have more strength.
- b) Blackwood and Gerber were invented to keep you out of slam off two aces, not one. If you find you are off an ace, you should bid six.
- c) Some know the first part of Jacoby 2NT but know nothing of the correct rebids by the opener after 2NT by responder. This does not work. It would be better to not play the convention at all than play only a quarter of the convention.

5. Bad Penalty doubles.

Don't double for penalty just because you have a strong hand. You need tricks and, usually, some trump tricks.

6. Captaincy issues.

When you have basically described your hand, leave the competitive decisions up to partner. Assume your partner is the boss any time you open the with 1NT. Responder adds her points to yours.

It's usually easy for her to decide if you belong in a part score, or if you are in game or slam range. Auctions that start with a suit are similar. The opener describes her hand and usually narrows her point range on her second bid, so responder can often place the final contract.

7. Telling the same story twice.

Resolve to stop rebidding five-card suits if there is a reasonable alternative. After a Jacoby Transfer, don't EVER rebid a five-card suit. Rebidding the known five-card suit will always promise six! If you open with 3H and the bidding goes Pass – Pass 3S on your right, you must not now bid 4H. You already have told your story. Bad hand and a 7 card suit of quality. Partner may bid again but you may not, unless you bend over and find an Ace on the floor.

8. Physical or mechanical errors.

Before playing to any trick, take a quick glance at the table, left to right. If you are following to a trick, look to see what has already been played. If you are leading to a trick, make sure you are on lead. Then, as you pull your card out, check again that it's the one you meant to play.

A Pastor goes to the dentist for a set of false teeth. The first Sunday after he gets his new teeth, he talks for only eight minutes. The second Sunday, he talks for only ten minutes. The following Sunday, he talks for 2 hours and 48 minutes.

The congregation had to mob him to get him down from the pulpit and they asked him what happened.

The Pastor explains the first Sunday his gums hurt so bad he couldn't talk for more than 8 minutes. The second Sunday his gums hurt too much to talk for more than 10 minutes.

But, the third Sunday, he put his wife's teeth in by mistake and he couldn't stop talking.

Bridge Tips for Play of the Hand in a Notrump Contract By Eddie Kantar www.kantarbridge.com

Due to the way bridge is scored, more hands end up being played at notrump than in a suit contract. Try these tips on playing a notrump contract:

- Count your sure tricks the number of tricks you can take without giving up the lead.
- If you have enough sure tricks to make your contract, take them!
- If you don't have enough sure tricks to make your contract (usually the case), attack suits in which you may be missing the ace, the king, or both the ace and the king tricks you have to lose anyway.
- Long suits can provide extra tricks. Just keep playing them until both opponents are void in the suit; the remaining cards are all winners.
- When taking or establishing tricks in unequally divided suits with equal honor cards, start by playing the high card from the short side. With K2 facing the AQJx or QJ10x, start with the king.

Playing Second Hand with the Dummy on Your Right

In bridge, when the dummy is on your right and leads a suit, you're second to play, so you play *second hand*. You can use some clever strategies to play a smart second hand defense. Obviously, following these general guidelines doesn't guarantee that you'll play the right card every time. But you'll usually be right, and at least you won't slow the game to a crawl every time you play second hand.

Following a low lead with a low card

When the dummy leads a low card, you normally play the lowest card you have, which is called playing second hand low.

You can play second hand low most of the time. In fact, it is an exception not to play second hand low when the dummy leads a low card. You don't give away any secrets when you play second hand low.

Covering an honor with a higher honor

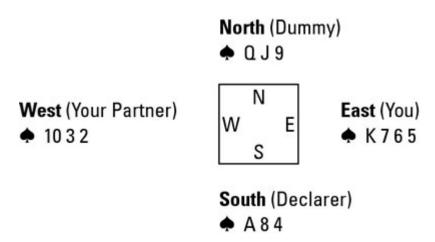
When the dummy leads an honor card (10 or higher) and you have a higher honor card, gently place your honor right on top of the dummy's honor. By so doing, you force the declarer to play yet another honor to that trick. After at least three honor cards are played to the same trick, lower spot cards (perhaps even in partner's hand) have a way of becoming winning tricks; it's called *promotion* — the reason you cover.

If you cover an honor with an honor and the declarer takes the trick with yet another honor, three of the top five honors vanish on one trick. Suddenly the lower honors, and the eights and nines, sit up and take notice because they soon become winning tricks. You cover an honor with an honor to promote lower honors (not to mention eights and nines) for either you or your partner.

