

SLO BOARD MEMBER BOB CLARK TELLS HIS STORY

I was born in Southern California and raised in Bakersfield. After Jr. College, I joined the Marine Corps and travelled the world, from the Mediterranean to Viet Nam. After the Marine Corps, I returned to college and earned my degree

I worked for a few years as health physicist at the now closed Vallejo Mare Island Naval Nuclear Shipyard. Then, wanderlust struck and I moved to Colorado, living the Rocky Mountain high near Vail. During those years, I was involved in all aspects of house construction, ran a gas station, drove a school bus, and worked as a hydrologic technician for the US Forest Service. Finally, I got tired of being poor, so I moved back to California and got a job at Diablo Canyon. Though I held numerous positions at Diablo Canyon, they all centered on health physics. I retired from there in 2010.

I have three children, Cassi with my first wife, and Linnea and Gabriel with Kathy, my wife of 29 years. My life-long hobbies are skiing, mountain climbing, caving, backpacking, gardening, and wood-working. As I get older I have had to curtail some of these activities, but I will keep doing as much as I can as long as I can. Since retiring, I have added the Marine Corps League and the Central Coast Leatherneck Honor Guard to my activities.

I was first introduced to bridge as a child, watching my parents play with their friends. I took some George S. Gooden method lessons in the early 70's but life was too busy to play much, so I didn't get back to bridge until I took lessons a few years ago with Candy Osborne on Wednesday nights in SLO. I enjoyed cards and realized that I needed something in my retirement to keep me mentally active and social.

It was with some relief that I finally achieved Life Master. My sincere appreciation goes out to the experienced players that mentored me, and the many partners that put up with my boneheaded bids and plays. If you keep trying long enough with a sincere effort to learn and improve, you will reach your goals.