Café Bridge



What is Café Bridge?

A Café Bridge event is a relaxed duplicate pairs game of bridge, just as you might play at your own Bridge Club. The difference is simply that instead of playing in your club venue, on this occasion the event is spread over multiple cafés and restaurants in the town centre of Bury St Edmunds. This year we are planning to use 12 separate cafés and restaurants, each of whom have agreed to dedicate a number of their tables to the event. These are **Procopios Pantry; Mowgli Street Food; Damson & Wilde; Baytree Café; Sekura; The One Bull Hotel; Midgar Coffee; The Edmundo Lounge; Abbeygate Cinema; The Apex; The Lounge & Garden; & Prezzo.**

There will be friends and other bridge players wherever you go for each round. The boards will stay in the venue, whilst you move between different cafés and restaurants, meeting up with new friends and other bridge players. We have allowed time between each round for you to casually stroll through the town centre to your next venue.

You will receive your own personalised movement card to guide you where to go next; and after the final round of the morning session, you will have a light lunch in that café/restaurant. We will be offering you the opportunity to select your preferred venue for lunch, as well as make your menu choice before the day.

The boards will be colour coded, so when you arrive at each new venue you will know where to sit for the next round. Scoring will be done by the North seated player using the BriAn Bridge App which is free to download and extremely easy to use. Help if needed will be available.

These fun events are extremely popular in parts of the country where they are organised, often attracting in excess of 100 pairs! Most importantly the event will support the local St Nicholas Hospice Care charity and aims to raise visibility and awareness of Bridge, by playing the game in the town centre. There will also be prizes for the first 3 pairs.

Any questions please contact <u>café_bridge@suffolkbridge.co.uk</u>