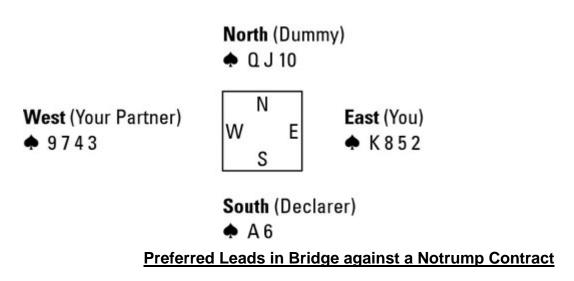
Covering the last of equal honors in the dummy

When the dummy leads one of several equal (consecutive) honors, don't cover the first honor; instead, cover the last equal honor. For example, if the dummy has two equal honors, such as the QJ6 or the J103, cover the second honor led. If the dummy has three equal honors, such as the QJ10 or the J109, cover the last equal led from the dummy. Here's why:

• When the dummy has two equal honors: In the diagram on the next page, the dummy has two equal honors. Which one should you cover? If either honor (♠Q or ♠J) is led from the dummy, play low. When the second honor is then led from the dummy, cover that one with your ♠K. Even though your ♠K loses to the ♠A, your partner's ♠10 becomes the highest remaining spade. If you cover the first honor, the declarer wins the ♠A and can lead a low spade, finessing the dummy's ♠9 and taking all three tricks.



• When the dummy has three equal honors: The diagram below gives you a look at a dummy that has three equal honors. Whichever honor is led from the dummy, say the ♠Q, don't cover. When a second honor is played, don't cover again. Now you can see how your patience pays off. If you play low twice, the declarer takes the first trick with the ♠Q and the second trick with the ♠A, and winds up taking only two spade tricks. If you mistakenly cover the first or second honor, the declarer takes three tricks because dummy's remaining spade is a winning trick.



When you're leading against a notrump contract, selecting the right opening lead offers you a chance to finish off the declarer. Check out these suggested leads:

- The top of a three-card honor sequence: A from AKQx, K from KQJx Q from QJ10x (those are perfect sequences) or a broken sequence K from KQ10x, Q from QJ10x or QJ9x, and so on
- The J from suits headed by the J109, J108, AJ10x, or KJ10x
- The 10 from suits headed by the 1098, 1097, A109, K109, Q109, or AK109
- Lead your partner's suit. Use the above rules...use the rule of BOSTON. Bottom Of Something and Top Of Nothing
- The fourth highest card from your longest suit e.g. K9532 Lead the 3.

SKILL VERSUS LUCK

The primary reason for the widespread interest in contract bridge is the fact that the game combines the elements of 'skill' and 'luck' in the most palatable proportion; it has been estimated by various authorities that 'skill' comprises about 65% while 'luck' is about 35%. In order for a game to rise to the plane of universal popularity, it must possess these two essential ingredients. But should a game have too much luck attached to it (as dice for example), the stimulation & incentive to the player's skill are not sufficient to sustain his interest. On the other hand, should a game require too much thought and skill – as chess – the poorer player will turn to something else which will give him a better chance to excel. It is unquestionably the harmonious combination of skill and luck which has served to hold the interest of bridge's millions of disciples.

CHAMNAP. OUR WONDERFUL TEACHER

SCHOOLS IN CAMBODIA & WATER FILTERS IN LAOS

Patti Lee & Barbara Seagram travelled to Cambodia in February, 2011. We had heard of a programme organized by the Gravenhurst Rotary whereby we could buy bicycles for children, which would enable them to travel long distances and get to school there. Many of these were children of landmine victims.

Patti and Barbara arranged for the purchase, ahead of time, of 40 bicycles. We then distributed them to the children of Banyan Learning Tree School. Many of the people travelling with Patti and Barbara on this trip to Cambodia were donors of these bicycles, as well as friends and neighbours back in Toronto.

While Patti and Barbara were there, they took one look at the existing school and decided that it would fall down in the first big wind as it was a very tentative bamboo structure with one small classroom. Patti and Barbara returned to Toronto and worked on getting a quote for building a permanent school. They raised \$40,000.00 in 2011 through bridge endeavours and generous gifts from wonderful people in the Toronto area and beyond. The school was built. There was even money left over and with that, they furnished three schools (there are two other schools in the Banyan Learning Tree family in outlying villages, Bakot and Prokeab, 100 km or so away from Phnom Penh). They also furnished one school with electricity and bought lots and lots of books and supplies for all three schools. They also built a library at one of the schools in the outlying villages.

Barbara & Patti are now committed to sustaining these schools and in 2012 raised a further \$40,000.00 toward that end. They plan to continue fundraising so that the school will continue in perpetuity.

Barbara & Patti returned to Phnom Penh in March 2012 for the opening of the new School. There are now 200 students. When they started with the whole project, enrolment was 75 students. There are over 400 students in the Banyan Tree programme.

