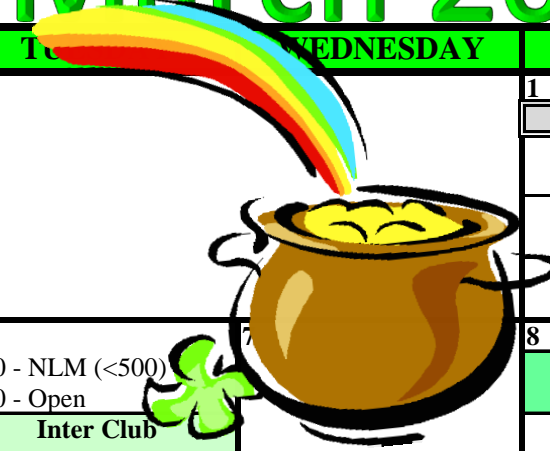


March 2018



SUNDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Note different strats for Silver Point Games				1	2
				SILVER POINT WEEK (Progressive Sectional)	
			9:00 - 0-50	10:30 - 0-750	10:00 - Practice Play
			12:00 - Women's Contract	12:00 Friday Club	1:00 - 0-750
					1:00 - Open Game
					Singles / Individual 5:00 Social Hour 6:00 Bridge
4	5	6	7	8	9
Silver Point Week Progressive Sectional	10:30 - NLM(0-500)	9:30 - NLM (<500)		Club Championship 9:00 - 0-50	10:30 - NLM(0-500)
	11:00 - Monday Club	9:30 - Open		12:00 - Open	12:00 Friday Club
	Club Championship 6:00 - Open	Inter Club 1:15 - NLM (<500) 1:15 - Open	12:00 - Open		10:00 - Practice Play
6:00 - 0-200			6:30 - NLM(0-500)	Perfect 10 Swiss 6:00 - Open	1:00 - NLM(0-500)
6:00 - 0-2000		6:30 - 0-20			1:00 - Open Game
11	12	13	14	15	16
	10:30 - NLM(0-500)	9:30 - NLM (<500)	12:00 - Open	9:00 - 0-50	10:30 - NLM(0-500)
	Membership Game 11:00 - Monday Club	9:30 - Open		12:00 - Women's Contract	12:00 Friday Club
		Unit Championship 1:15 - NLM (<500) 1:15 - Open	NLM Swiss Teams 6:30 - NLM(0-500)		St. Patricks Day Green Party(*) 1:00 - NLM(0-500) 1:00 - Open Game
6:00 - 0-200	6:00 - Open				Married Couples 5:30 Social/6:30 Game
6:00 - 200-1250		6:30 - 0-20			
18	19	20	21	22	23
	10:30 - NLM(0-500)	9:30 - NLM (<500)	POM: Anne Riley 12:00 - Open(*)	9:00 - 0-50	10:30 - NLM(0-500)
	Senior Game SPECIAL TIME 12:00 - Monday Club	9:30 - Open		12:00 - Open	12:00 Friday Club
		1:15 - NLM (<500)	6:30 - NLM(0-500)		
Club Championship 6:00 - 0-200 6:00 - 200-1250	6:00 - Open	1:15 - Open			10:00 - Practice Play
		6:30 - 0-20			1:00 - NLM(0-500)
					1:00 - Open Game
25	26	27	28	29	30
	10:30 - NLM(0-500)	9:30 - NLM (<500)	12:00 - Open	9:00 - 0-50	10:30 - NLM(0-500)
	11:00 - Monday Club	9:30 - Open		12:00 - Women's Contract	12:00 Friday Club
		1:15 - NLM (<500)	6:30 - NLM(0-500)		
		1:15 - Open		Fast Pairs Inter Club 6:00 - Open	
6:00 - 0-200	6:00 - Open	Unit Championship 6:30 - 0-20			10:00 - Practice Play
6:00 - 200-1250					1:00 - NLM(0-500)
					1:00 - Open Game