For many years, these two ladies have been taking groups of 80-100 people around the world, playing bridge. Barbara & Patti are both bridge teachers and ACBL (American Contract Bridge League) directors. For the past few years, they have requested others in the group to take along an extra suitcase. People from all over have generously donated supplies for children such as toothbrushes and toothpaste, books for the children, notepads, eyeglasses, pens, pencils, markers and clothing. They have been distributing these for years on their trips and continue to send items to the schools on a regular basis. They just received a generous donation of three brand new IBM laptops which will help so much with the computer programmes at all three schools.

There are two volunteers on the ground in Cambodia, making all these magical things happen. One is Lisa McCoy who lives in Gravenhurst half the year and in Cambodia the other half. Also Pauline Johns from Australia who is also in Cambodia half the year. They each pay their own meals, airfare and accommodation so that all donations go directly to these programmes and no money is spent on administration. They are both amazing ladies who give so much of their time and make all these projects work.

For more information about this programme: http://www.banyantreeorganization.com

After visiting Cambodia in 2012, Barbara & Patti then visited Laos, the very poorest of all the nations in South East Asia. They learned a lot about the history of this impoverished nation where UXO's (Unexploded Ordinances) remain all over the land, killing or maining adults and children all too often. Laos holds the dubious distinction of being the most bombed nation on the face of this earth. Steve Rutledge and Mike Yap have founded "Adopt A Village in Laos". They live in Port Hope six months of the year and have been the recipients of many philanthropic awards. They are very involved in building schools in Laos and installing water filters and latrines in villages in Northern Laos. The water filters are phenomenal for allowing villagers to lead a productive life versus suffering from constant disease. Patti and Barbara held a bridge fundraiser for this cause in Toronto in 2012 and are actively involved in funding the installation of these water filters.

For more information, check out this web site: http://adoptavillageinlaos.wordpress.com

Tax deductible donations will be issued from both charities. Those wishing to donate to the Cambodia cause should send a cheque made out to CANADIAN LANDMINE FOUNDATION. Laos donations should be made out to ADOPT A VILLAGE IN LAOS. All cheques may be sent (ALONG WITH FULL ADDRESSES & EMAIL ADDRESSES) to Barbara Seagram, 200 Lawrence Ave East, Toronto, ON M4N 1T2

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TAX DEDUCTIBLE RECEIPTS WILL BE ISSUED FOR DONATIONS OF \$20.00 or more

ADDRESS_____

WELCOME ABOARD, LEE

Lee Daugharty is now the owner of (what was) our bridge club. It is still located at Habonim Synagogue at 5 Glen Park Ave. Lee is a fabulous guy and is much loved and enjoyed by all the players.

The gentle duplicate games are held on:

Tuesday afternoons @ 12 noon. Wednesday afternoons @ 12 noon

Lecture: 11.40 am

Wednesday evenings @ 7 pm Lecture: 6.40 pm

These games are for happy people. Smiling is deemed to be important. A good time is had by all. Please do get out and enjoy these games. The most wonderful people play in them. Sandwiches @ \$5.00 are served before the game. Tea, coffee and refreshments are served at teatime, free of charge.

FREE UNLIMITED PARKING in parking lot at the site and on side streets. \$10.00 per person per session or 10 tickets for \$90.00. Glen Park is between Glengrove and Glencairn and runs west off Bathurst.

Come with or without a partner and Lee will always match you up. Tel no: 905-453-1976 Email calendar@interlog.com No need to reserve beforehand. Just go.

LOOKING FOR A GREATER CHALLENGE?

CRAIG'S GAME ON MONDAY NIGHTS AT 5 GLEN PARK. 7.00 PM THIS IS A STRONGER GAME. BRIDGE TIP PRE-GAME by CRAIG

Craig is an excellent director and fine player. He is always happy to go over hands with you after the round or before or after the game. He is kind, gentle and patient at all times. Try this game. You will improve as you play against stronger players.

WAYNE'S BRIDGE WORLD

http://www.bridgewebs.com/waynesworld

Try Monday nights with Wayne at 63 Taunton Rd @ 6.45 pm for a fun happy introduction to duplicate bridge. Loads of fun and very relaxed.

Tuesday nights: At 5 Glen Park Ave. For players with 0-200 master points. Wayne & his lovely wife, Joyce, welcome your questions: wayne.ruttan063@sympatico.ca 416-284-8887

<u>DEFENCE CHEAT SHEET - NEW!!!</u> ON SPECIAL for limited time.

PLAY IN LEE DAUGHARTY'S GENTLE GAMES

TUE & WED @ 12 & WED EVE

@ 7 PM @ 5 Glen Park Ave.

416-274-1752 / 905-453-1976 calendar@interlog.com

PLAY & LEARN GAME WITH WAYNE : Mon eve 6.45 pm @ 63 Taunton Rd
